



BASIC RULES
for Playing
CONTRACT BRIDGE



*This booklet is only for those
players who do not now have
a knowledge of the standard
4-handed Contract Bridge game.*

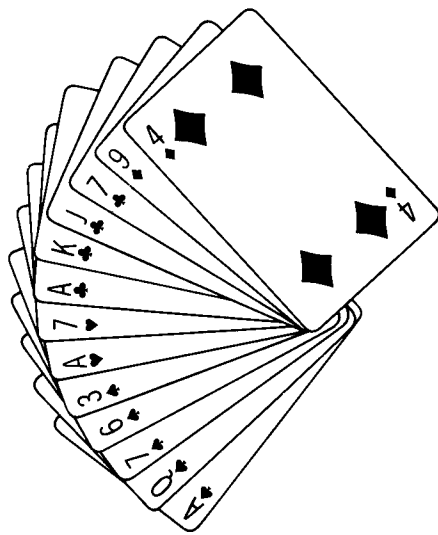


Contract Bridge is a card game for 4 players. The 2 players sitting across from each other are partners and score jointly against the other 2 players.

Bridge is played with a standard deck of 52 cards which are divided into 4 SUITS: Spades (♠), Hearts (♥), Diamonds (♦), and Clubs (♣). Each suit has 13 cards, ranking from the Ace (A), as highest, next the King (K), Queen (Q), Jack (J), Ten (10), and so on down to the 2 (Deuce), which is the lowest ranking card.

The 52 cards are always mixed-up (shuffled) then dealt out clockwise, one card at a time, to each player, face down, from the top of the deck, until the deck is exhausted. Each player will then have 13 cards, called a "hand".

Each player should sort his 13 cards into suits and separate the suits by color.



For reference purposes, players are called North, South, East and West. If you are South, your partner is North. East and West are your competition.

Bridge has two main parts: (1) the BIDDING, and (2) the PLAY. To understand the reason for bidding and the goal during the play, you must first know the meaning of a TRICK, because — the AIM OF EACH PARTNERSHIP IS TO WIN TRICKS!

A "TRICK" consists of FOUR cards played, one from each player's hand. Thus — there are 13 TRICKS in each deal or "hand" of the cards.

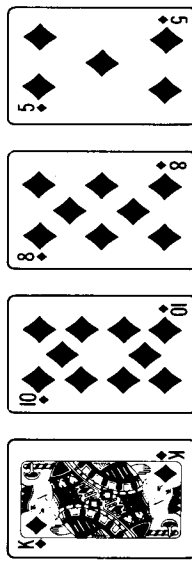
The starting player places one card, from his hand, face up in the center of the table. This first card is called the OPENING LEAD. (In Bridge, the player who leads first, is the player to the LEFT of the person who has WON THE BIDDING CONTRACT). Then the others, IN TURN CLOCKWISE, play one card from their hands. These 4 cards make a TRICK and the player whose card wins a trick, plays (LEADS) the first card for the next trick.

Several important factors determine how a TRICK is won! HIGH CARDS (such as Aces, Kings, Queens, Jacks) have a big trick winning potential. But ALL 13 cards in the TRUMP suit (even the deuce) rank higher than ANY of the cards in the other 3 suits! THE SUIT NAMED IN THE FINAL BID (the CONTRACT) IS TRUMP. For example, in a Contract of 4 Spades all the 13 cards in Spades, distributed around the table, are TRUMPS, regardless of whose hand they may be in.

The following rules apply to WINNING TRICKS —

A — All players MUST follow suit, when possible, by playing a card of the same suit led.

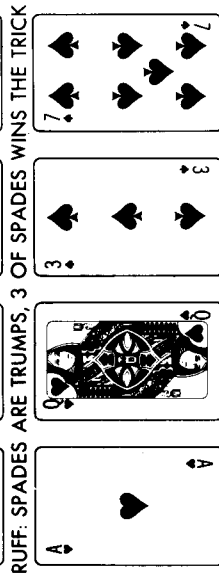
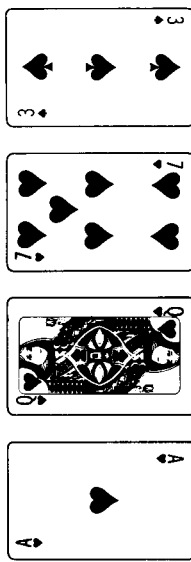
B — When all 4 cards are played and . . . all are of the same suit, the HIGHEST OF THE 4 WINS THAT TRICK!



