

LAW 77  
SCORING TABLE  
**TRICK SCORE**

Scored below the line by declarer's side.

RUBBER, GAME, PARTSCORE, CONTRACT FULFILLED

	IF TRUMPS ARE			
	♣	♦	♥	♠
For each trick over six, bid and made				
Undoubled	20	20	30	30
Doubled	40	40	60	60
Redoubled	80	80	120	120

AT A NOTRUMP CONTRACT

	Undoubled	Doubled	Redoubled
For the first trick over six, bid and made	40	80	160
For each additional trick over six, bid and made	30	60	120

The first side to score 100 points below the line, in one or more hands, wins a GAME. When a game is won, both sides start without trick score toward the next game. First side to win two games wins the RUBBER POINTS.

**PREMIUM SCORE**

Scored above the line by declarer's side.

For winning the RUBBER, if opponents have won no game	700
For winning the RUBBER, if opponents have won one game	500
For having won the only game in an UNFINISHED RUBBER	300
For having the only PARTSCORE in an unfinished game	100
For making any DOUBLED contract	50
For making any REDOUBLED contract	100

SLAMS

For making a SLAM	Not Vulnerable	Vulnerable
Small Slam (12 tricks), bid and made	500	750
Grand Slam (all 13 tricks), bid and made	1000	1500

OVERTRICKS

For each OVERTRICK (tricks made in excess of contract)	Not Vulnerable	Vulnerable
Undoubled	Trick Value	Trick Value
Doubled	100	200
Redoubled	200	400

HONORS

Scored above the line by either side:

For holding four of the five trump HONORS (A, K, Q, J, 10) in one hand	100
For holding all five trump HONORS (A, K, Q, J, 10) in one hand	150
For holding all four ACES in one hand at a notrump contract	150

UNDERTRICK PENALTIES

Tricks by which declarer fails to fulfill the contract: scored above the line by declarer's opponents, if contract is not fulfilled.

	Not Vulnerable		
	Undoubled	Doubled	Redoubled
For first undertrick	50	100	200
For second and third undertrick	50	200	400
For each additional undertrick	50	300	600
	Vulnerable		
	Undoubled	Doubled	Redoubled
For first undertrick	100	200	400
For each additional undertrick	100	300	600