

CALCULATING THE SCORE & THE CONCEPT OF GAME

Remember a 1-level contract, 1 No-Trump, 1 Spade etc, aims to make 7 tricks
a 2-level contract aims to make 8 tricks ... and so on ...

The Score:	No Trump:	the first trick of the contract	= 40 points
		every subsequent trick	= 30 points
	Major Suits, ♠ and ♥:	each trick	= 30 points
	Minor Suits, ♦ and ♣:	each trick	= 20 points

Examples:

Contract 1NT making 7 tricks = 40 points
 Contract 1NT making 8 tricks = 40 + 30 = 70 points
 Contract 1NT making 9 tricks = 40 + 30 + 30 = 100 points

Contract 2♥ making 8 tricks = 2 x 30 = 60 points
 Contract 2♥ making 9 tricks = 2 x 30 + 30 = 90 points

Contract 2♦ making 8 tricks = 2 x 20 = 40 points
 Contract 2♦ making 10 tricks = 2 x 20 + 20 + 20 = 80 points

GAME: A contract which earns 100 points or more is called a GAME CONTRACT.

Game Level Contracts are:

3NT = 40 + 30 + 30 = 100
 4♠ and 4♥ = 30 x 4 = 120
 5♦ and 5♣ = 20 x 5 = 100

BONUS SCORES: When you bid and make a Game Contract, Not Vulnerable, Bonus = + 300 When you bid and make a Game Contract, Vulnerable, Bonus = + 500

Examples: 3NT, Not Vulnerable, = 100 + 300 = 400
 4♠, Vulnerable, = 120 + 500 = 620

IMPORTANCE OF BIDDING GAME: The Bonus Scores are such as to make it worthwhile to bid Game when the partners have sufficient points between them.

Estimated Points required to make Game:

3NT: about 25 or more
 4♠ and 4♥: about 26 or more
 5♦ and 5♣: about 27 or more

PART-SCORE

A Contract below Game Level is called a PART SCORE.

When you bid and make a Part Score, you get a Bonus score of 50.

Examples:

Contract 1NT making 7 tricks: 40 + 50 = 90
 Contract 1NT making 9 tricks: 40 + 30 + 30 + 50 = 150
 Contract 2♥ making 8 tricks: 30 x 2 + 50 = 110
 Contract 2♥ making 9 tricks: 30 x 2 + 30 + 50 = 140

FAILED CONTRACTS:

For every trick below your contract = Minus 50 when Not Vulnerable
= Minus 100 when Vulnerable

Examples: Contract INT making 6 tricks, Not Vulnerable = Minus 50
Contract INT making 5 tricks, Not Vulnerable = Minus 100
Contract 3♥ making 8 tricks, Vulnerable = Minus 100
Contract 3♥ making 7 tricks, Vulnerable = Minus 200

SMALL SLAM, GRAND SLAM.

When you bid a Contract to make 12 tricks, ie 6NT, 6♠ etc it is called a Small Slam

When you bid a contract to make all 13 tricks, 7♥, 7♣ etc. it is called a Grand Slam

SMALL SLAM

The Bonus score for bidding and making a Small Slam, Non-Vulnerable is 500 in addition to the Game Bonus and Vulnerable, 750 in addition to the Game Bonus

For example, 6♥ bid and made is calculated as follows:

Non-Vulnerable: $6 \times 30 = 180 + 300$ (game) + 500 (slam) = 980

Vulnerable: $6 \times 30 = 180 + 500$ (game) + 750 (slam) = 1430

GRAND SLAM

The Bonus score for bidding and making a Grand Slam, Non-Vulnerable, is 1000 in addition to the Game Bonus and Vulnerable, 1500 in addition to the Game Bonus

For example, 7♥ bid and made is calculated as follows:

Non-Vulnerable: $7 \times 30 = 210 + 300$ (game) + 1000 (slam) = 1510

Vulnerable: $7 \times 30 = 210 + 500$ (game) + 1500 (slam) = 2210

DOUBLED CONTRACTS

“Double” is a call which a defender makes when it is estimated that declarer cannot make the contract. If a doubled contract fails then declarer suffers a bigger minus score, referred to as a Penalty, non-vulnerable: minus 100 for minus 1 and minus an extra 200 for the next two trick after that by which you fail; and minus 300 for every subsequent trick by which you fail

vulnerable: -200 for the first and -300 for every trick by which you fail after that

Example: Minus three doubled, non-vulnerable = 500; minus four = 800

Vulnerable = minus two doubled = 500, minus three = 800, minus four 1100

If the doubled contract makes then declarer's basic score is doubled and an additional bonus of 50 is added

Doubled Contracts and the scores and penalties earned by them will be the subject of a later lesson.

Note: The aim of the partnership is to cultivate accuracy in bidding so as to know when to bid Game, when to stay in a Part Score and when to stay at the correct level and not risk getting a Minus Score

RESPONDING TO PARTNER'S 1NT OPENING BID

1. WITH BALANCED HANDS

Remember the importance of bidding Game to earn the big Bonus Scores.
So

(a) HANDS WITH VALUES FOR GAME

When your partner opens the bidding with 1NT (12 to 14 points) and you have 13 or more points then you should bid Game. Game in No Trump is 3NT

When partner opens 1NT, respond 3NT with any of the hands below.

