

Bridge Scoring, Duplicate and Chicago

Successful Contracts, Per Trick

Club Contract	20 points
Diamond Contract	20 points
Heart Contract	30 points
Spade Contract	30 points
Notrump Contract	40 points for 1st trick, 30 points thereafter

Bonus Points

Partscore Bonus	50 points
Nonvulnerable Game Bonus	300 points
Vulnerable Game Bonus	500 points

Slam Bonuses (add onto all other bonuses)

Nonvulnerable Small Slam	500
Vulnerable Small Slam	750
Nonvulnerable Grand Slam	1000
Vulnerable Grand Slam	1500

Failed Contracts

Nonvulnerable	50 points per trick to defenders
Vulnerable	100 points per trick to defenders
Doubled, Nonvulnerable	Down 1.....100 to defenders Down 2.....300 to defenders Down 3.....500 to defenders Down 4.....800 to defenders and 300 additional per trick thereafter
Doubled Vulnerable	Down 1.....200 to defenders Down 2.....500 to defenders Down 3.....800 to defenders and 300 additional per trick thereafter

Successful Contract When Doubled

1. Double trick points for tricks BID and made
2. Add 50 point bonus for making a doubled contract
3. If game or slam was made, add appropriate bonuses
4. If partscore was bid and made, then you may have been doubled into game (bidding 2 Hearts and making it doubles you into 4 Hearts), so add game bonus if applicable (you cannot be doubled into slam).
5. If overtricks, then add per overtrick taken:

Nonvulnerable	100 per overtrick
Vulnerable	200 per overtrick