WYSIWYG Scoresheet

Hand	Player	Eval	Mod	Bid	Goal	Marks	Hand Score	Cum. Score
1								
2								
3								
4								
5								
6								
7								
8								
9								

Eval = 3 pts. for each Ace + 2 pts. for each King + 1 pt. for each Queen + Length of longest suit

Mod = Your Eval – Opponent's Eval   For winning bidder, Goal = Bid + Mod

During play, score 1 mark per first half trick won, 2 marks per second half trick won, 1 extra mark for winning last trick

If declarer wins hand, declarer scores 25 points, plus 1 point for every mark in excess of the hand's goal

If declarer loses hand, opponent scores 5 points for first mark shy, plus additional 10 points for each additional mark shy