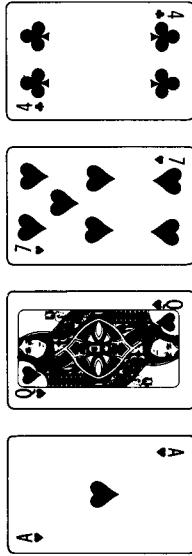
THE KING OF DIAMONDS WINS THE TRICK.

C — If you *do not* have a card in the *suit led* then you have one of two choices: you may RUFF or DISCARD.

To RUFF is to play a TRUMP when another suit is lead. When a TRICK is RUFFED, that TRUMP card will win that trick if it is the *only* trump played. When 2 or 3 players RUFF, the highest TRUMP wins the trick (this is called an OVERRUFF).



To DISCARD is to play a card of a different suit other than the one led and other than TRUMP. It has no value toward winning that trick.



One member of the partnership winning the tricks keeps them stacked in piles (of 4 cards each) so that they can be counted after all 13 tricks are taken.

THE BIDDING

Bidding is nothing more than ESTIMATING how many TRICKS a partnership can WIN! In the bidding process, partners use Bridge language to convey a message to each other. The final (hence the highest) bid on a hand is called the CONTRACT. When partners BID intelligently, they will arrive at a CONTRACT and, if played correctly, they should MAKE THAT CONTRACT! THUS, THE AIM IN BIDDING IS FOR PARTNERS TO CONVERSE IN BRIDGE LANGUAGE SO THEY CAN ARRIVE AT THE BEST CONTRACT!

BRIDGE LANGUAGE is simple! The BID is made in a MINIMUM of words — a NUMBER and a SUIT. For example: "ONE SPADE", "TWO HEARTS", etc.

To understand the meaning of a BID, you must first be introduced to another Bridge term — BOOK. The Contract winning team must win a minimum number of tricks in playing that hand. THE FIRST SIX TRICKS THEY WIN IS A BOOK AND DO NOT COUNT TOWARD THE CONTRACT! So — a bid of "ONE SPADE" means the bidder estimates his team could win SEVEN TRICKS (or 6 tricks for the Book plus 1 as the BID) with SPADES AS TRUMP. The bid "Four Hearts" is an estimate toward winning TEN TRICKS with HEARTS AS TRUMP.

A BID could also be made in NO TRUMP. This means the Bidder wants NONE of the 4 suits as TRUMP to make all suits equal in trick winning value. A bid of 2 NO TRUMP is an estimate toward winning 8 TRICKS without any TRUMP.

If a player does not wish to Bid, he may PASS. He may have another opportunity to bid again if other bids are made.

The lowest number which can be bid is ONE (7 tricks) and the highest is SEVEN (13 tricks.)

BIDDING is actually an AUCTION for a CONTRACT and as in a typical auction, each BID made must be HIGHER than the previous BID. For this purpose, each suit has a different RANK.

RANKS OF SUITS IN BIDDING

- ♣ Clubs is the lowest ranking suit.
 - ♦ Diamonds ranks next.
 - ♥ Hearts ranks next.
 - ♠ Spades is the highest ranking suit.
- NT** No Trump, while not a suit, ranks higher than Spades.

For example: Let's assume all 4 players make a BID (no one Passes). You, South, Bid 1♣. West would have to Bid at least 1♦, then North would have to Bid at least 1♥, and East would have to Bid at least 1♠. If you continued Bidding, your minimum Bid would have to be 1NT. If the Bidding continued further the number 2 (as 2♣, 2♥, etc.) would have to precede the suit, then 3, etc.

The opportunity to Bid starts with the Dealer, then proceeds, clockwise, around the table. Each player must either make a Bid higher than the previous Bid, or Pass (P).

The FIRST BID made is the OPENING BID.

When 3 successive Passes are made — the Bidding ends! The last Bid is the CONTRACT!

The player (of the partnership who bought the contract) who FIRST BID THE SUIT (OR NT) NAMED IN THE CONTRACT IS THE "DECLARER" AND MUST PLAY THE HAND WITHOUT ANY FURTHER HELP FROM HIS PARTNER!

If all four players Pass, without making an Opening Bid, the cards are reshuffled. The next player, to the left, becomes the Dealer for the new hand.

EXAMPLES OF BIDDING SEQUENCE

(South Dealer — read in sequence, starting at South and going to right)

BID SEQUENCE		COMMENTS	
S	1♣	N	E
W	P	2♣	P
P	P		
S	2♦	N	E
W	1♣	1♦	1♠
P	2♠	P	P
P	P		

South was the original bidder in ♣. South is the Declarer in the 2♣ contract.

