



Appendices

Additional Exercises

Introduction to Scoring

Gives a brief overview of how the game is scored.

This exercise can be introduced after Exercise 2 in Lesson 2 or at a later point when the class appears ready for it.

Student Textbook Reference: Appendix 2 - Pages 188-193.

Instructions

- In contract bridge you receive scoring points if you bid and make a contract or if you defeat the opponents' contract.
- Scoring points should not be confused with the valuation points that are used to estimate the trick-taking potential of the hand.

Look at Appendix 2 in the textbook, starting on page 188.

Trick Score

- You receive a **trick score** for bidding and making a contract.
- The first six tricks, the book, don't count toward the trick score.
- After the first six tricks, you receive 20 points per trick for clubs and diamonds, the minor suits; 30 points per trick for hearts and spades, the major suits; 40 points for the first trick and 30 points for each subsequent trick in notrump.

Q. What is the trick score for bidding and making a contract of 3♦?

A. 60: 20 points for each trick.

Q. What is the trick score for making a contract of 4♥?

A. 120: 30 points for each trick.

Q. What is the trick score for making a contract of 2NT?

A. 70: 40 points for the first trick and 30 points for the second trick.

Game

- Game is a total trick score of 100 or more points. You can see how this relates to the game bonus levels.

Q. HOW HIGH would the partnership have to bid in notrump to go for game in a single deal?

A. 3NT.

- A contract of 3NT is worth 100 points: 40 for the first trick and 30 for each of the next two tricks.

Q. HOW HIGH would the partnership have to bid in spades to go for game in a single deal?

A. 4♠.

- A contract of 4♠ is worth 120 points, 30 for each trick.
- A contract of 3♠ would be worth only 90 points.
- Similarly, a contract of 4♥ would be enough for game.

Q. HOW HIGH would the partnership have to bid in clubs to go for game in a single deal?

A. 5♣.

- A contract of 5♣ is worth 100 points, 20 for each trick.
- A contract of 4♣ would be worth only 80 points.
- Similarly, a contract of 5♦ would be enough for game.

Game and Partscore Bonus

- The bonus awarded for bidding and making a game depends on the format of the game.
- For now, we'll award a bonus of 300 points for bidding and making a game contract. There are more details in the appendix.
- If you bid and make a partscore, the bonus is 50 points.
- The game or partscore bonus is added to the trick score.

The duplicate bonus for a non vulnerable game and for a partscore is used for now. Vulnerability is discussed in a later book in this series. If the majority of the players will be playing party/rubber/social bridge, introduce the concept of the rubber (best two out of three games) and the rubber bonus (500 for two games to one; 700 for two games to none) instead of the game bonus.

Q. What is the score for bidding and making a contract of 3NT?

A. 400: trick score of 100 plus game bonus of 300.

Q. What is the score for bidding and making a contract of 4♥?

A. 420: trick score of 120 plus game bonus of 300.

Q. What is the score for bidding and making a contract of 2♥?

A. 110: trick score of 60 plus a partscore bonus of 50.

Overtricks

- For making more tricks than required for the contract, the trick score for each overtrick is added to the score.

Q. What is the score for a contract of 3♠ if you take ten tricks?

A. 170: trick score of 90 plus a partscore bonus of 50 and 30 points for the overtrick.

- You don't get a game bonus, even though you made ten tricks. You would have had to bid to 4♠ to get the game bonus.

Penalty Points

- The penalty for not making the contract can depend on a couple of factors which are beyond our current scope. For now, we'll award a penalty bonus of 50 points for each trick by which you defeat the opponents' contract ... each undertrick.

Q. What score would you receive if the opponents bid to 3♦ and take seven tricks?

A. 100: 50 points for each undertrick.

Review

Summarize the following points:

- For bidding and making a contract, you receive a trick score, after the first six tricks, of 20 points per trick in a minor suit, 30 points per trick in a major suit, and 40 points for the first trick and 30 points for each subsequent trick in notrump.
- For bidding and making a contract with a trick score of 100 or more points ... 3NT, 4♥, 4♠, 5♣, 5♦ ... you receive a game bonus of 300 points.
- For bidding and making a contract with a trick score of less than 100 points, you receive a partscore bonus of 50 points.
- For defeating the opponents' contract, you receive 50 points per trick.

