

## More to do with duplicates

You may need to know how to score -for one thing you may be the one who actually has to write the scores in (!) and for another , if you are going to make the tactical decisions re bidding and so on you will need to know if your bid is likely to be profitable.

e.g if the opponents are in 3H and you are not vul is it worth (over)bidding to 3Sp?  
(a contract that might go 2 off ?).

So we need to know how to score.

Players fairly quickly just learn that e.g 2H+1 =140 and e.g 4Sp vuln = 620 but there are formulas you can use to work the scores out.

Start from rubber scoring which hopefully you know (!).

Game scores are [ rubber scores *plus* 300 NV ] and [ rubber scores *plus* 500 NV ]

So ....

$$\text{i)NV 4H} = [ 120 \text{ plus } 300 ] = 420$$

$$\text{ii)V 4S} = [ 120 \text{ plus } 500 ] = 620$$

$$\text{iii)NV 3NT} = [ 100 \text{ plus } 300 ] = 400$$

$$\text{iv)V 3NT} = [ 100 \text{ plus } 500 ] = 600$$

overtricks score as per rubber , so

$$\text{v)NV 4H+1} = [ 120 \text{ plus } 300 \text{ plus } 30 ] = 450$$

$$\text{vi)V 3NT+2} = [ 100 \text{ plus } 500 \text{ plus } 60 ] = 660$$

Partscores use the formula :-

Partscores = [ rubber scores *plus* 50 NV ] and [ rubber scores *plus* 50 V ]

$$\text{vii)NV 2H} = [ 60 \text{ plus } 50 ] = 110$$

$$\text{viii)V 2S+2} = [ 60 \text{ plus } 50 \text{ plus } \mathbf{60} ] = 170$$

Finally we need to know what doubled contracts ( going off (!) ) score.

This is also the same as rubber bridge but lots of people don't seem to know these scores ( perhaps they never double ..). They are :

N.V Doubled 1 off = 100    2 off 300    3 off 500    4 off 800

V Doubled 1 off = 200    2 off 500    3 off 800    4 off 1100

((players after a while learn to trot out the scores as :-

NV 1, 3 , 5, 8    and Vul 2, 5, 8 ,11    ))

If you didn't know before you will now that going off vulnerable even undoubled is expensive if you are more than 1 off .

Being doubled is very very expensive , with even 1 off doubled often a poor result.

[ Minus 200 ie 1off doubled and vulnerable when neither side could make more than a partscore is always a *bottom* ]