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RULES OF CHICAGO SCORING

A round consists of four deals, one dealt by each player at their clockwise turn.

Vulnerability for a team is determined by the deal as follows:

- 1st deal: No one is vulnerable
- 2nd & 3rd deal: The dealer's team is vulnerable and opponents are not
- 4th deal: Both teams are vulnerable

Scoring: Scoring for each hand stands alone, there are no legs as in Rubber Bridge. Each hand is scored as Tricks bid and made (added to the Declaring Team's scorecard) or down tricks (added to the Defending Team's scorecard).

- Bonus for bidding and making game, not vulnerable is 300 points
- Bonus for bidding and making game while vulnerable is 500 points
- Bonus for bidding and making a part-score is 50 points

Process: After four deals have been played, the scores are totaled and entered on each Team's scorecard. The next round of four hands is with new Partners and opponents and may be at a new table.

- Any hand this is "passed out" is re-dealt by the same dealer.