Teacher's Guide Card

NORTH

WWW.AUDREYGRANT.COM

NORTH



EAST

WWW.AUDREYGRANT.COM

EAST

WEST

WWW.AUDREYGRANT.COM

WEST

SOUTH

WWW.AUDREYGRANT.COM

SOUTH

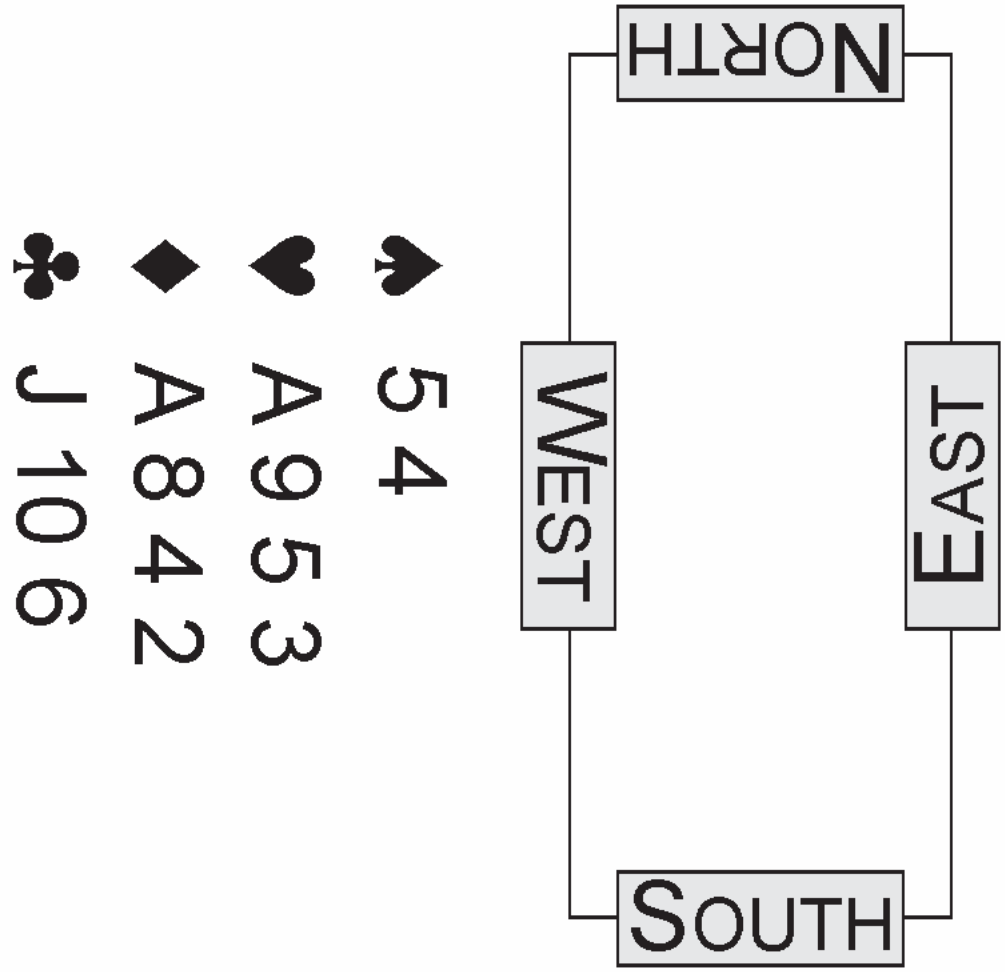
©AUDREY GRANT



Teacher's Deal Records

BRIDGE BASICS 1
 DEAL: 1
 DEALER: NORTH

♣ A Q 9
 ♦ 9 6
 ♠ 7 6
 ♥ A K Q J 10 9



♥ 5 4
 ♥ A 9 5 3
 ♦ A 8 4 2
 ♣ J 10 6

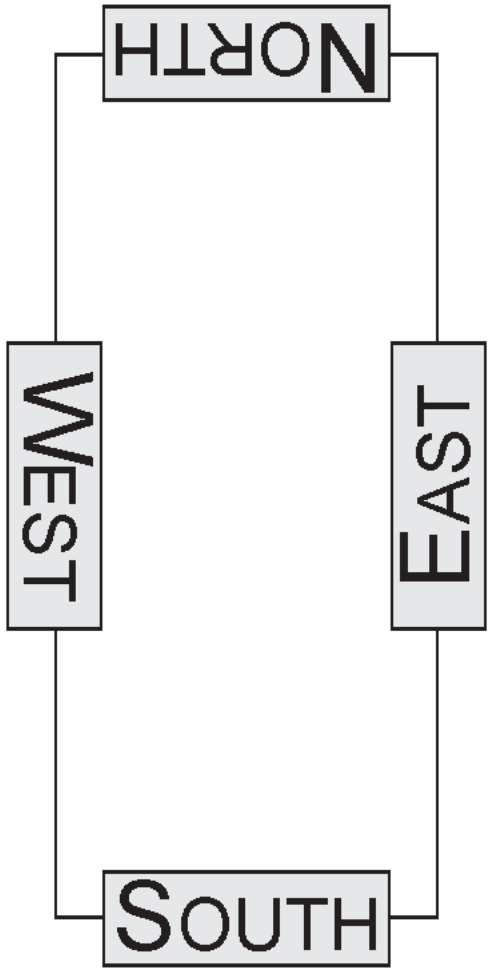
♠ 6 3
 ♥ K Q J 4
 ♦ K J 3
 ♣ 7 5 4 2

♠ 8 7 2
 ♥ 10 8 2
 ♦ Q 10 7 5
 ♣ K 8 3

BRIDGE BASICS 1
 DEAL: 1
 DEALER: NORTH

BRIDGE BASICS 1
 DEAL: 2
 DEALER: EAST

♣ 10 8 6
 ♦ 9 6
 ♠ K J 3 2
 ♥ K J 6 2



♥ 9 8 5
 ♠ 10 7 5
 ♦ AK 3
 ♣ 9 5 3 2

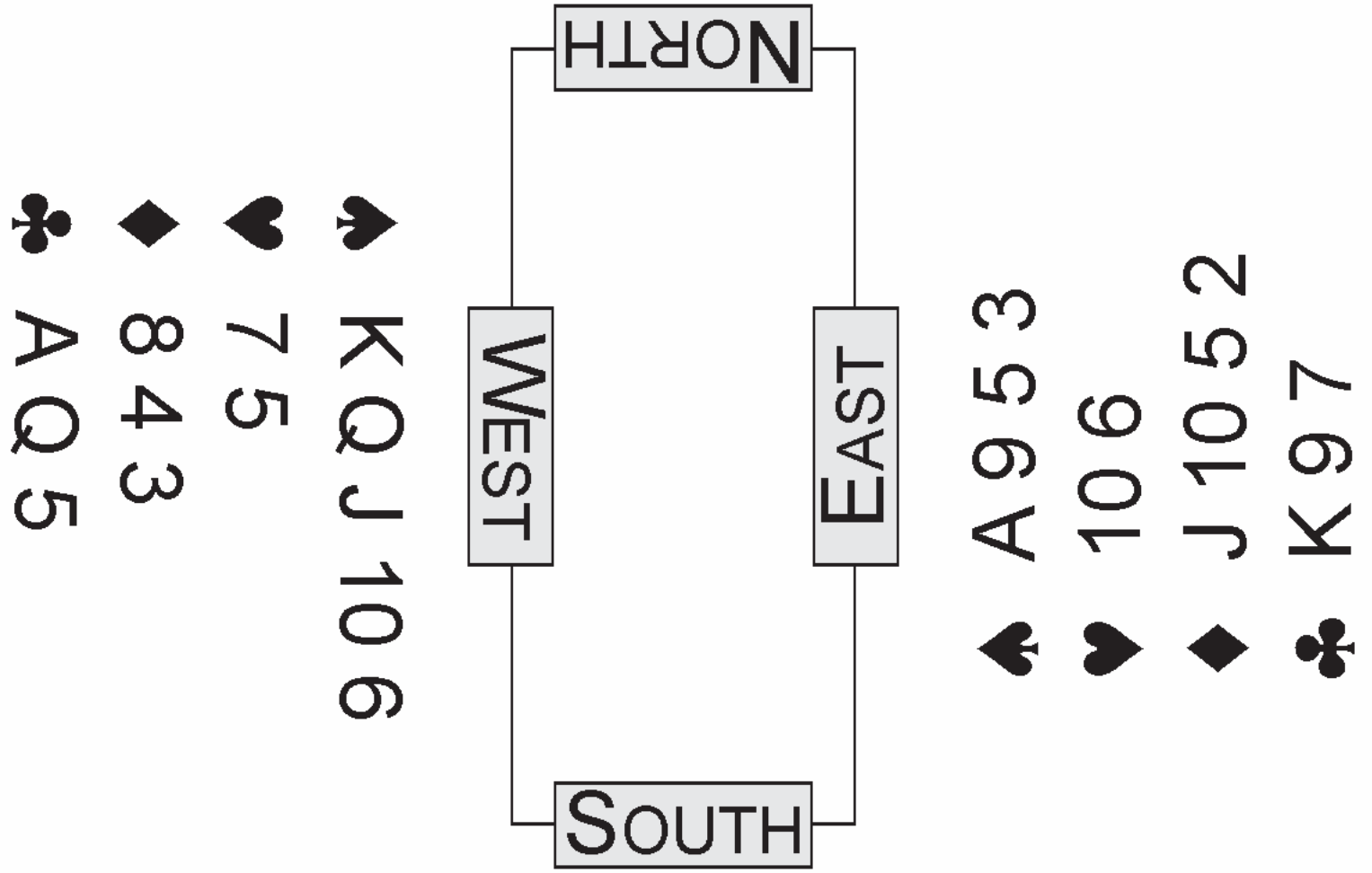
♠ A 7 3
 ♥ A 9 8
 ♦ 7 5 4 2
 ♣ AKQ

♠ Q 10 4
