



RUBBER BRIDGE - Rules, Scoring and Guidelines

All you will need, to play in Rubber Bridge, is this document, together with two packs of cards, a score pad and a scoring Summary of deals (*see below*). The information below explains the game to those who have only played duplicate bridge, but also sets out the latest rules for the more experienced rubber bridge players.

Unlike duplicate bridge, Lady Luck plays a huge part. This fact, together with the different bidding tactics involved, makes Rubber bridge a fun and exciting game, which anyone can win.

Systems

- The objective of NZ Bridge is to allow bidding methods that could be used by ANY two players forming a partnership for the first time. Rubber bridge contestants are expected to follow the intention and spirit of this objective.
- Pages D7-D9 of the 2016 NZ Bridge Manual give a summary of permitted systems

Scoring

Knowing how the scoring works is pivotal to the tactics and excitement of Rubber Bridge. The information below is summarised in the Rubber Bridge Scoring Table, so you don't need to memorise it. But the following explains the scoring:

Suit scoring values are the same as in duplicate bridge:

- Minors score 20 per trick
- Majors score 30 per trick
- No Trumps score 40 for the first trick and 30 for each subsequent trick
- These values are doubled in a doubled contract, and doubled again for a redoubled contract

To make a "Game" you need to score 100. Therefore:

- To make game in a minor you need to bid and make 5 ($5 \times 20 = 100$)
- To make game in a major you need to bid and make 4 ($4 \times 30 = 120$)
- To make game in No Trumps you need to bid and make 3 ($40 + 2 \times 30 = 100$)

The first pair to win two games, wins a "Rubber". The win of a Rubber earns a large bonus:

- 700 if you win the first two games
- 500 if you win two out of three games

Before going into the various other bonuses and penalties (which are very similar to those in duplicate bridge) we need to look at the scoresheet itself:

Rubber Bridge Score pad					
Individual Scores					
Players		Ian	Bob	Dave	Alan
1 st Rubber		5 90	90	6 920	920
2 nd Rubber					
3 rd Rubber					
WE	THEY	WE	THEY	WE	THEY
1 30	4 700				
1 60	2 100				Line
	3 120				Line
5 90	6 920				

Every hand will produce a score of some kind, whether part score, game score, slam score or penalty score from taking your opponents light.

All scores below the line indicate the score for the contract bid and made and go towards achieving game.

All scores above the line indicate overtricks, bonuses or penalty scores and do not contribute towards achieving game.

In the example scoring shown:

1 on the first hand, Bob bids 2H, making 3 hearts. *Note that the overtrick goes above the line. So Ian & Bob need another 40 to make game (2C, 2D or 1NT will do it).*

2 Dave & Alan then bid and make 3NT. They now have a game so a line is drawn as shown and each pair starts from scratch in trying to make the next game score of 100.

3 Next hand, Dave and Alan bid 4S which they make. This gives them the Rubber, scored as shown.

4 Dave and Alan won the "Rubber" in two straight games, so score 700.

5 6 The total scores are recorded at the top for the 1st Rubber and the next hand played, begins a new rubber.

Further bonuses can be scored for slams and for holding "honours":

- Small slams earn a bonus of 500 if not vulnerable, 750 if vulnerable (see below for how you know if you are vulnerable or not)
- Grand slams earn a bonus of 1000 if not vulnerable, 1500 if vulnerable
- If a suit is bid and one hand holds 4 honours out of the possible 5 (AKQJT) this earns an honour bonus of 100
- If a suit is bid and one hand hold all 5 honours this earns 150
- If NT is bid and one hand holds all 4 Aces this earns 150

Honours may be claimed until the next hand has been dealt or the rubber has been completed and scored – whichever comes sooner. (Honours are the only aspect of Rubber Bridge that duplicate players won't recognise).

Penalties for going light and bonuses for making doubled contracts:

For these “vulnerability” is relevant. When a new Rubber starts, both sides are deemed to be “not vulnerable”, but as soon as one pair wins a game, they become “vulnerable” for the remainder of the rubber. Vulnerability does not affect trick points, nor does it affect game points. What it does mean is that if you go light the penalties are exactly the same as in duplicate bridge, namely:

- Not doubled: Penalty is 50 per undertrick not vul, 100 per trick vul
- Doubled and not vul: Penalty is 100 for the first undertrick, 200 for the second and third undertricks then 300 thereafter
- Doubled and vulnerable: Penalty is 200 for the first undertrick, then 300 thereafter

Bonuses for making doubled contracts can be seen from the scoring table (they are the same as in duplicate bridge).

