Chicago Bridge Score Sheet

Two partnerships, four deals to a Chicago, each deal scored on its own

We _____ **They** _____ **Date** _____

Chicago 1

Deal	Vulnerable	Contract	Result	We	They
1	Nobody				
2	Dealer's side				
3	Dealer's side				
4	Both sides				
Total					

Chicago 2

Deal	Vulnerable	Contract	Result	We	They
1	Nobody				
2	Dealer's side				
3	Dealer's side				
4	Both sides				
Total					

Chicago 3

Deal	Vulnerable	Contract	Result	We	They
1	Nobody				
2	Dealer's side				
3	Dealer's side				
4	Both sides				
Total					

Chicago 4

Deal	Vulnerable	Contract	Result	We	They
1	Nobody				
2	Dealer's side				
3	Dealer's side				
4	Both sides				
Total					

TRICK POINTS

For each trick bid and made beyond six: clubs or diamonds 20, hearts or spades 30, notrump 40 for the first and 30 for each after.

Doubled counts twice, redoubled four times. A contract worth 100 or more is a game.

BONUSES FOR A CONTRACT MADE

	Not vulnerable	Vulnerable
Game	300	500
Part score	50	50
Part score on the fourth deal	100	100
Small slam	500	750
Grand slam	1,000	1,500
Making a doubled contract	50	50
Making a redoubled contract	100	100
Each overtrick	Trick value	Trick value
Each overtrick, doubled	100	200
Each overtrick, redoubled	200	400

UNDERTRICKS, TO THE DEFENDERS

	Undoubled		Doubled	
Down	Not vulnerable	Vulnerable	Not vulnerable	Vulnerable
1	50	100	100	200
2	100	200	300	500
3	150	300	500	800
4	200	400	800	1,100
Each more	50	100	300	300

THE CHICAGO

Every deal is scored on its own, with nothing carried forward. A passed-out deal still counts as one of the four.

Redoubled undertricks score twice the doubled figures.

Honors count only at a table that plays them: 100 for four of the top five trumps in one hand, 150 for all five, or for all four aces at notrump.

Play Bridge on your phone or tablet: **Fireside Classic Games**

You play against the computer. No ads, and it works offline.

The rules, and score sheets for more games: ulshsolutions.com/rules/bridge/

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iPhone and iPad

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