 ♥ Q 9 4
 ♦ 8 0 1 J Q
 ♣ 4 7 J

BRIDGE BASICS 1
 DEAL: 2
 DEALER: EAST

BRIDGE BASICS 1
 DEAL: 3
 DEALER: SOUTH

♣ J 6 4 2
 ♦ Q 9 6
 ♥ K J 8 3
 ♠ 7 2



♠ 8 4
 ♥ A Q 9 4 2
 ♦ A K 7
 ♣ 10 8 3

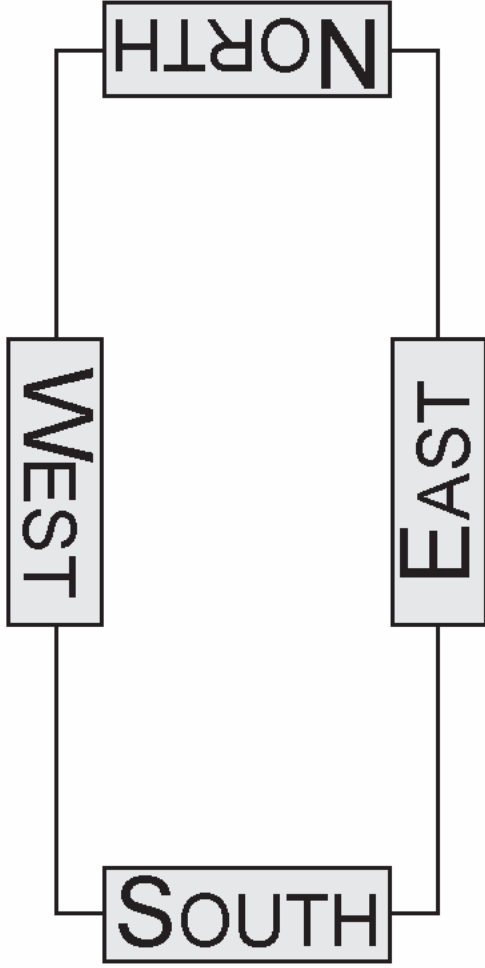
♠ A 9 5 3
 ♥ 10 6
 ♦ J 10 5 2
 ♣ K 9 7

BRIDGE BASICS 1
 DEAL: 3
 DEALER: SOUTH

BRIDGE BASICS 1
 DEAL: 4
 DEALER: WEST

♣ 9 7 3
 ♦ 8 5 3
 ♠ J 4
 ♥ A K 7 6 3

♠ Q J 2
 ♥ 8 6
 ♦ J 10 9 6
 ♣ A Q 8 5



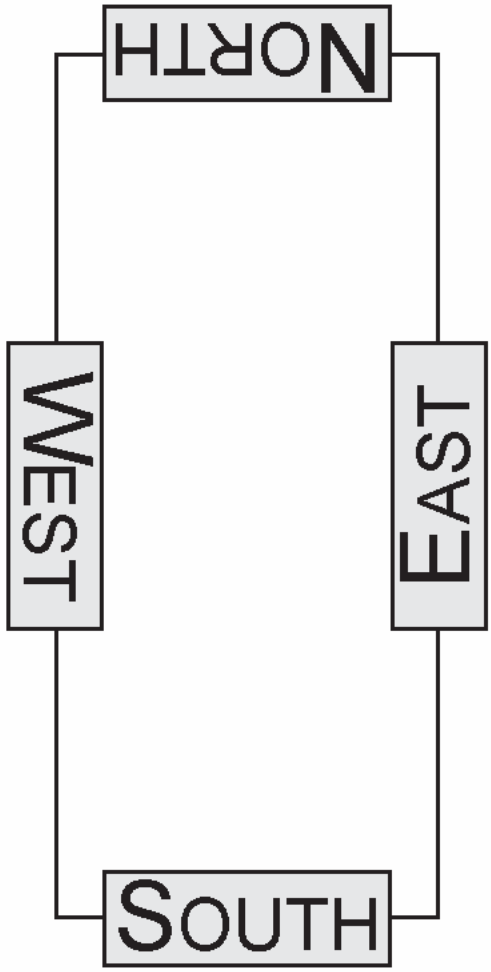
♠ 10 9 4
 ♥ 7 5 2
 ♦ A K 4 2
 ♣ K 10 6

♠ 8 5
 ♥ A K Q 10 9 3
 ♦ Q 7
 ♣ J 4 2

BRIDGE BASICS 1
 DEAL: 4
 DEALER: WEST

BRIDGE BASICS 1
 DEAL: 5
 DEALER: NORTH

♣ 9 8 7 3
 ♦ K 6
 ♠ A K 7 3
 ♡ A J 5



♠ K Q 10 9
 ♡ Q 8 4 2
 ♦ 10 8 4 2
 ♣ 5

♣ A K Q J
