

Duplicate and rubber bridge. Every contract made, every penalty, the bonuses and the IMP scale.

CONTRACT MADE EXACTLY

CONTRACT	UNDOUBLED		DOUBLED		REDOUBLED	
	NOT VUL	VUL	NOT VUL	VUL	NOT VUL	VUL
1♣, 1♦	70	70	140	140	230	230
1♥, 1♠	80	80	160	160	520	720
1NT	90	90	180	180	560	760
2♣, 2♦	90	90	180	180	560	760
2♥, 2♠	110	110	470	670	640	840
2NT	120	120	490	690	680	880
3♣, 3♦	110	110	470	670	640	840
3♥, 3♠	140	140	530	730	760	960
3NT	400	600	550	750	800	1000
4♣, 4♦	130	130	510	710	720	920
4♥, 4♠	420	620	590	790	880	1080
4NT	430	630	610	810	920	1120
5♣, 5♦	400	600	550	750	800	1000
5♥, 5♠	450	650	650	850	1000	1200
5NT	460	660	670	870	1040	1240
6♣, 6♦	920	1370	1090	1540	1380	1830
6♥, 6♠	980	1430	1210	1660	1620	2070
6NT	990	1440	1230	1680	1660	2110
7♣, 7♦	1440	2140	1630	2330	1960	2660
7♥, 7♠	1510	2210	1770	2470	2240	2940
7NT	1520	2220	1790	2490	2280	2980

GOING DOWN: POINTS TO THE DEFENDERS

DOWN	UNDOUBLED		DOUBLED		REDOUBLED	
	NOT VUL	VUL	NOT VUL	VUL	NOT VUL	VUL
1	50	100	100	200	200	400
2	100	200	300	500	600	1000
3	150	300	500	800	1000	1600
4	200	400	800	1100	1600	2200
5	250	500	1100	1400	2200	2800
6	300	600	1400	1700	2800	3400
7	350	700	1700	2000	3400	4000
8	400	800	2000	2300	4000	4600
9	450	900	2300	2600	4600	5200
10	500	1000	2600	2900	5200	5800
11	550	1100	2900	3200	5800	6400
12	600	1200	3200	3500	6400	7000
13	650	1300	3500	3800	7000	7600

HOW TO SCORE A HAND

1. Add the trick points for each trick bid and made over six. 2. Add the game or partscore bonus, a slam bonus, and the bonus for making a doubled contract. 3. Add any overtricks. Going down scores the penalty for the defenders instead. In duplicate every hand is scored on its own; in rubber bridge, trick points bid and made go below the line toward game, everything else above.

SCORING BASICS

TRICK VALUES	PER TRICK
♣ ♦ minors	20
♥ ♠ majors	30
NT notrump	40 first, then 30
Doubled / redoubled	x2 / x4

BONUSES

	NOT VUL	VUL
Partscore (under 100)	50	50
Game (100 or more)	300	500
Small slam (6 level)	500	750
Grand slam (7 level)	1000	1500
Making doubled	50	50
Making redoubled	100	100

IMP SCALE (TEAMS)

DIFFERENCE	IMPS	DIFFERENCE	IMPS
0-19	0	750-899	13
20-49	1	900-1099	14
50-89	2	1100-1299	15
90-129	3	1300-1499	16
130-169	4	1500-1749	17
170-219	5	1750-1999	18
220-269	6	2000-2249	19
270-319	7	2250-2499	20
320-369	8	2500-2999	21
370-429	9	3000-3499	22
430-499	10	3500-3999	23
500-599	11	4000+	24
600-749	12		

OVERTRICKS, EACH

	NOT VUL	VUL
Undoubled ♣ ♦	20	20
Undoubled ♥ ♠ NT	30	30
Doubled	100	200
Redoubled	200	400

RUBBER BRIDGE

	POINTS
Rubber won 2 games to 0	700
Rubber won 2 games to 1	500
Unfinished: one game up	300
Unfinished: partscore only	100
4 trump honors in one hand	100
5 trump honors, or 4 aces in NT	150