

## **Duties of a Scorekeeper**

Each table must have a scorekeeper and understanding how it works can help with your play. Although table positions are luck of the draw, it is important that the person scoring is comfortable doing so.

Use only pens for scoring. If you make a mistake, strike through the mistake with a single line, make the correction, and have the scoresheet initialed by the Captain.

Before turning in scoresheet and bumps, ensure that each player's full name is PRINTED on the score sheet. Help ensure that the correct player is dealing.

Log score at the completion of each hand. If the picker loses, mark the loss and one half of that amount in each of the other two players win column. If the partners receive 2 points, circle each and do not count them as a play.

After completing the first side of the scoresheet, when they are not dealing, total the score and number of plays (wins and losses) and transfer to the top of the second side.

At the completion of the session, total score and plays for each player and log under players full name. Multiply the "bumps" by \$0.25, collect, total, and turn in scoresheet and bumps to Captain.