 ♦ 9 7 5
 ♡ J 10 9
 ♠ 8 7 4

♠ 6 3 2
 ♡ 6 5
 ♦ A Q J 3
 ♣ 10 9 4 2

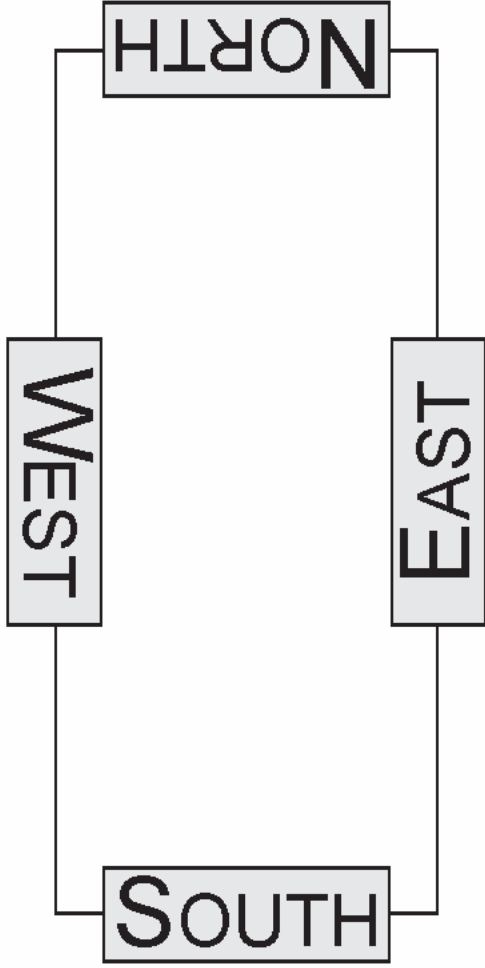
BRIDGE BASICS 1
 DEAL: 5
 DEALER: NORTH

BRIDGE BASICS 1

DEAL: 6

DEALER: EAST

♣ K 10 5
 ♦ J 10 9 7 2
 ♠ 3
 ♡ Q 10 6 4



♠ A 8 7 3
 ♡ A Q 2
 ♦ A 8 3
 ♣ Q 8 6

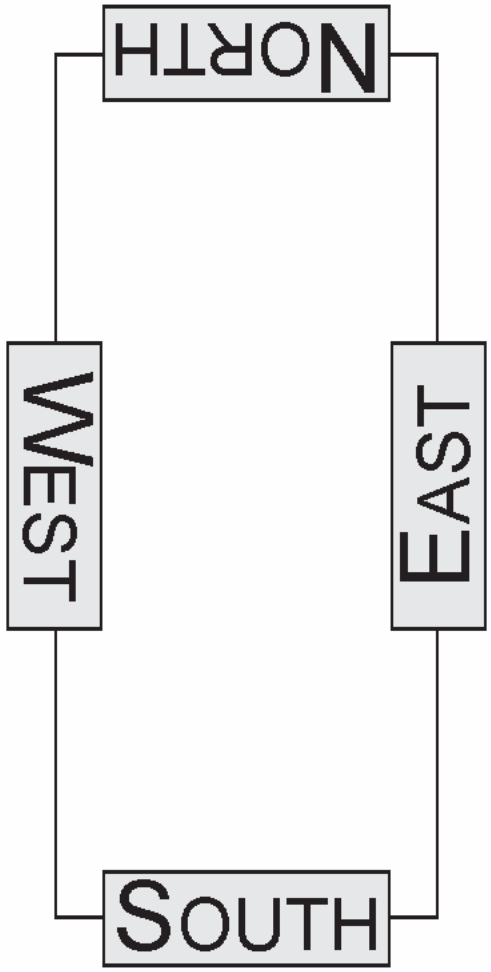
♠ 5 2
 ♡ K J 10 8 7 5
 ♦ K Q 4
 ♣ 7 4

♠ K J 9
 ♡ 6 6 4
 ♦ 6 5
 ♣ A 3 2

BRIDGE BASICS 1
 DEAL: 6
 DEALER: EAST

BRIDGE BASICS 1
 DEAL: 7
 DEALER: SOUTH

♣ K J 6 2
 ♦ Q 10
 ♠ 8 4 3 2
 ♡ A 5 2



♠ 6 3
 ♡ A K 7
 ♦ A K 6 3 2
 ♣ Q 9 4

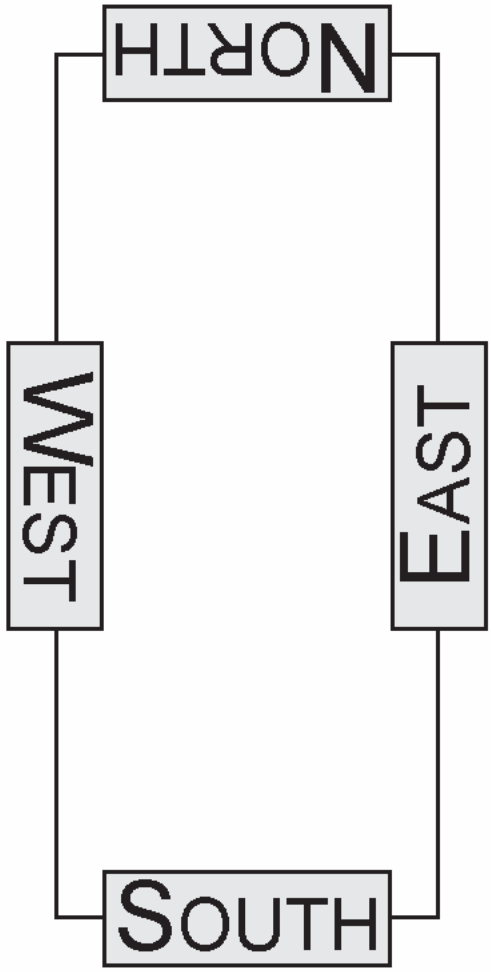
♠ Q J 10 9 8 7
 ♡ 9 5
 ♦ 7 4
 ♣ 8 5 3

♠ K 4
 ♡ Q J 10 6
 ♦ 5 8 J
 ♣ A 10 7

BRIDGE BASICS 1
 DEAL: 7
 DEALER: SOUTH

BRIDGE BASICS 1
 DEAL: 8