Note that ♦ ranks ♣, allowing North to overbid at the level of 1, and East to overbid North at the level of 1♠. South, in turn, had to bid 2♦ to overbid East. West bid 2♠, raising his partner's suit to arrive at the contract. East will play the hand because he bid the contract suit first.

S	W	N	E
P	INT	2♣	P
P	2♥	P	3♥
P	P	P	P

The call of INT required any following bid to be at the 2 level. East's raise in ♥ showed a confidence in that suit of his partner's bid. Contract is 3♥, played by West as Declarer.

HOW TO DETERMINE WHAT TO BID

Without a great deal of experience in playing, it is difficult to judge the value of a hand. Over the years many "systems" have been devised to evaluate hands in an effort to avoid excessive underbidding or dangerous overbidding. The system that has been universally accepted as the standard method for estimating hands and communicating between partners is the GOREN POINT COUNT SYSTEM. It proved to be the easiest and most accurate! To use this system, a player merely counts point values of certain cards in his hand and uses the total of these points as the BIDDING GUIDE!

GOREN POINT COUNT

In Goren's system, the trick-winning importance of the high cards ACE, KING, QUEEN and JACK are given values.

- ACE — Counts 4 Points
- KING — Counts 3 Points
- QUEEN — Counts 2 Points
- JACK — Counts 1 Point

Add 1 Point for possession of all 4 Aces

The first step is to add the point values of the high cards in your hand!

The other factor to consider is the DISTRIBUTION or — the number of cards you have in each suit! This is important because of the RUFFING action that could happen. In Goren's System, DISTRIBUTION is given values —

- A DOUBLETON (a two card suit) is worth 1 Point
- A SINGLETON (a one card suit) is worth 2 Points
- A VOID (no cards in a suit) is worth 3 Points

Thus, the factors to consider in determining the strength of your hand is — HIGH CARDS AND DISTRIBUTION! Form the habit of adding the point count of your hand BEFORE YOU BID!

EXAMPLES OF COUNTING POINTS

HAND NO. 1

- ♠ A Q 4 2
 - ♥ A K J 10
 - ♦ 6 4 3
 - ♣ 8 2
- 2 A = 8 Points
1 K = 3 " "
1 Q = 2 " "
1 J = 1 " "
1 DOUBLETON = 1

High Card Count — 14 Points
Distribution 1 Point
Total Count 15 Points

HAND NO. 2

- ♠ A Q 4 2
 - ♥ A K J 10
 - ♦ 6
 - ♣ A 10 5 4
- 3 A = 12 Points
1 K = 3 " "
1 Q = 2 " "
1 J = 1 " "
1 SINGLETON = 2

High Card Count — 18 Points
Distribution 2 Points
Total Count 20 Points

HAND NO. 3

- ♠ A Q 9 3 2
 - ♥ 10 7 6 4
 - ♦ (None)
 - ♣ Q 6 5 3
- 1 A = 4 Points
2 Q = 4 " "
1 VOID = 3 " "

High Card Count — 8 Points
Distribution 3 Points
Total Count 11 Points

OPENING BID

The first player to make a bid (not Pass) is the OPENING BIDDER. This is an especially important bid, in that it is supposed to show a definite minimum Point Count strength. This information is taken into account by the Bidder's Partner (and the Defenders). It determines the strategy of all subsequent bidding.

Since the deck contains 40 HIGH CARD POINTS (10 for each suit), an average hand would have 10 points. To open the bidding, a player should hold a BETTER than average hand because his minimum OPENING BID is ONE (Suit or NT) which is an estimate for winning SEVEN TRICKS (6 for the BOOK and 1 for the BID). To win more tricks than the Defenders, the Bidder and partner must, generally speaking, have a greater point count.

OPENING SUIT BID —

How much better than average should the Opening Bidder be? In general, he should possess at least 13 points. There are other factors to consider but, in Point Count alone, a 13 point count hand MAY be opened. IF A HAND CONTAINS 14 POINTS IT SHOULD ALWAYS BE OPENED!

The SUIT in which to bid should also meet certain requirements. It should have at least 4 cards AND contain at least 4 High Card Points. For example: a 13 point hand, having the following cards in a suit, is biddable in that suit — A 9 7 6; K Q 3 2; K J 9 6.

These suits are NOT biddable: Q 10 8 4; J 10 7 6; A K J.

If the suit contains 5 cards or more, regardless of its point count content, it is biddable.

