

# BEGINNERS' LESSONS

## Welcome



**Teacher:** Douglas Russell

**Telephone:** 021 235 2220

**Email:** *douglaskeithrussell@gmail.com*



# Scoring at Bridge



# Ranking of the Suits

No Trumps



Spades



Hearts



Diamonds



Clubs



**MAJOR** suits



**MINOR** suits



# Two parts to Scoring – PART 1



- Value per trick
  - ♣ and ♦ = 20 points per trick
  - ♥ and ♠ = 30 points per trick
  - NT = 40 points for the first trick then 30 points per subsequent trick



# Two parts to Scoring – PART 2

- PLUS a Bonus
  - **Partscore** = 50 points
  - **Non vulnerable GAME** = 300 points
  - **Vulnerable GAME** = 500 points



The words “vulnerable” and “non-vulnerable” come from the early days of bridge, and reflect what happened on previous hands.

When you are vulnerable, the bonus for bidding and making game increases, and so do the penalties for failing.

In modern bridge, whether you are vulnerable or not is pre-determined for each board, and is indicated by black or **green** lettering for a non-vulnerable pair, and **red** and/or underlined for a vulnerable pair.



# QUIZ

- Contract = 2♥ ... you make 9 tricks

Don't count the 1<sup>st</sup> 6 tricks ...  **$9 - 6 = 3$**

Hearts = 30 points per trick ...  **$3 \times 30 = 90$**

Add 50 points for part score ...  **$90 + 50 = 140$**

**DO NOT COUNT THE FIRST 6 TRICKS**



# QUIZ

- Contract = 3 ♥ ... you make **10** tricks

Don't count the 1<sup>st</sup> 6 tricks ...  **$10 - 6 = 4$**

Hearts = 30 points per trick ...  **$4 \times 30 = 120$**

Add 50 points for part score ...  **$120 + 50 = 170$**

**DO NOT COUNT THE FIRST 6 TRICKS**





# QUIZ

- Contract = 4 ♥ (vul) making 10 tricks

Don't count the 1<sup>st</sup> 6 tricks ...  **$10 - 6 = 4$**

Hearts = 30 points per trick ...  **$4 \times 30 = 120$**

+ 500 points for GAME (vul) score ...  **$120 + 500 = 620$**

**DO NOT COUNT THE FIRST 6 TRICKS**



# QUIZ

- Contract = 4♥ (Not Vul) making 10 tricks

Don't count the 1<sup>st</sup> 6 tricks ...  **$10 - 6 = 4$**

Hearts = 30 points per trick ...  **$4 \times 30 = 120$**

+ 300 points for GAME (NV) score ...  **$120 + 300 = 420$**

**DO NOT COUNT THE FIRST 6 TRICKS**



# WHAT HAPPENS IF IT GOES WRONG?

- The opposition get points per trick that you are short
  - Vulnerable = 100 points per trick
  - Not Vulnerable = 50 points per trick



# BEGINNERS' LESSONS

## Welcome



**Teacher:** Douglas Russell

**Telephone:** 021 235 2220

**Email:** *douglaskeithrussell@gmail.com*