Guidelines and tactics

Rubber Bridge is a far more tactical game than duplicate. It is very important to keep track of the scores below the line so you know how far you need to bid to reach a game and whether it will pay to push your opponents to keep them from achieving game. There are times to push and times not to push:

- Don't push to game unless you have to, even if you know its there. eg, if you only need 1NT to complete the rubber do not push on. There are two exceptions to this:
 - (a) You will often be forced to bid higher by the opponents who will be trying to keep you from getting a rubber.
 - (b) If you think that you have a slam then push on. This unnecessary bidding on should indicate to partner that you have interest in slam.
- Don't push the opposition when you are vul and ahead just for the sake of keeping them out of a part score. Even if they are likely to get a game you should think carefully. Doubled sacrifices when vulnerable can be very expensive.
- Do push when not vul and you can afford to give something away to prevent the opponents getting a rubber, especially a 700 rubber.

Here are some hints concerning the play:

- Play safe to make your contract; overtricks are nowhere near as important as they are in duplicate bridge.
- In difficult contracts take risks to make it. An extra undertrick is relatively unimportant if not doubled.
- In defense, take risks to defeat the contract. If you give them an overtrick it is relatively unimportant.

Format of the Waikato-Bays Rubber Bridge competition

A random Draw of sorts is made up, taking into account attendance at the Rubber Ducky Day Out for Round 1

After that, please arrange between yourselves where you play and when, so long as your match is completed before the date indicated on the draw. You may play in homes or Bridge clubs, whichever is the most suitable for all involved.

The competition is on a knock-out basis

All matches will consist of 30 deals. The pair with the highest total score at completion is the winner.

At the start of the match, cut for dealer, after which Dealer rotates clockwise.

A passed in hand constitutes a deal.

Note that the bonus for winning an unfinished rubber is 300 if you have won the only game in the rubber, and 100 if you have the only part score in the rubber.

It is a good idea to keep track of the accumulated total. A Summary Score sheet is below

When you have played your match, the winners are to inform Rona Driscoll of the outcome. The draw will get updated regularly on the website: <http://www.waikatobays.bridge-club.org/rubber>

In the event of a tie a further two deals will be played – then a further two etc until a winner is found.

Full details of the rules for the NZ Rubber competition are in the NZ Bridge Manual D3 to D9. Rona Driscoll holds the regional copy of The International Laws of Contract Bridge 2014.

Mis-deals

Note that as above, a passed-in hand counts as one of the 30 deals. However, a mis-deal does not.

If there is a faulty deal for any reason (cards not dealt correctly, card turned up during the deal, deal out of turn, wrong pack used, player picking up the wrong hand, etc), the deal is cancelled. The cards are shuffled and cut again, and the **same dealer** deals again (Law 10).

Ethics

No table talk is allowed.

Each player is responsible to keep score. Both of you must know your side's score because you may not draw attention of partner to the score, nor tell them what it is.

Scores may be compared and brought up to date at the end of each hand but no comments should be made as to future tactics in bidding to take account of the score.

	dealer	score		cumulative	
		we	they	we	they
1					
2					
3					
4					
5					
6					
7					
8					
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30					
** For doubled contracts, the trick value for minors is 40, majors 60 and 1st no trump trick 80, subsequent no-trump tricks 60					
**For re-doubled contracts, the trick value for minors is 80, majors 120 and 1st no trump trick 160, subsequent no-trump tricks 120					

Scoring Table				
Contracts – trick values* see below				
Minors		20		
Majors		30		
No Trumps – 1 st trick		40		
NT – subsequent tricks		30		
Rubbers				
Three game rubber won		500		
Two game rubber won		700		
Unfinished rubbers				
For having won the only game		300		
For having the only part score in an unfinished game		100		
Slams				
	<u>not vul</u>	<u>vul</u>		
Small	500	750		
Grand	1000	1500		
Overtricks				
per overtrick	<u>not vul</u>	<u>vul</u>		
not doubled	trick value			
doubled	100	200		
redoubled	200	400		
Undertricks				
	not doubled	doubled		
	<u>nv</u>	<u>vul</u>	<u>nv</u>	<u>vul</u>
1	50	100	100	200
2	100	200	300	500
3	150	300	500	800
4	200	400	800	1100
5	250	500	1100	1400
Extra Bonuses				
Making a doubled contract		50		
Making a redoubled contract		100		
4 trump honours in one hand		100		
5 trump honours in one hand		150		
4 aces in one hand in NT		150		