♠ KJ3	♠ 82	♠ Q64
♥ K942	♥ KQ9	♥ K95
♦ AQ7	♦ KJ72	♦ 72
♣ 842	♣ AJ83	♣ AKJ83
Straightforward. Your 13 plus minimum 12 with partner = 25	Don't be put off by the doubleton spade. Bid 3NT	5-card club suit will be valuable in a NT contract.

(b) BALANCED HANDS 0 to 10 POINTS

When your partner opens 1NT and you have a balanced hand with 10 points or less you should Pass

[partner has 14 points, at most. $10 + 14 = 24$, not enough for Game]

When partner opens 1NT, Pass with any of the hands below.

♠ K975	♠ 764	♠ Q82
♥ K2	♥ J92	♥ K95
♦ Q654	♦ AKJ76	♦ J73
♣ 852	♣ 95	♣ A864
Straightforward pass. Your 8 plus even 14 is very short of Game	Pass. The diamonds will be just as valuable in NT as in a diamond contract.	10 points, $10 + 14 = 24$, not enough.

(c) INVITATIONAL 2NT RESPONSE

When partner opens the bidding 1NT and you have 11 or 12 points then Game is possible. Partner may have 14 in which case Game is probable.

With a balanced 11 or 12 points you should respond 2NT.

The 2NT bid invites partner to bid 3NT, holding the maximum 14.

With 12 or a poor 13 points partner will pass.

When partner opens 1NT, respond 2NT with any of the hands below

♠ K85	♠ Q92	♠ 87
♥ Q64	♥ K1052	♥ KJ2
♦ KJ42	♦ K93	♣ J95
♣ K73	♣ K86	♣ AQ832
Scattered 12 points. Respond 2NT. Partner with 14 will bid 3NT, otherwise will pass	A common hand opposite partner's 1NT. Game possible if partner has 14. Invite with 2NT.	Don't be put off by doubleton spade. Clubs will be useful. Invite with 2NT.

Summary: Partner opens 1NT: with 0 to 10, balanced, Pass
with 11 or 12, balanced, respond 2NT
with 13 or more, balanced, respond 3NT

Exercise:

With each of the following hands what should you respond when your partner opens 1NT

♠ KJ5	♠ A6	♠ KQ2	♠ J87	♠ A104
♥ AQ4	♥ QJ6	♥ J108	♥ KJ6	♥ K93
♦ K876	♦ J104	♦ J98	♦ AQ43	♦ Q876
♣ 943	♣ J9865	♣ AKQ5	♣ J108	♣ A42
♠ 9876	♠ 63	♠ AK2	♠ KQ3	♠ KJ4
♥ 107	♥ 987	♥ A87	♥ 94	♥ KJ4
♦ KQJ2	♦ KJ43	♦ J654	♦ AQ43	♦ 9876
♣ A54	♣ Q952	♣ 1075	♣ Q1082	♣ A42

PREPARED DEALS: BALANCED HANDS RESPONDING TO 1NT.

1.

	♠ 764	
	♥ KQ5	
	♦ A963	
	♣ KQ3	
♠ AQ93		♠ KJ2
♥ J1082		♥ 974
♦ 75		♦ QJ108
♣ 1075		♣ 984
	♠ 1085	
	♥ A63	
	♦ K42	
	♣ AJ62	

In the case of every hand, 1 to 4, Dealer opens 1NT. Responder either raises to 3NT or invites with 2NT. Instruct as to lead, ♦Q on board 1, ♠Q on board 2, ♥K on board 3 and ♣Q on board 4.

2.

	♠ 854	
	♥ J1092	
	♦ 985	
	♣ AQJ	
♠ AK2		♠ 976
♥ Q43		♥ AK6
♦ KJ4		♦ AQ32
♣ 8432		♣ 1095
	♠ QJ103	
	♥ 875	
	♦ 1076	
	♣ K76	

Each person at the table gets to play one hand as Declarer, becomes Dummy once and is on lead once.

After indicating what card to lead make sure that Dummy is properly down, that the correct hand plays first to the next trick and that quitted tricks are properly arranged.

3.

	♠ AK6	
	♥ 765	
	♦ KJ32	
	♣ 1083	
♠ 975		♠ J1082
♥ KQJ10		♥ 432
♦ 984		♦ 1076
♣ Q97		♣ AKJ
	♠ Q43	
	♥ A98	
	♦ AQ5	
	♣ 6542	

Do not assist in the play. Let them discover the pleasure of the play for themselves.

When a hand is over go among the tables asking "Who was Declarer here?" "How many tricks did you make?" Then comment, "Well done".

4.

	♠ 876	
	♥ 1073	
	♦ KJ4	
	♣ QJ103	
♠ AQ2		♠ KJ43
♥ AK6		♥ Q54
♦ 9872		♦ 653
♣ 987		♣ AK2
	♠ 1095	
	♥ J982	
	♦ AQ10	
	♣ 654	

Note: In each of these hands Declarer should make the contract exactly, 3NT hands 1, 2 and 4, 2NT hand 3.

Note: the declarer play technique of winning in the hand with the short suit first. But let them discover it. Draw attention afterwards. Those who play suit correctly may be good players. Watch.