

SCORE PAD

BRIDGE • CANASTA • GIN

Take it from "Rocky":
IT'S GREAT
WHEN YOU GO
GREAT NORTHERN



— 2 great streamliners

The incomparable
EMPIRE BUILDER
WESTERN STAR

Daily Between

Chicago and Seattle-Portland
via St. Paul-Minneapolis
Spokane. Connections in
Seattle and Portland to and
from California and
Vancouver, B.C.

CONTRACT BRIDGE SCORING

HOW TO SCORE

SUIT VALUES PER TRICK	Undoubled	Doubled	Redoubled
Clubs or Diamonds	20	40	80
Hearts or Spades	30	60	120
Notrump—1st Trick	40	80	160
All Succeeding Tricks	30	60	120

Tricks bid and made are scored in Trick Score of Declarer.

POINTS NEEDED FOR GAME 100

A game must be bid to score it but need not be made in one hand.

HONORS—(Scored by side holding them)

Suit Bid—Four in one hand 100

Suit Bid—Five in one hand 150

Notrump—Four Aces in one hand 150

RUBBER BONUS

The side first winning two games wins a Rubber.

Two-game Rubber 700

Three-game Rubber 500

Unfinished Rubber — one game 300 Part-score 50

VULNERABLE

When a side wins a game it is Vulnerable.

SLAM BONUS—Slams must be bid and made.	Not Vul.	Vulnerable
Small Slam or bid of six	500	750
Grand Slam or bid of seven	1000	1500

PREMIUMS—Scored in Honor-Score.

for making a Doubled or Redoubled Contract 50

OVERTRICKS—Each trick	Not Vul.	Vulnerable
Not Doubled	At trick value as shown above	
Doubled	100	200
Redoubled	200	400

UNDERTRICK PENALTY

Total points scored by Opponents when Declarer fails to make his Contract.

NOT VULNERABLE

Tricks Under Contract	Undoubled	Doubled	Redoubled
One	50	100	200
Two	100	300	600
Three	150	500	1000
Four	200	700	1400
Five	250	900	1800
Six	300	1100	2200

VULNERABLE

	Undoubled	Doubled	Redoubled
One	100	200	400
Two	200	500	1000
Three	300	800	1600
Four	400	1100	2200
Five	500	1400	2800
Six	600	1700	3400

BRIDGE SCORE

PLAYERS

WE	THEY	WE	THEY	WE	THEY
H O N O R S		H O N O R S		H O N O R S	
P O I N T S		P O I N T S		P O I N T S	

GIN RUMMY SCORE

[illegible]

CAMASTA SCORE

CAMASTA SCORE

[illegible]

NAME						
BASIC						
MELD						
TOTAL						
BASIC						
MELD						
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CANASTA

BONUSES

	Points
"PERFECT" CANASTA — no wild cards.....	500
"MIXED" CANASTA — limit 3 wild cards.....	300
RED TREYS	100
FOUR RED TREYS ON ONE SIDE.....	800
CALL	100
CALL WITH CONCEALED HAND.....	200

POINT SCORE FOR ALL MELDS

	Points
Jokers	50
Aces	20
Deuces	20
Kings to Eights	10
Sevens to Fours	5
Black Treys	5
*Necessary points for first meld	50
When score reaches 1500	90
When score reaches 3000	120
Game (no bonus for reaching game)	5000
*When one side is minus, the first meld may be made with less than 50 points.	

GIN RUMMY

SCORING KNOCK HANDS

1. If the knocker has fewer points he scores the difference in points.
2. In case of a tie, his opponent scores 10 points.
3. Should the knocker have more points, his opponent scores the difference plus 10 points.

SCORING GIN HANDS

1. The knocker scores 20 points for Gin, plus opponent's unmatched cards.
2. Should his opponent lay-out all of his cards, the knocker only scores 20 points.

SCORING A GAME

1. Add 100 points to winner's score, plus 20 points for each box.
2. Add 20 points for each box to opponent's score.
3. Subtract loser's score from winner's.

SCORING A SHUT-OUT (a Schneider or Skunk)

1. The game bonus is 200 points. Plus 20 points for each box won.

Travel on These Fine

GREAT NORTHERN TRAINS

EMPIRE BUILDER:

incomparable streamliner every day, each way between Chicago and Seattle-Portland via St. Paul, Minneapolis, Spokane. Great Dome Lounge Car, Ranch Car, Dining Car, Dome Coaches, most modern Pullmans—all types of accommodations.

WESTERN STAR:

daily streamliner between Chicago and Seattle-Portland via St. Paul, Minneapolis, St. Cloud, Fergus Falls, Fargo, Grand Forks, Great Falls and Spokane. Stops daily at eastern and western entrances to Glacier National Park, mid-June thru mid-September.

RED RIVER:

streamlined train between Grand Forks and Minneapolis and St. Paul via Fargo, Fergus Falls, Alexandria and St. Cloud. Makes daily round trip.

INTERNATIONALS:

streamlined service three times a day between Seattle and Vancouver, B.C. Morning, noon and early evening departures from each terminal.

GOPHER and BADGER:

superlative train service in morning and afternoon between St. Paul-Minneapolis and Duluth-Superior.

The Empire Builder and Western Star make connections in Seattle and Portland with streamliners to and from California and Vancouver, B.C.

Great Northern Travel Offices in Principal Cities of United States and Canada.