NO TRUMP OPENING BID

The 1NT OPENING BID requires a very different hand. Since the meaning of NO TRUMP is a BID to play the hand with NO suit as Trump, the hand must have certain requirements.

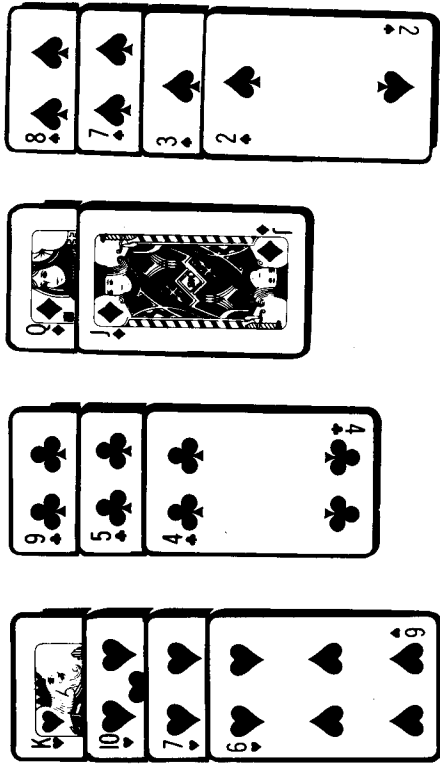
1. It must hold at least 16-18 points COUNTING THE HIGH CARDS ONLY. DISTRIBUTION POINTS ARE NOT COUNTED IN NO TRUMP.
2. IT MUST BE A BALANCED HAND. By a BALANCED hand we mean it must have NO VOIDS, NO SINGLETONS and at most, ONE DOUBLETON.
3. The distribution should be 4-3-3-3, 4-4-3-2 or 5-3-3-2. In addition the Doubleton, if present, MUST contain a high count card, a QUEEN OR BETTER. Whenever this kind of hand is held, the 1 NT Opening Bid should be made rather than a suit bid.

Thus far, we have explained the mechanical, basic rules for playing bridge. You have been introduced to Bidding and the GOREN Point Count System of determining the Opening Bid. Certain other basic rules for playing and terms commonly used should be understood.

1. After a final bid has been made and the contract awarded to the team, the DECLARER (the one who made the FIRST bid of the Final Contract) must play the hand. The Declarer's partner becomes the DUMMY and does NOT take part in the play. For example: If South is the Declarer, North would be Dummy. The East-West players would be the DEFENDERS who try to DEFEAT THE CONTRACT.

2. The first step in the play is for the player to the LEFT of the declarer to make the OPENING LEAD by playing one card from his hand, FACE UP in the center of the table.

3. After the opening lead is made the Dummy's hand (all 13 cards) is laid on the table FACE UP. All cards of each suit are kept together, in vertical rows. Overlap the cards with the highest of a suit at the top, next highest over it and so on. Place the TRUMP suit (if there is one) on the Declarer's LEFT. An example of how the dummy hand would look is shown below.



4. The Declarer plays the Dummy hand, removing the desired card and playing it in normal clockwise rotation for each trick. **WHEN A TRICK IS WON BY A CARD FROM THE DUMMY, THE LEAD FOR THE NEXT TRICK MUST ORIGINATE FROM THE DUMMY.**

5. All tricks won (whether by the Declarer or from the Dummy hand) are counted for the Declarer. All tricks won by either Defender are counted for the Defender partners.

THE ABOVE REPRESENTS ONLY THE BASIC RULES FOR CONTRACT BRIDGE AND A BRIEF INTRODUCTION TO THE GOREN POINT COUNT SYSTEM FOR BIDDING. THERE IS MUCH MORE TO LEARN ABOUT BIDDING AND PLAYING THIS FASCINATING GAME, BUT THE BEST WAY TO LEARN IS TO PLAY IT.

The "Bridge" game in this package, of necessity, differs from the 4-handed Contract Bridge game. More of a "luck" element is present. Valuable practice in playing hands and a greater appreciation of "distribution" is obtained. The principal value of the game, however, is that of sheer enjoyment.

Those who wish to go further in developing Bridge skills will find MILTON BRADLEY'S "BEGINNERS BRIDGE" by Charles H. Goren to be most helpful.

On following pages is an outline of how Contract Bridge is scored.

SCORING OF CONTRACT BRIDGE

The main objective in scoring is to be the first side to win two "GAMES," in other words, the best two out of three possible games. This is called a "RUBBER". For example, if North-South won the first game and East-West the second, the winner of the third game would win the RUBBER. Of course, it is possible (and desirable for extra points) to make a RUBBER by winning two games in a row.

