

# **Auction Bridge – BSE Official Rules**

**The Game will be played base on the following; whichever comes first**

- 1. Time limit of 45 minutes**
- 2. A total of 500 points for a side**
- 3. A side won two Games**

An Individual cannot take more than a minute to discard a card. At umpire’s discretion a minimum of 5 points to a maximum of 100 points may be awarded to the opponent for delaying the turn by over a minute.

Each player should play their own cards, except winning side of the contract with dummy hand on the table. In that case Player with the “Up” hand may play both hands on his side, but the Game cannot be transferred to the player with the dummy hand. Player with the dummy hand may look at partner’s hand but the Game must be played by the player with “Up” hand.

At umpire’s discretion any sign of cheating, signaling (scratching noses, winking, coughing, popping fingers etc. just to name a few), may result in up to 100 points awarded to the opponents, or in an extreme case loss of game.

## **Scoring**

Provided the declarer has won at least the number of odd-tricks named in his contract, the declarer's side scores for each odd-trick won:

	<b>Undoubled</b>	<b>Doubled</b>	<b>Redoubled</b>
With no trump	10	20	40
With spades trump	9	18	36
With hearts trump	8	16	32
With diamonds trump	7	14	28
With clubs trump	6	12	24

## **Game and Rubber**

When a side scores, in one or more hands, 30 points or more for odd tricks, it has won a game and both sides start fresh on the next game. When a side has won two games, it wins the rubber and adds 250 points to its score.

## **Doubles and Redoubles**

If a doubled contract is fulfilled, the declarer's side scores 50 bonus points plus 50 points for each odd trick in excess of the contract. If a redoubled contract is fulfilled, the declarer's side

scores 100 bonus points plus 100 points for each odd trick in excess of the contract. These bonuses are in addition to the score for odd tricks, but do not count toward game. Undertricks:

For every trick by which the declarer falls short of the contract, the opponents score 50 points; if the contract is doubled, 100 points; if it is redoubled, 200 points.

## **Honors**

The side that holds the majority of the trump honors (A, K, Q, J, 10), or of the aces at no-trump. Honors were scored as follows: four trump honors in one hand 80; five trump honors or four aces in no trumps in one hand 100. For an additional honor in partner's hand, or for three or more honors divided between both hands 10 each.

## **Slams**

A side that wins 12 of the 13 tricks, regardless of the contract, scores 50 points for a small slam. A side that wins all 13 tricks, regardless of the contract, scores 100 points for grand slam.

Points for overtricks, undertricks, honors and slams do not count toward game. Only odd-tricks count toward game, and only when the declarer fulfills the contract.