

RUBBER BRIDGE SCORING

Rubber bridge is the form of bridge that can be played by four players at home. Unlike duplicate bridge, the scoring is cumulative. Each score for a contract bid and made counts towards a game (100 points). The objective is to be the first pair to make two games.

A rubber bridge scorecard shows two columns (usually headed 'We' and 'They') with a line across the middle. The scoring is similar to duplicate (see 'Full Duplicate Scoring Table' - page 45) except for the following:

Only tricks bid and made are scored below the line and count towards game. Everything else is scored above the line.

There are no bonuses scored for making games or part scores until the end of the rubber.

When the total points below the line for one side equals 100 or more, they have scored a game and a line is drawn across **both columns**. When a pair have won a game they become **vulnerable**. The first pair to score two games wins the rubber. The bonuses for winning the rubber are as follows:

Winning in two games (2-0)	700
Winning in three games (2-1)	500

There is a 300 bonus for a game in an unfinished rubber and a 50 bonus for a part score in a unfinished rubber.

The scores in both columns are then totalled and the winner is the one with the highest total. (Usually the pair who wins the rubber but not always!).

It is easier to see how the scoring works by looking at an example. The following example shows the contract and result for each of nine hands that were played and shows how the score for each hand is entered on the scorecard.

We	They

RUBBER SCORING EXAMPLE

Hand	Contract	Comments
1	'We' 2S	Contract made with one overtrick
2	'They' 3H	Contract made exactly
3	'We' 2D	Contract made exactly. 'We' now have 100 points below the line so have made 'game'. A line is drawn across both columns ready for a new game. 'We' are now vulnerable.
4	'We' 3NT	Contract goes down one. So 'They' score 100 (for one vulnerable undertrick) above the line.
5	'They' 2H	Contract goes down one. So 'We' score 50 (for one non-vulnerable undertrick) above the line.
6	'We' 2NT	Contract made exactly.
7	'They' 6S	Points for tricks bid and made go below the line. Slam bonus of 500 (for small slam) goes above the line. 'They' now have 100 or more below the line so have made 'game'. A line is drawn across both columns ready for a new game. 'They' are now vulnerable.
8	'We' 2H	Contract made exactly.
9	'We' 1NT	Contract made with two overtricks. We now have 100 points below the line so have scored 'game' and 'rubber' (2-1). A bonus of 500 (for rubber in three games) goes above the line.

We	They
500	
60	
50	500
30	100
60	90
40	
70	180
60	
40	
910	870