

TRICK SCORE

Scored by declarer's side if the contract is fulfilled.

IF TRUMPS ARE:

♠ ♦ ♥ ♣

For each odd trick bid and made

Undoubled	20	20	30	30
Doubled	40	40	60	60
Redoubled	80	80	120	120

AT A NO TRUMP CONTRACT**For first odd trick bid and made**

Undoubled	40
Doubled	80
Redoubled	160

For each additional odd trick

Undoubled	30
Doubled	60
Redoubled	120

A trick score of 100 points or more, made on one board, is **GAME**.

A trick score of less than 100 points is a **PARTSCORE**.

PREMIUM SCORE

Scored by declarer's side

SLAMS

For making a slam	Not Vulnerable	Vulnerable
Small Slam (12 tricks) bid and made	500	750
Grand Slam (all 13 tricks) bid and made	1,000	1,500

OVERTRICKS

For each OVERTRICK (tricks made in excess of contract)	Not Vulnerable	Vulnerable
Undoubled	Trick Value	Trick Value
Doubled	100	200
Redoubled	200	400

PREMIUMS FOR GAME, PARTSCORE, FULFILLING CONTRACT

For making GAME vulnerable	500
For making GAME , not vulnerable	300
For making any PARTSCORE	50
For making any doubled, but not redoubled contract	50
For making any redoubled contract	100

UNDERTRICK PENALTIES

Scored by declarer's opponents if the contract is not fulfilled

UNDERTRICKS

Tricks by which declarer falls short of the contract

	Not Vulnerable	Vulnerable
For first undertrick		
Undoubled	50	100
Doubled	100	200
Redoubled	200	400
For each additional undertrick		
Undoubled	50	100
Doubled	200	300
Redoubled	400	600
Bonus for the fourth and each subsequent		
Undoubled	0	0
Doubled	100	0
Redoubled	200	0

If all four players pass (see [Law 22](#)) each side enters a zero score.