



Converting Rubber Bridge Scores into Victory Points

Score Difference Per Round	Victory Points**
0–40	10–10
50–140	11–9
150–240	12–8
250–340	13–7
350–540	14–6
550–740	15–5
750–940	16–4
950–1240	17–3
1250–1540	18–2
1550 or more	19–1

Score a bonus of 300 points for a non-vulnerable game made; 500 for a vulnerable game. On the final deal of the round, a bonus of 100 is awarded for making a partscore that does not complete a game. Partscores carry over to succeeding deals, but any game nullifies previous partscores. Tricks, penalties, slams and honors are scored as in rubber bridge. A passed-out deal is to be redealt by the same dealer.

Vulnerability:

First deal: Neither side is vulnerable.
 Second & third deals: Dealer's side is vulnerable.
 Fourth deal: Both sides are vulnerable.

**Victory point totals for preceding rounds may be used for matching pairs in succeeding rounds. VP totals may be the basis for determining over-all winners. Other scoring forms may determine winners from total rubber bridge scores.

**PLEASE REFRAIN FROM GIVING LESSONS,
ESPECIALLY TO YOUR OPPONENTS.**

Names _____

Pair #

X	X	X			
We	They	We	They	We	They
—	—	—			
X	X	X			
We	They	We	They	We	They
—	—	—			

RESULTS	Round	We	They	Diff.	VP's	Cumulative VP's
	1					
	2					
	3					
	4					
	5					
	6					