There are two ways of getting points:

1. TRICK POINTS for bidding and making the contracts.
2. BONUSES and PENALTIES. The bonuses are made by the declarer side for making their contracts or overtricks, etc. The penalties are earned by the side defeating (or setting) the opposing contract. It is set up as follows:

WE Place for entering <i>Bonuses and Penalties</i>		THEY ("above the line" scores)
(Place for entering TRICK SCORES)		("below the line" scores)

A GAME is won by scoring 100 POINTS (or more) as TRICK POINTS. These points may be obtained by scoring obtained from one hand — a *game contract*, or by two or more hands of "less-than-game-contract" which total 100 points. The "less-than-game" contracts are called "partial scores". All trick points are entered **BELOW THE LINE** on the score sheet.

The TRICK POINTS for the suits of the contract are: Clubs and Diamonds (Minor) — 20 points for each trick Spades and Hearts (Major) — 30 points for each trick No Trump — 40 points for the FIRST trick and 30 points for each additional trick.

Score for any **OVERTRICKS**, that is, tricks made over and above the bid, are entered **ABOVE THE LINE** as bonus score and **DO NOT COUNT** for game scoring.

From the above, it can be seen that the GAME CONTRACTS for each Suit would be:

3 NT — 100 points
 4♠ or 4♥ — 120 points
 5♣ or 5♦ — 100 points

When a side has won one game, it is VULNERABLE. This means it can get greater penalties or bonuses. Both sides could be VULNERABLE if each has won a game toward the RUBBER.

Examples of scoring Trick Points

1. North-South has bid a contract of 2♣. They made 3 tricks. The scoring would be entered as follows:

WE (North-South) 20	THEY (Overtrick Bonus of 1♣ = 20)	
40	(Contract of 2♣ is 2 × 20 = 40)	

2. North-South, after example 1, has bid a contract of 3♦ and has made it. The scoring would NOW show the following:

WE (North-South) 20	THEY (Previous overtrick bonus)	
40	(Previous partial score)	
60	(Score for 3♦ made)	

This means that North-South has scored a GAME. A line is drawn below the score to signify a game has been made and the scoring for the next game is to be started below that line.
The DOUBLE and REDOUBLE:

When a contract has been DOUBLED, it has the effect of doubling the trick points. Thus, a contract of 2♥, if made, would score 60 trick points, but if DOUBLED, it would score 120 trick points below the line.

When a contract has been Doubled (by the opponents) and then REDOUBLED (by the declarers), it multiplies the trick scores by 4.

BONUSES

(entered "above the line")

RUBBER BONUS

The rubber bonus goes to the side first winning two games as follows:

If won in the first two games.....700 points
 If won in three games.....500 points

HONORS BONUS

The "HONOR" cards in any one suit are the A, K, Q, J, and 10. To score the *honors bonus*, the declarer (or his dummy) must have the following honor cards in ONE HAND, (either his or the dummy) AND they must be in the TRUMP SUIT.

for 4 honor cards in the trump suit all in one hand — 100 points
 for 5 honor cards in the trump suit all in one hand — 150 points

If the contract is in NO TRUMP —

for ALL FOUR ACES IN ONE HAND — 150 points

If the 4 or 5 honor cards are divided between the declarer and Dummy hands the Honors Bonus does NOT apply.

NOTE: "Honors" may be held by an opponent, in which case he and his partner score the bonus.

SLAM BONUS

Small slam (a contract of 6 — bid and made) 500 750
 Grand Slam (a contract of 7 — bid and made) 1000 1500

Not Vul- Vul-
nerable nerable

DOUBLED-REDOUBLED BONUSES

Bonus for making contract if doubled or redoubled 50

Bonus for making OVERTRICKS if double or redoubled —

Not Vul- Vul-
nerable nerable

For each overtrick if doubled 100 200

For each overtrick if redoubled 200 400

PENALTIES

(entered "above the line")

Penalties are scored by the *opponents* for defeating the contract.

Declarer Declarer
Not Vul- Vul-
nerable nerable

For each trick UNDER Contract 50 100

If *Doubled* — for FIRST TRICK under 100 200
for each additional Trick under 200 300

If *Redoubled* — for FIRST TRICK under 200 400
for each additional trick under 400 600

AT THE CONCLUSION OF THE RUBBER: All points earned both above and below the line are totaled for each side and the side with the greater number of points is the winner.