

## Chicago-Style Scoring

In Chicago-style play, the initial dealer is determined by a card draw, with the drawer of the high card dealing. The deal then rotates clockwise through a round of four hands.

In Chicago-style scoring, vulnerability is important:

Hand #1: Neither side is vulnerable

Hand #2: Dealer side only is vulnerable

Hand #3: Dealer side only is vulnerable

Hand #4: Both sides are vulnerable

**This vulnerability cycle is repeated every four hands.**

**The scoring follows duplicate scoring rules, in that there is no score carryover from hand to hand. If possible, use bidding boxes, which will tell you the score for part scores, game scores and slam scores, vulnerable or not vulnerable, doubled or redoubled. If you do not have access to bidding boxes, trick points are listed below.**

### **Trick points:**

- 20 points per trick over 6 in a minor suit; 30 points per trick over trick 6 in a major suit; 40 points for trick 7 in no trump; 30 points per trick over trick 7 in no trump.
- Part-score contract made: 50 points.
- Game contract made: 100 points required for game; bonus, not vulnerable – 300 points; bonus, vulnerable – 500 points.
- Small-slam contract made: 12 tricks required for small slam; bonus, not vulnerable – 500 points; bonus, vulnerable – 750 points.
- Grand-slam contract made: 13 tricks required for grand slam; bonus, not vulnerable- 1000 points; bonus, vulnerable -1500 points.
- Doubling doubles the value of a made contract and increases the penalty for a set contract (see below)
- Redoubling quadruples the value of the contract and doubles the (doubled) penalty for a set contract.
- Bonus for making a doubled contract: 50 points
- Bonus for making a redoubled contract: 100 points

**Overtricks:**

Not vulnerable: trick value

Vulnerable: trick value

Doubled, not vulnerable: 100 points per overtrick

Redoubled, not vulnerable: 200 points per overtrick

Doubled, vulnerable: 200 points per overtrick

Redoubled, vulnerable: 400 points per overtrick

**Undertricks:**

Not vulnerable: 50 points

Vulnerable: 100 points

Doubled, not vulnerable:

First trick: 100 points

Second and third tricks: 200 points per trick

Fourth and subsequent tricks: 300 points per trick

Redoubled, not vulnerable:

First trick: 200 points

Subsequent tricks: 400 points per trick

Doubled, vulnerable:

First trick: 200 points

Subsequent tricks: 300 points per trick

Redoubled, vulnerable:

First trick: 400 points

Subsequent tricks: 600 points per trick