 DEALER: WEST

♣ 9 6 2
 ♦ 7 6 4 3
 ♠ A 6 3
 ♡ A Q 9



♠ 8 6 3
 ♡ Q J 10 9
 ♦ Q 10 8
 ♣ Q 7 4

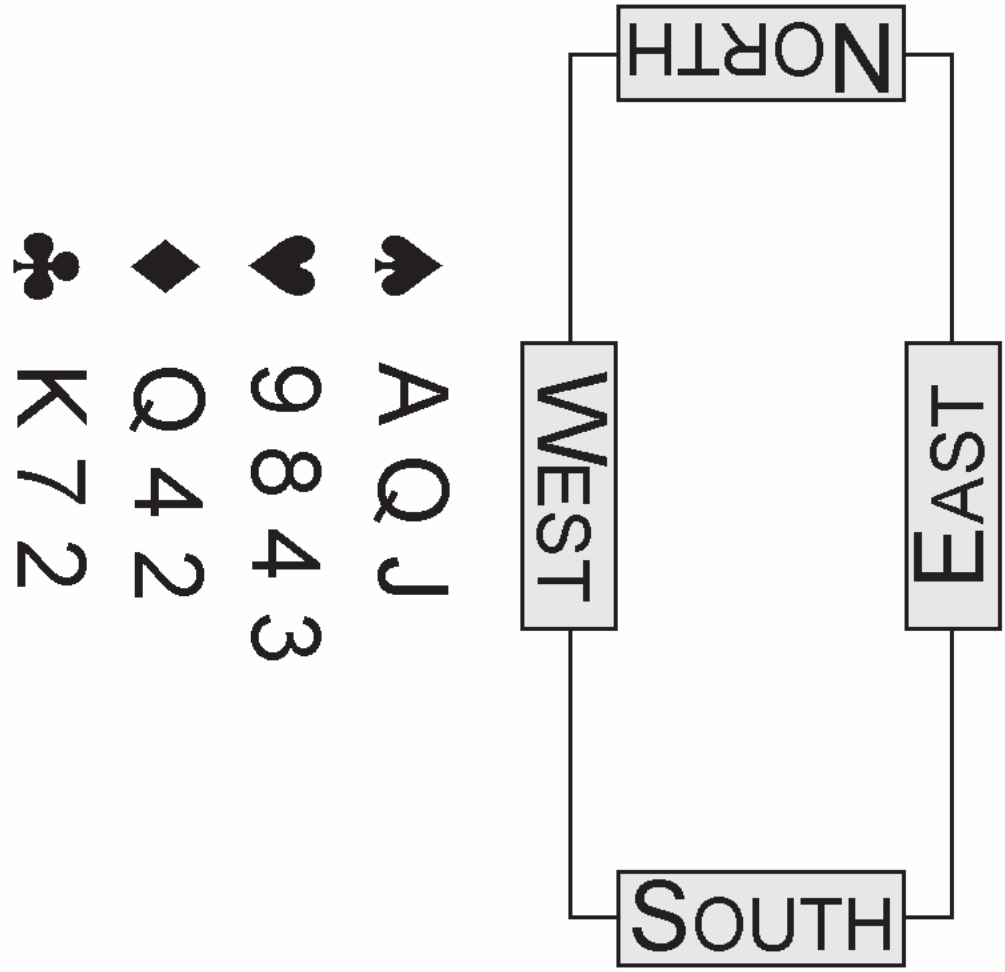
♠ J 7 5 2
 ♡ 8 5 4
 ♦ J 9
 ♣ K J 10 3

♠ K 10 4
 ♡ K 7 2
 ♦ A K 5 2
 ♣ A 8 5

BRIDGE BASICS 1
 DEAL: 8
 DEALER: WEST

BRIDGE BASICS 1
 DEAL: 9
 DEALER: NORTH

♣ 9 6
 ♦ K 6
 ♠ A K Q J
 ♡ 10 8 7 5 2



♠ A Q J
 ♡ 9 8 4 3
 ♦ Q 4 2
 ♣ K 7 2

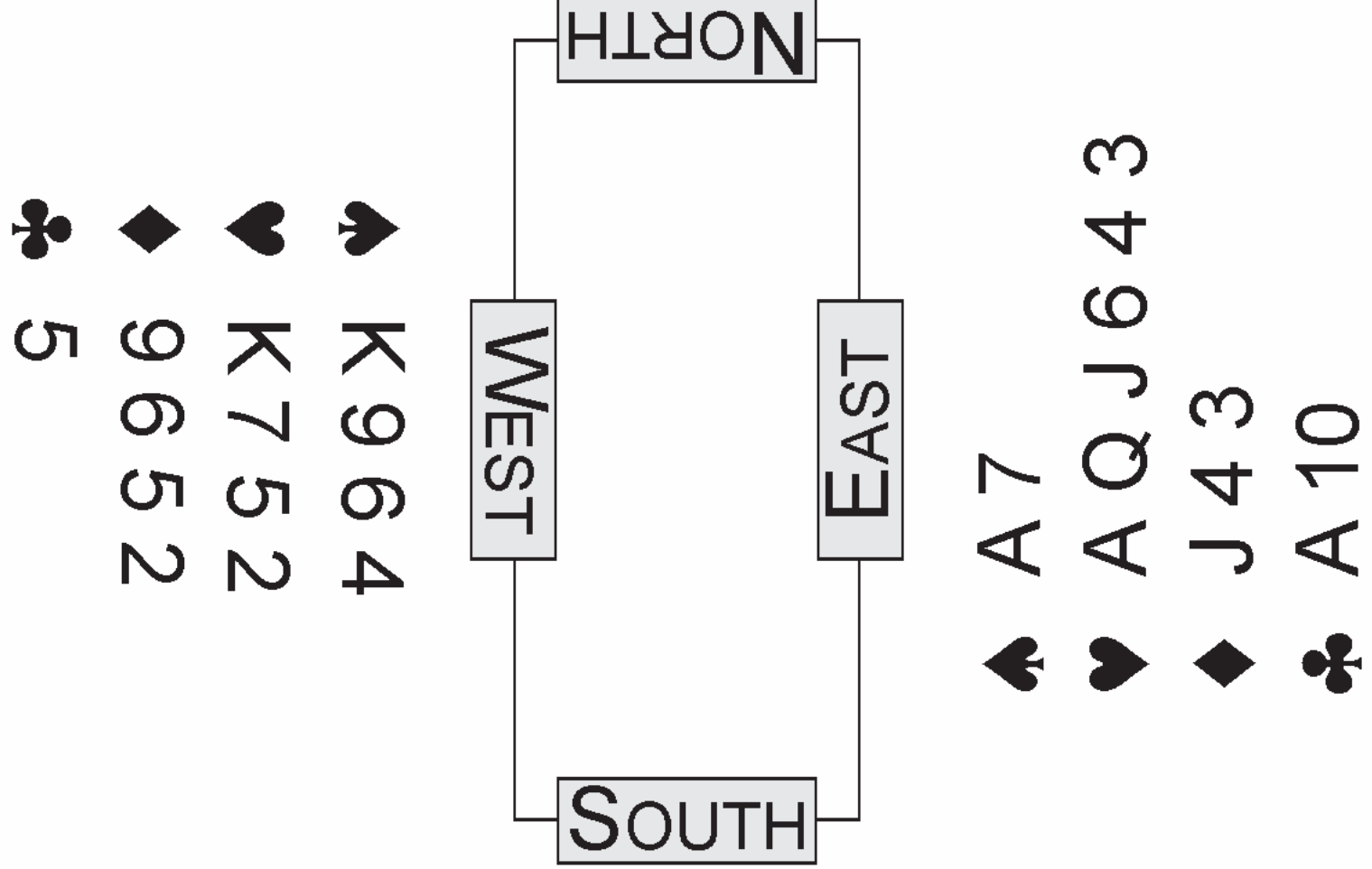
♠ K
 ♡ 10 6
 ♦ J 10 9 7 3
 ♣ A 8 5 4 3

♠ 9 6 4 3
 ♡ 7 5 2
 ♦ A 8 5
 ♣ 10 J Q

BRIDGE BASICS 1
 DEAL: 9
 DEALER: NORTH

BRIDGE BASICS 1
 DEAL: 10
 DEALER: EAST

♣ K Q 9 7 4 2
 ♦ 8 7
 ♠ 9
 ♡ Q J 8 3

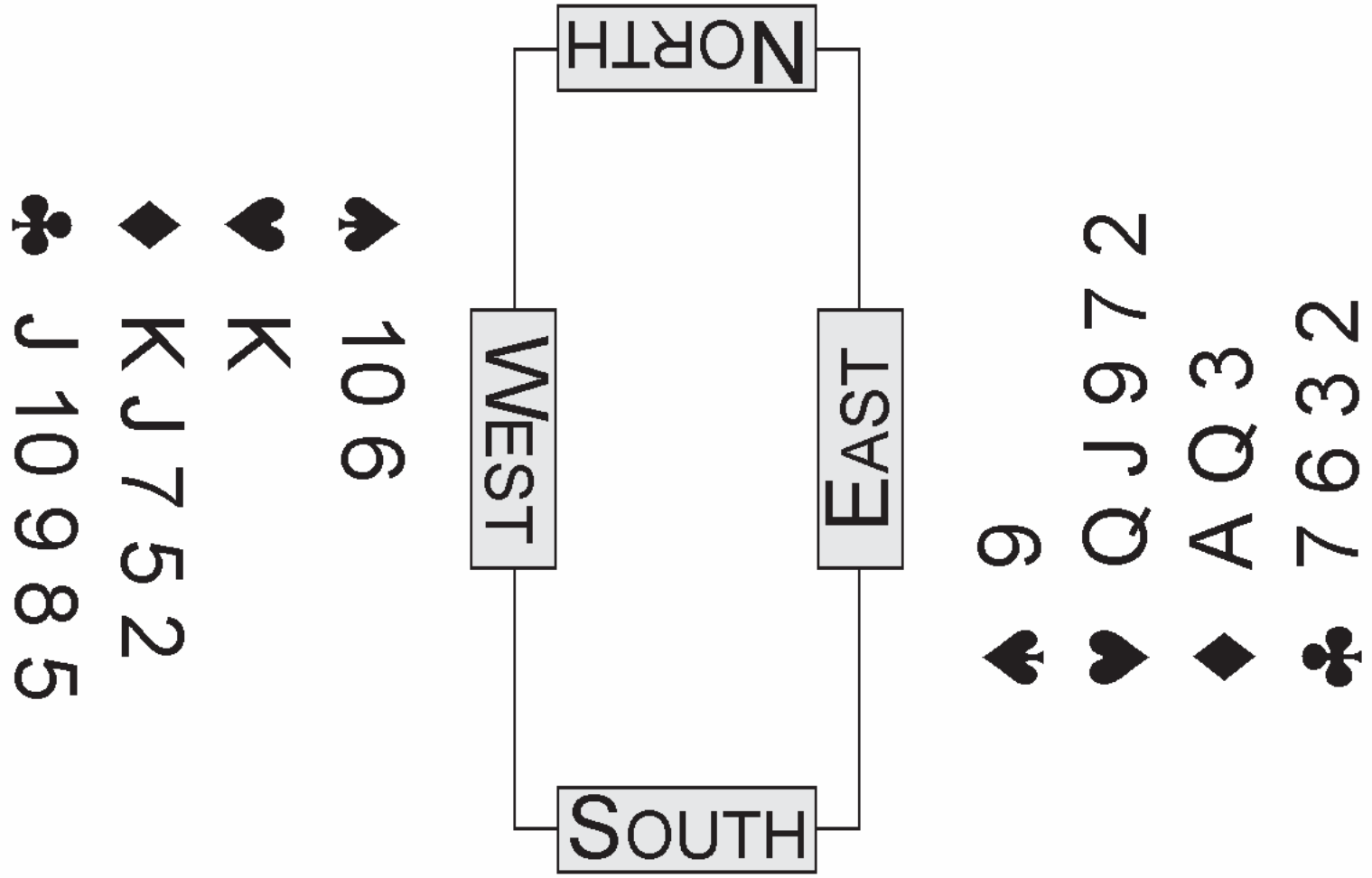


BRIDGE BASICS 1
 DEAL: 10
 DEALER: EAST

♠ 10 5 2
 ♡ 10 8
 ♦ A K Q 10
