



Basic Scoring W/TRAVELLERS:

1. Board Number goes on top right, see the sample below.
2. Score goes on the line number same as table number.
3. N/S keeps the score.
4. E/W verifies the score.
5. Pencil is preferred (easy to fix the problem).
6. Attention needs to be paid to:
 - a. Line Number
 - b. On the correct side (N/S or E/W)
 - c. Correct direction of the contract (N/S/E or W)
 - d. Enter only one, contract "Made" or "Down" not both.
 - e. Check for Vul or Non-vul before entering the score
 - f. Correct Score including bonuses, penalties

If you feel there is an error, be sure to call me.

Jay Shah

TRICK VALUES

C/D: 20
H/S: 30
NT: 40/30

BONUSES

PART GAME:
50, BOTH
GAME
NON-VUL: 300
VUL : 500
SMALL SLAM
NON-VUL: 500
VUL:1000
GRAND SLAM
NON-VUL: 750
VUL: 1500
DOWN
NON-VUL :50/TRICK
VUL: 100/TRICK
DBLD DN 1, 2, 3
NON-VUL: 100/300/500
VUL: 200/500/800

SAMPLE TREAVELLER.

OFFICIAL (Mitchell or Howell) TRAVELING SCORES

Bid, play and score this board without comment
and proceed immediately to the next.
NORTH PLAYER only keeps score.

ENTER E-W PAIR NO. _____ Board No. 12

N-S Pair	E-W Pair	Contract	BY	M A D E	D O W N	FINAL SCORE		E-W Match Points	N-S Match Points
						N-S	E-W		
1									
2	1	4H	E	4			420		
3	2								
4	4	4H	W		1		50		
5									
6	10	2H	W	4			170		
7									
8								1	
9									
10								3	
11								4	
12								5	
13								6	
14								7	

E/W PAIR No.

N/S PAIR (TABLE)

BOARD NO

GAME SCORE WITH 300 NON-VUL BONUS.

DOWN 1 SCORE

CONTRACT

CONTRACT BY N/S/E OR W

PART SCORE

MADE

DOWN (SHORT) 1.

Indulge in postmortems, if you must, only at end of round. Play congenially. Announce or discuss private conventions. Refrain from giving lessons, especially to opponents. Do not make your own rulings; call your game director, that is his job. Count your cards before and after.