Rubber Bridge Score Sheet

Two partnerships; the first side to win two games takes the rubber

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

Rubber 1

	We	They
Above the line: overtricks, bonuses, undertricks		
Below the line: game 1		
Below the line: game 2		
Below the line: game 3		
Rubber bonus		
Total		

Rubber 2

	We	They
Above the line: overtricks, bonuses, undertricks		
Below the line: game 1		
Below the line: game 2		
Below the line: game 3		
Rubber bonus		
Total		

BELOW THE LINE

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 side with 100 below the line wins a game.

ABOVE THE LINE

	Not vulnerable	Vulnerable
Each overtrick	Trick value	Trick value
Each overtrick, doubled	100	200
Each overtrick, redoubled	200	400
Making a doubled contract	50	50
Making a redoubled contract	100	100
Small slam	500	750
Grand slam	1,000	1,500

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 RUBBER

A side is vulnerable once it has won a game. Redoubled undertricks score twice the doubled figures.

Rubber bonus: 700 if the other side won no game, 500 if it won one.

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/

App Store
iPhone and iPad

Google Play
Android