 ♣ 3 9 8 J

BRIDGE BASICS 1
 DEAL: 11
 DEALER: SOUTH

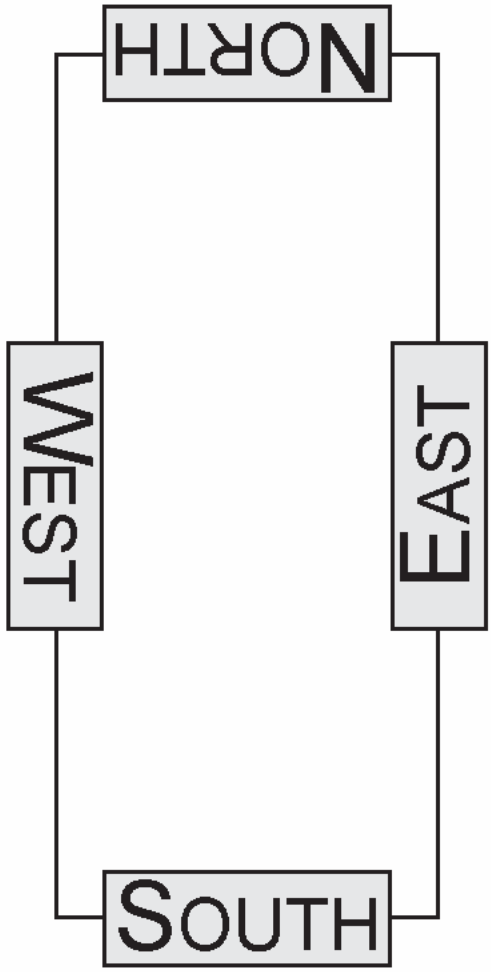
♣ AK
 ♦ 96
 ♠ A10853
 ♥ AK83



BRIDGE BASICS 1
 DEAL: 11
 DEALER: SOUTH

BRIDGE BASICS 1
 DEAL: 12
 DEALER: WEST

♣ Q J 10 3
 ♦ 9 6 5 2
 ♠ A 2
 ♡ K 8 4



♠ Q J 10 7 3
 ♡ K Q J 8 5
 ♦ A 4
 ♣ 4

♣ 9 8 6
 ♦ K Q 7
 ♠ 10 9 7 3
 ♡ 6 2

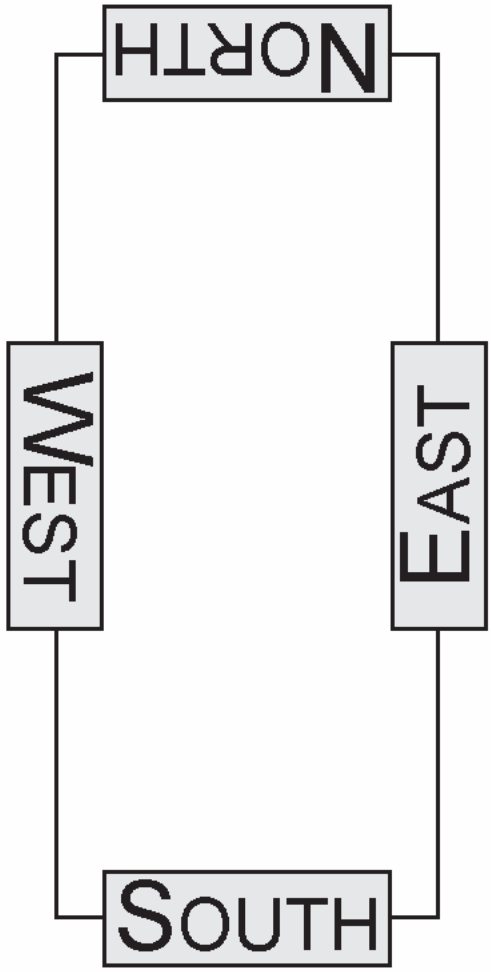
♠ A 9 5
 ♡ 9 4
 ♦ J 10 8 3
 ♣ A 7 5 2

BRIDGE BASICS 1
 DEAL: 12
 DEALER: WEST

BRIDGE BASICS 1
 DEAL: 13
 DEALER: NORTH

♣ A Q
 ♦ Q 9 8 2
 ♠ K J 6 3
 ♥ J 6 5

♥ K Q 7 3
 ♠ 10 7 2
 ♦ 6 3
 ♣ K 10 6 5



♠ 10 8 4
 ♥ A Q 8 5
 ♦ A K J 5
 ♣ 7 4

♠ A 9 2
 ♥ 9 4
 ♦ 10 7 4
 ♣ J 9 8 3 2

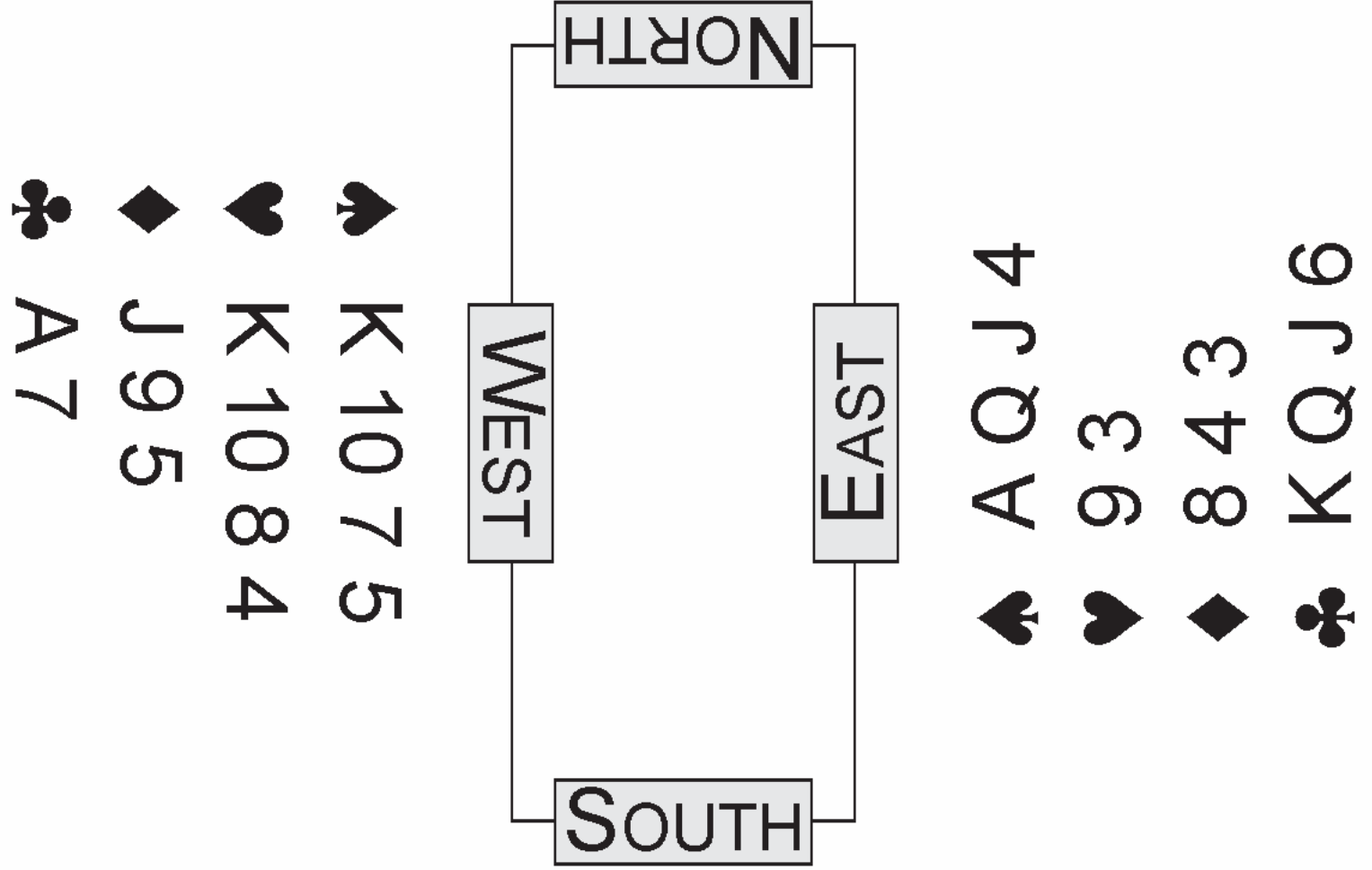
BRIDGE BASICS 1
 DEAL: 13
 DEALER: NORTH

