-			
- C	c c	r	nσ
	LU		ng

not vulnerable	vulnerable							
* = 50	* = 50							
+ NT: 10	+ NT: 10							
+ minors: 20 * no of tricks	+ minors: 20 * no of tricks							
+ majors: 30 * no of tricks	<ul> <li>majors: 30 * no of tricks</li> </ul>							
+ NT: 30 * no of tricks	+ NT: 30 * no of tricks							
+ 250 for 3-NT, 4-Major, 5-minor	+ 450 for 3-NT, 4-Major, 5-minor							
+ 500 for Small Slam	+ 750 for Small Slam							
+ 1000 for Grand slam	+ 1500 for Grand slam							
X= 2 x part score contract	X= (2 x part score contract)							
+ 100 for each overtrick	+ (200 for each overtrick)							
+ 250 for 2-NT, 2-Major, 3-Minor	+ 450 for 2-NT, 2-Major, 3-Minor							
+ 500 for Small Slam	+ 750 for Small Slam							
+ 1000 for Grand slam	+ 1500 for Grand slam							
XX= (4 x part score contract)	XX= (4 x part score contract)							
- 50	- 50							
+ (200 for each overtrick)	<ul> <li>+ (400 for each overtrick)</li> </ul>							
+ 250 for 1-NT, 1-Major, 2-Minor	+ 250 for 1-NT, 1-Major, 2-Minor							
+ 500 for Small Slam	+ 750 for Small Slam							

+

Base Contract		tricks		Game Bonus		Slam Bonus				
		contract	NT	minor	major	NT	Game	Eligibility	Small	Grand
not vul	*	50	10	20	30	30	250	3-NT, 4-Major, 5-minor	500	1000
	Х	2 x contract		100 per overtrick		250	2-NT, 2-Major, 3-Minor	500	1000	
	XX	4 x contract		200 per overtrick		250	1-NT, 1-Major, 2-Minor	500	1000	
vul	*	50	10	20	30	30	450	3-NT, 4-Major, 5-minor	750	1500
	Х	2 x contract		200 per overtrick		450	2-NT, 2-Major, 3-Minor	750	1500	
	XX	4 x contract		400 per overtrick		450	1-NT, 1-Major, 2-Minor	750	1500	

going 4 hearts and getting 4 is the same as going 1 hearts and getting 4; this is the base contract to calc doubling & redoubling, the base contract is multiplied by 2 or 4, then the extra tricks

1500 for grand slam

above the contract are multiplied and added

eg: non vulnerable, doubled, contract going 4 hearts, got 7

this equals going 1 got 4 with 3 overtricks

+ 1000 for Grand slam

**X score** (2 x base contract) + (100 x overtricks) + 250 game bonus

(2 x 130) + (100 x 3) + 250 game bonus = 810

doubling and re-doubling affects pts for base contract & overtrick points, and also lowers game bonus eligibility vulnerability affects overtrick points, game bonus points, small slam and grand slam points