

Scoring Table				
Contracts – trick values				
Minors				20
Majors				30
No Trumps – 1 st trick				40
NT – subsequent tricks				30
Rubbers				
Three game rubber won				500
Two game rubber won				700
Unfinished rubbers				
One game won				300
Part score in an incomplete game				100
Slams				
		<u>not vul</u>		<u>vul</u>
Small		500		750
Grand		1000		1500
Overtricks				
per overtrick		<u>not vul</u>		<u>vul</u>
not doubled			trick value	
doubled		100		200
redoubled		200		400
Undertricks				
		not doubled		doubled
		<u>nv</u>	<u>vul</u>	<u>nv</u>
		<u>nv</u>	<u>vul</u>	<u>nv</u>
1	50	100	100	200
2	100	200	300	500
3	150	300	500	800
4	200	400	800	1100
5	250	500	1100	1400
Extra Bonuses				
Making a doubled contract				50
Making a redoubled contract				100
4 trump honours in one hand				100
5 trump honours in one hand				150
4 aces in one hand in NT				150

Tie Breaks Ties at the end of the match will be resolved by the addition of two deals to the length of the match. This means that contestants retain all the conditions of the match as at the end of the last board, e.g. the dealer, vulnerability, scores below and above the line (but not the bonus points computed for an incomplete rubber at that stage) etc, and play a further two deals. The score is then recalculated including the bonus points for an incomplete rubber, if any. If the scores remain tied, the procedure is repeated. In effect, the tie break is a continuation of the match for a further two deals each time, until a winner is found.