BRIDGE BASICS 1

DEAL: 14

DEALER: EAST

♣ 10 8 4 2
 ♦ A Q 7
 ♠ Q 7 6 2
 ♡ 9 2



BRIDGE BASICS 1
 DEAL: 14
 DEALER: EAST

BRIDGE BASICS 1

DEAL: 15

DEALER: SOUTH

♣ 10 7 5
 ♦ 9 6 3
 ♠ A K 10 4
 ♥ K 10 6

NORTH

WEST

EAST

SOUTH

♥ A 7 3
 ♠ 8 7 3
 ♦ A Q J 10 8 7
 ♣ A

♠ J 8 5 4
 ♥ Q 9 6
 ♦ 5 2
 ♣ 4 J Q K

♣ 9 8 6 3 2
 ♦ K 4
 ♥ J 5 2
 ♠ Q 9 2

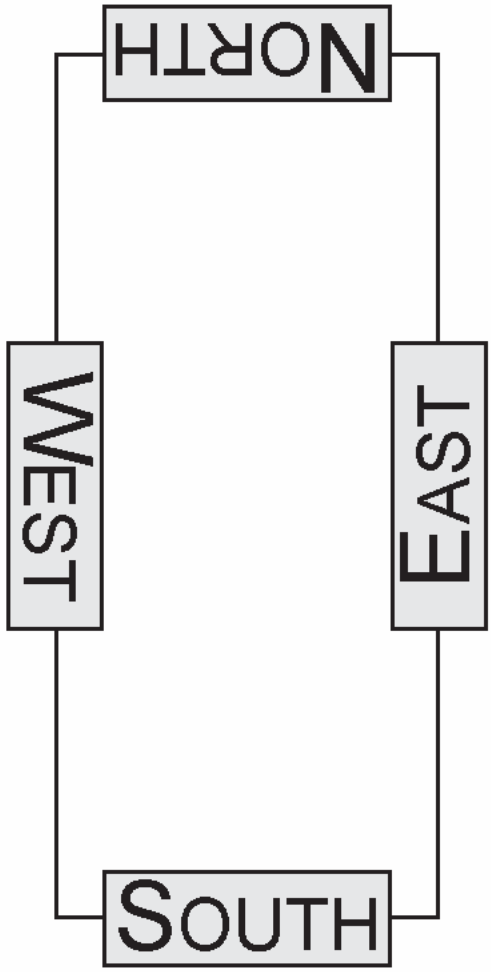
BRIDGE BASICS 1
 DEAL: 15
 DEALER: SOUTH

BRIDGE BASICS 1

DEAL: 16

DEALER: WEST

♣ A K J
 ♦ A 10 6
 ♠ A 8 5 2
 ♥ Q J 3



♥ 10 9 7 2
 ♠ Q 10 9
 ♦ Q 7
 ♣ Q 10 9 3

♣ 9 5
 ♦ K J 8 5 3
 ♥ K 7 6 3
 ♠ 6 4

♠ A K 8 5
 ♥ J 4
 ♦ 6 4 2
 ♣ 7 9 4 2

BRIDGE BASICS 1
 DEAL: 16
 DEALER: WEST

Contract Card

Contract Card						
Hand #				Declarer (Circle)		
Valuation Points				N S E W		
N	S	W	E	Contract		
Total N-S		Total E-W		Score		
				N-S	E-W	
Declaring Side (Circle)						
N-S		E-W				

Contract Card						
Hand #				Declarer (Circle)		
Valuation Points				N S E W		
N	S	W	E	Contract		
Total N-S		Total E-W		Score		
				N-S	E-W	
Declaring Side (Circle)						
N-S		E-W				

Contract Card						
Hand #				Declarer (Circle)		
Valuation Points				N S E W		
N	S	W	E	Contract		
Total N-S		Total E-W		Score		
				N-S	E-W	
Declaring Side (Circle)						
N-S		E-W				

Contract Card						
Hand #				Declarer (Circle)		
Valuation Points				N S E W		
N	S	W	E	Contract		
Total N-S		Total E-W		Score		
				N-S	E-W	
Declaring Side (Circle)						
N-S		E-W				

Contract Card						
Hand #				Declarer (Circle)		
Valuation Points				N S E W		
N	S	W	E	Contract		
Total N-S		Total E-W		Score		
				N-S	E-W	
Declaring Side (Circle)						
N-S		E-W				

Contract Card						
Hand #				Declarer (Circle)		
Valuation Points				N S E W		
N	S	W	E	Contract		
Total N-S		Total E-W		Score		
				N-S	E-W	
Declaring Side (Circle)						
N-S		E-W				

Cue Cards

OPENING 1NT

15 16 17

A BALANCED HAND

OPENING 1♣ & 1♦

13 to 21

With a 3-card
or longer suit.

RESPONDING TO 1NT

0-7 POINTS :: Bid 2♦, 2♥, or 2♠ with a 5-card or longer suit. Otherwise, Pass.
These are **SIGNOFF** bids.

8-9 POINTS :: Bid 2NT with no 8-card or longer major suit fit. This is an **INVITATIONAL** bid.

10-15 POINTS :: Bid 4♥ or 4♠ with a 6-card or longer major suit. These are **SIGNOFF** bids.
Bid 3♥ or 3♠ with a 5-card major suit. These are **FORCING** bids. Otherwise, bid 3NT. This is a **SIGNOFF** bid.

