Contract Made = Points to **Declaring Pair**

Trickscore   PLUS
Bonuses PLUS
Overtricks

Doubled (X)

Trickscore Each Trick Bid & Made

♣ or ♦ 20	♣ or ♦ 40
♥ or ♠ 30	♥ or ♠ 60
NT 40 + 30	NT 80 + 60

Bonuses

Trickscore less than 100: 50
Trickscore 100 or more:

Non-vulnerable 300	
Vulnerable 500	

Trickscore less than 100:   50
Trickscore 100 or more:
Non-vulnerable   300
OR   Vulnerable   500
Making doubled contract: 50

Overtricks For each trick:

♣ or ♦ 20	
♥ or ♠ 30	Non-vulnerable 100
NT 30	Vulnerable 200

Contract **NOT** Made = Points to **Defending Pair**

Undertricks

1: Non-vulnerable

Each trick below "target":

Defence scores   50

2: Vulnerable

Each trick below "target":

Defence scores   100

Doubled (X)

1: Non-vulnerable

1 trick below "target":   100
2 tricks below "target"   300
3 tricks below "target"   500
4 tricks below "target"   800

2: Vulnerable

1 trick below "target"   200
2 tricks below "target"   500
3 tricks below "target"   800
4 tricks below "target"   1100