

VULNERABILITY IN DUPLICATE BRIDGE

This handout is an introduction to vulnerability in Duplicate Bridge. This handout assumes you are already familiar with basic scoring. For recap see [‘Duplicate Bridge Scoring’](#).

The terms ‘vulnerable’ and ‘non-vulnerable’ originated from Rubber bridge where a pair becomes ‘vulnerable’ after they have won one ‘game’. The penalties for going down in a contract are higher when a pair is vulnerable hence the term ‘vulnerable’. See [‘Rubber Bridge Scoring’](#) for more details.

Each hand at [duplicate bridge](#) is considered to be a separate entity, so there is no concept of ‘having already won a game’.

In duplicate bridge vulnerability changes on each board. There is a set pattern of dealer and vulnerability that rotates every 16 boards. On each board, the pair that are vulnerable are shown in red and the pair that are non-vulnerable are shown in green. In the example on the right (board number 6) the dealer is East. North-South are non-vulnerable and East-West are vulnerable.



When a pair is **vulnerable** it changes the game and slam bonuses and undertrick scores. Part scores are not affected unless there are doubled or redoubled overtricks (see [‘Duplicate Bridge Scoring’](#)).

GAME AND SLAM BONUSES

	Game	Small Slam	Grand Slam
Non-vulnerable	300	500*	1000*
Vulnerable	500	750*	1500*

* Slam bonuses are in addition to game bonuses

VULNERABLE UNDERTRICKS

		Not Doubled	Doubled	Redoubled
Non-vulnerable	1st trick	50	100	200
	2 nd and 3 rd trick	50	200	400
	Each subsequent trick	50	300	600
Vulnerable	1st trick	100	200	400
	2 nd and subsequent trick	100	300	600

While this handout is not a discussion of [duplicate bridge tactics](#) it is worth noting the cumulative penalty for doubled vulnerable undertricks can mount up very quickly!

Tricks down	Doubled Vulnerable	Worse Than Opponent's Contract
1	200	Part Score
2	500 (200+300)	Non-Vulnerable Game
3	800 (200+300+300)	Vulnerable Game