

BRIDGE

The name is derived from an English word „bridge“ (a structure over a river). The game became so popular and wide-spread that different nations claim its authorship – the English, French, Russians, Americans and even Turks. The game requires concentration, good memory, logical thinking, combinatorial skills and disciplined co-operation of two partners.

Number of players: 4

Deck: 52 cards

Card rank: 2,3,4,5,6,7,8,9,10,J,Q,K,A

Suit value: The order of suits is stable in Bridge. The highest suit is spades, then hearts, diamonds and the last go clubs.

Game objective:

The aim is to auction the highest game and play it. You aim at a maximum number of levels, which is 13.

Game play:

The position of players is determined by a lot, the two highest drawn cards represent one partnership. If two players draw a card of the same value, the rank determines the higher card. Partners sit at the table opposite each other.

The player who has drawn the highest card deals first. He picks one of two 54-card deck and has them shuffled by the player on his left and has them cut by the player on his right. Then he deals clockwise card by card. During dealing the other deck is shuffled by the partner of the dealer. After the deal is finished, the deck is placed to his right hand side. After the first game is over, the next player (on his left side) takes the deck and immediately deals the cards.

When all cards have been dealt, the players sort their cards in hand. The dealer starts the auction. Then follows the play of the hand. The gained levels are piled crosswise so that there is a constant check how many levels the partnership gained. The first six levels, which are not enough for victory, are called *the book*. All next levels are called tricks. In one game you can take seven tricks.

	7 levels	1 trick
	8 levels	2 tricks
	9 levels	3 tricks
	10 levels	4 tricks
	11 levels	5 tricks
	12 levels	6 tricks
	13 levels	7 tricks

At the end of the game the tricks are scored with different values. Basically, it depends on the quality of trump suit. It is obligatory to follow suit but it is not obligatory to slam with a higher value. If the player does not have the led suit in hand, he may but is not obliged to slam with a trump.

Auction:

The dealer starts bidding. He declares how many tricks and in which trump suit his side is going to take. The contract may be not only with trumps but also no trumps (where trumps do not play a role). For example two spades are declared (contracted to play two tricks providing the trumps are spades) or one without trumps (contracted to play one trick regardless of the trump suit). The player on the left side has the right to outbid with a higher bid. Either it is better suit or higher number of levels.

	1 clubs	1 diamonds	1 heart	1 spades	1 no trump
	2 clubs	2 diamonds	2 heart	2 spades	2 no trump
				
	7 clubs	7 diamonds	7 heart	7 spades	7 no trump

The opponents can double the contract (if the player is confident the contract cannot be made during the play). Then the game continues if another player offers a higher contract. If the player is convinced he can make the bid, he can redouble. The double and redouble increase the value of the game two times. The final contract is that bid after which three players have passed. Then follows the play of the hand.

The responsibility during bidding is exceptionally high. If the player bids too high and the side with the highest contract loses the game, both partners are affected. If the bid remained below the real card potential, they are losing points since it is not the played tricks but tricks that were bid. The final score is determined on the basis of fulfilling the contract. For example a partnership achieves 6 tricks but only 5 tricks were contracted so only these 5 contracts are scored. All the others are not scored until the final score of the whole session.

The play of the hand:

The player who made the final contract becomes the main player or the declarer. The first card (opening lead) is made by the player sitting on the declarer’s left hand side (defender). After the opening lead has been played, the declarer’s partner lays his hand face up in four columns sorted by suit and rank and this player does no longer participate in the game. That is why this player is called the dummy and his exposed cards are called dummy.

From now on only the declarer can play or add cards from the dummy to the level. After the defender’s first lead the declarer plays a second card from the dummy, the other defender plays a third card and the fourth card is played by the declarer from his hand. The four cards played in this manner are called a level. The level belongs to that player who slammed a played card in suit or trump. The player who gained the last level always

plays to the next level. It means that a level can even be gained by dummy from where it is also possible to play. The declarer with his partner, the dummy, attack and the two other players defend.

Note: Allegedly, the idea of a dummy player came into being 60 years ago by British state clerks in India. Since they missed a fourth player for their favorite Bridge, they would substitute this player with an open lead of one dealt hand.

Making the contract:

To make the contract the declarer's side must take at least so many tricks as was contracted during the auction. If they take fewer tricks, the contract is not fulfilled. Each trick that was contracted but not taken is called an undertrick.

The result of the game is entered into a bridge diagram. The contract that was made is entered into the diagram below the line, tricks above the contract are entered only in the balance above the line. Our results are put on the left side, the results of the opponents on the right side.

We	They

If the declarer's side does not make their contract, nobody puts the result below the line, only both opponents, who are more successful, can enter the value of falls in the balance (see Table of Rates).

Scoring:

The partnership must score either once or during several games at least 100 points below the line to gain one game. In one deal, however, it is possible to gain only one game in any case and this applies even in case if the made contract scored more than 200 points. To finish one game (rubber), it is necessary to achieve 2 or 3 games scored at least 100 points below the line.

Bonuses:

For a game that was won, the partnership gets a special bonus that is entered in the balance below the line. Above the line are entered bonuses for small slam and grand slam. Making a double and redouble contract is also entered above the line.

It means the points above the line do not play a role during the final scoring in individual games. However, after each game these points are added up and if bridge players play for money (which is rather an exception than a rule), the score differences are paid.

If one side concludes the game, i. e. after achieving 100 points, this achievement is marked with a horizontal cross (x). At the same time opponents' possible partcores below the lines are crossed out. The records above the line are never crossed out.

Table of Rates :

A) Above the line you enter only the rates for each contracted and fulfilled trick						
		rate	double	redouble		
in trump of diamonds contract		20	40	80		
in heart or spades contract		30	60	120		
in no trump contract						
for the first trick		40	80	160		
for each subsequent trick		30	60	120		
B) Above the line you enter these rates						
		in the 1st game			in the 2nd game	
		rate	double	redouble	rate	double redouble
1. For each contracted and fulfilled trick the same rate as below the line						
2. For more tricks						
1 trick more	trick value like A)	100	200	trick value like A)	200	400
2 tricks more		200	400		400	800
3 tricks more		300	600		600	1200
4 tricks more		400	800		800	1600
5 tricks more		500	1000		1000	2000
6 tricks more		600	1200		1200	2400
3. For undertricks						
1 undertrick		50	100	200	100	200 400
2 undertricks		100	300	600	200	500 1000
3 undertricks		150	500	1000	300	800 1600
4 undertricks		200	700	1400	400	1100 2200
every subsequent one		50	200	400	100	300 600
4. For fulfilling a doubled or redoubled contract				50		50
5. For a slam	small		500			700
	grand		1000			1500
6. For the game	ordinary (opponents have the game)					500
	clean (opponents don't have the game)					700
Rates of points 4 to 6 are not increased with double or redouble						