

## PART-SCORE, GAME, & SLAM REQUIREMENTS

**Note: - This is not a definitive statement on scoring; it is merely an appreciation to assist in reaching the correct contract.**

### Definitions

When you win the auction, positive scoring commences when you win the seventh trick. The scale of scoring from the seventh trick onwards is as follows:

|     |   |  |
|-----|---|--|
| ♣/♦ | - | 20 points                                    |
| ♥/♠ | - | 30 points                                    |
| NT  | - | 40 for first trick; 30 for subsequent tricks |

If you make a contract and your final score is less than 100, you are deemed to have made a *part score*, for which a bonus of 50 points is given.

So 1♣ + 2 (i.e. nine tricks) is scored  $(20 \times 3) + 50 = 110$  points.

If you call and make a contract for which the basic score is 100 or more, you are deemed to have made *game*, for which there is a bonus of 300 if not vulnerable and 500 if vulnerable (this is *instead* of the 50 bonus for part-scores).

Game contracts are: 3NT; 4♥; 4♠; 5♣; 5♦, or more (but less than six).

So 3NT + 2 vulnerable (i.e. 11 tricks) is scored as  $40 + (30 \times 4) + 500 = 660$

(Note: you must call the game contract to get the 300 or 500 bonus. 1NT + 4 (160 points), whilst scoring more than 100, only gets the part-score bonus of 50 – i.e. total 210 points).

If you call a *small slam* i.e. 6♣; 6♦; 6♥; 6♠; 6NT you get a further bonus (i.e. in *addition* to the game bonus) of 500 points not-vulnerable and 750 points vulnerable.

So 6♥ not-vulnerable (i.e. 12 tricks) is scored as  $(30 \times 6) + 300 + 500 = 980$

If you call a *grand slam* i.e. 7♣; 7♦; 7♥; 7♠; 7NT you get further bonus (i.e. in *addition* to the game bonus) of 1000 points not-vulnerable and 1500 points vulnerable.

So 7NT vulnerable (i.e. 13 tricks) is scored as  $40 + (30 \times 6) + 500 + 1500 = 2220$

At this stage of learning, don't worry about the consequences of doubling or re-doubling. These implications will be considered with more experience.

### Requirements

*The requirements for the various levels are only approximate, and will be influenced by a number of factors: suit lengths and shortages; experience; card playing ability; opponent's ability. Only high-card points should be considered for no-trump contracts, but distributional points should also be considered for suit contracts.*

*Guideline* combined point levels are:

|                          |                  |   |
|--------------------------|------------------|---|
| Part Score               | - 20 - 24 points |   |
| Game (No-Trumps, Majors) | - 25 – 32 points | (9 tricks for no-trumps; 10 tricks for a major) |
| Game (Minors)            | - 27 – 32 points | (11 tricks)                                     |
| Small Slam               | - 33 – 35 points | (12 tricks)                                     |
| Grand Slam               | - 36+ points     | (13 tricks)                                     |