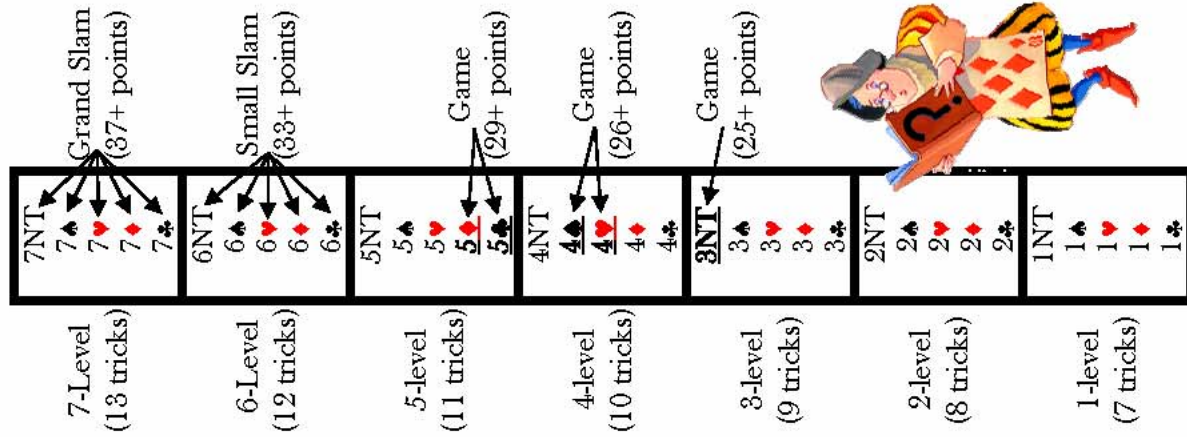
OPENING 1♥ & 1♠

13 to 21

With a 5-card
or longer suit.

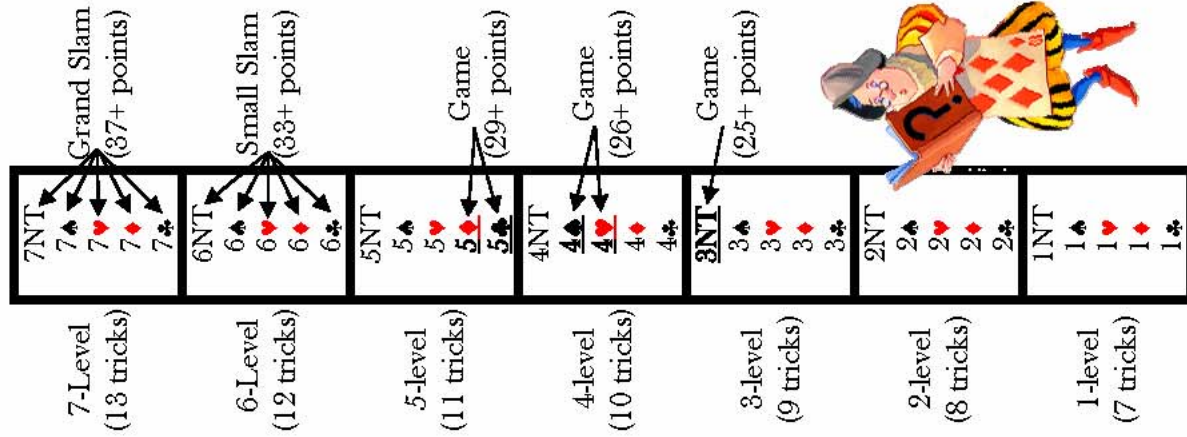
Bidding Ladder

BONUS LEVEL
(COMBINED
VALUATION POINTS)



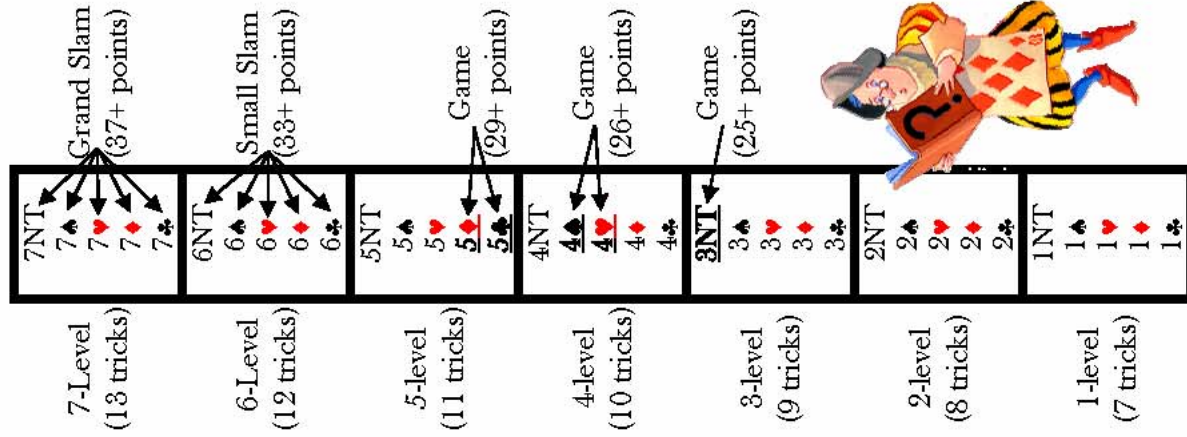
THE BIDDING LADDER

BONUS LEVEL
(COMBINED
VALUATION POINTS)



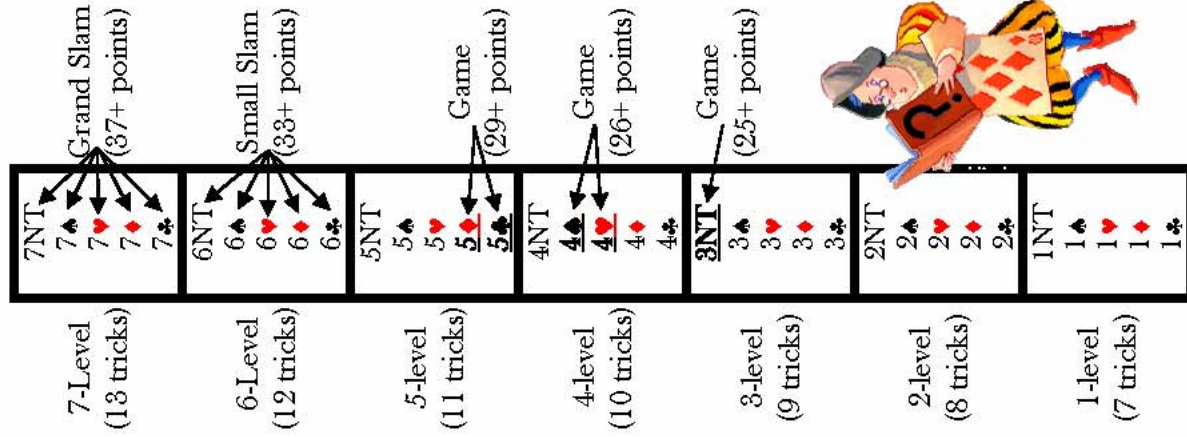
THE BIDDING LADDER

BONUS LEVEL
(COMBINED
VALUATION POINTS)



THE BIDDING LADDER

BONUS LEVEL
(COMBINED
VALUATION POINTS)



THE BIDDING LADDER

A FIRST LOOK AT DUPLICATE SCORING

Each hand is scored separately.

TRICK SCORE

(for the number in the bid)

- 20 points per trick bid and made in clubs or diamonds.
- 30 points per trick bid and made in hearts or spades.
- 40 points for the first trick and 30 points for each subsequent trick in notrump.

OVERTRICKS

Each trick that is made above what is required by the bid is awarded the trick score as above.

GAME BONUS

A bonus of 300 points is awarded for bidding and making a game.

PARTSCORE

A bonus of 50 points is awarded for bidding and making a partscore.

PENALTY POINTS

If declarer doesn't make the number of tricks bid by the partnership for the contract, the opponents get 50 points per undertrick ... each trick short of the contract.

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Vulnerability, a part of scoring, is not included in this first look at duplicate scoring.

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Better Bridge Certificate

Better Bridge

COURSE CERTIFICATE



_____ has successfully completed
Audrey Grant's Better Bridge
Bridge Basics I

_____ Date

_____ Teacher

Audrey Grant

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