| not vulnerable | vulnerable |
| :---: | :---: |
| $*=50$ <br> + NT: 10 <br> + minors: $20^{*}$ no of tricks <br> + majors: $30^{*}$ no of tricks <br> $+\mathrm{NT}: \quad 30$ * no of tricks <br> + 250 for 3-NT, 4-Major, 5-minor <br> + 500 for Small Slam <br> +1000 for Grand slam | $*$ $=50$ <br>  $+\quad \mathrm{NT}: 10$ <br>  $+\quad$ minors: $20 *$ no of tricks <br>  $+\quad$ majors: $300^{*}$ no of tricks <br>  $+\quad \mathrm{NT}: \quad 30$ * no of tricks <br>  +450 for 3-NT, 4-Major, 5 -minor <br>  $+\quad 750$ for Small Slam <br>  +1500 for Grand slam |


| $\mathrm{X}=2 \times$ part score contract |  | (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 |


| $\mathbf{X X}=(4 \times$ part score contract $)$ | $\mathbf{X X}=$ | (4 x part score contract) |  |
| :--- | :---: | :---: | :---: |
| - | 50 | - | 50 |
| + | (200 for each overtrick) | + | (400 for each overtrick) |
| + | 250 for 1-NT, 1-Major, 2-Minor | + | 250 for 1-NT, 1-Major, 2-Minor |
| + | +500 for Small Slam | + | 750 for Small Slam |
| + | 1000 for Grand slam | + | 1500 for grand slam |


|  |  | Base Contract |  | tricks |  |  | Game Bonus |  | Slam Bonus |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
|  |  | contract | NT | minor | major | NT | Game | Eligibility | Small | Grand |
| not <br> vul | * | 50 | 10 | 20 | 30 | 30 | 250 | 3-NT, 4-Major, 5-minor | 500 | 1000 |
|  | X | 2 x contract |  | 100 per overtrick |  |  | 250 | 2-NT, 2-Major, 3-Minor | 500 | 1000 |
|  | XX | $4 \times$ 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 |
|  | X | 2 x contract |  | 200 per overtrick |  |  | 450 | 2-NT, 2-Major, 3-Minor | 750 | 1500 |
|  | XX | $4 \times$ 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
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
$X$ score ( $2 \times$ base contract) $+(100 \times$ overtricks $)+250$ game bonus
$(2 \times 130)+(100 \times 3)+250$ game bonus $=810$
doubling and re-doubling affects pts for base contract \& overtrick points, and also lowers game bonus eligibilty vulnerability affects overtrick points, game bonus points, small slam and grand slam points

