



STOP! VUL vs NV = be very careful competing

VUL vs VUL = be careful competing

NV vs NV = you can compete freely

GO! NV vs VUL = go crazy for preempts and sacrifices

Constructive bidding is NOT affected by vulnerability. E.g. invitational raises  
 Vulnerability only affects light overcalls, part score competing, preempts and sacrifices bids.

Type of contract	Contract	Result	Non-vulnerable score	Vulnerable score
Making part-score	1NT, 2♣ or 2♦	✓	90	90
	2♥, 2♠, 3♣ or 3♦	✓	110	110
	1NT	+1	120	120
	2♥ or 2♠	+1	140	140
	3♣ or 3♦	+1	130	130
	1NT, 3♣ or 3♦	+2	150	150
	2♥ or 2♠	+2	170	170
Making game	3NT, 5♣ or 5♦	✓	400	600
	4♥ or 4♠	✓	420	620
Going down (at any level)	Any (undoubled)	-1	-50	-100
	Any (undoubled)	-2	-100	-200
	Any (doubled)	-1	-100	-200
	Any (doubled)	-2	-300	-500
	Any (doubled)	-3	-500	-800
	Any (doubled)	-4	-800	-1100

-200 in a part score contest is a bad result (or a good result for other pair)

This happens when -2 vulnerable, or -1 vulnerable (doubled)

Try to punish your vulnerable opponents with a penalty double where possible!

When sacrificing over games you think will make you need to consider opponents score

Vulnerable game 600/620

-500 (-2 VUL and -3 NV when doubled) will be a good sacrifice but -800 is bad sacrifice

non-vulnerable game is 400/420

-500 will be a bad sacrifice but -200/300 is good sacrifice (-1 VUL and -2 NV when doubled)