

## Chapter 1 : The Bridge (video game) - Wikipedia

*Contract bridge, or simply bridge, is a trick-taking card game using a standard card calendrierdelascience.com its basic format, it is played by four players in two competing partnerships, with partners sitting opposite each other around a table.*

The majority of them are over Researchers have discovered that mentally challenging games such as bridge are well suited for older people because the games offer intellectual and social stimulation on a routine basis. A study in at the University of California, Berkeley, found strong evidence that an area in the brain used in playing bridge stimulates the immune system. Researchers suggest that is because players must use memory , visualization and sequencing. Now that I am older, I have to work at it. I believe bridge helps prevent my short-term memory from completely declining. Josephs, a neurologist at the Mayo Clinic in Rochester, Minn. They do better from a cognitive standpoint. Rather, it might delay the onset of symptoms so that the individual can function at a higher level," he said. Those who played more frequently also scored higher on cognitive tests. Through bridge, he keeps socially engaged and cognitively challenged. Of course, he did not have to be concerned about such things when he was a teenager, a time when bridge trumped most leisure activities in America. During the Depression, no one had anything to do but play bridge. For decades, friends and family frequently gathered over cocktails, dinner and a spirited game of bridge, which was derived from the 17th-century English card game of whist. Contract bridge, played by four people and developed during the s, requires players to bid how many cards or "tricks" they believe they can take on a deal. Duplicate bridge is the most popular and competitive variation of the game. It reduces the element of luck because identical deals are replayed by multiple sets of players, who compare scores. AARP Members Enjoy Health and Wellness Discounts You can save on eye exams, prescription drugs, hearing aids and more Bridge diminished in popularity from its halcyon days in the s and s. Today poker is all the rage; bridge, to young people, is a vestige of a bygone era. Luring boomers While bridge was long ago reduced to niche status, the New York Times still publishes a bridge column. The game received a boost when it was granted exhibition status at the Winter Olympics in Salt Lake City. Bridge loyalists refuse to throw in the cards on the distinguished game. It is still played by millions " socially in homes and clubs, and competitively in tournaments. In recent years it has reached a wider audience online. Lily Hansen, , of Ludington, Mich. It keeps your brain working. I honestly believe that. Some boomers are new to the game, but many, such as Bobby Levin, ACBL player of the year, learned to play as children. Levin started playing at By 15, he was a life master, the highest designation for a bridge player at that time. Getty Images Each deal has billions of possibilities. The best pros earn more than a half-million dollars a year. Billions of possibilities Bridge offers big benefits, regardless of age, income or physical condition. It is challenging, inexpensive and can accommodate those with serious disabilities, such as blindness. George Jacobs, 65, a columnist for the Bridge Bulletin, said, "Every hand is like a snowflake. The Internet really has opened it up for him. Bill played with his parents and took a long break until he met Warren, who got Bill re-interested in the game. It requires a large time investment. Bridge teaches you logic, reasoning, quick thinking, patience, concentration and partnership skills. A new Learn to Play Bridge software program, a learn-as-you-play tutorial. Free personal computer software programs, including Learn to Play Bridge I for beginners. Learn Bridge in a Day? For those who want to learn how to play in person, acbl. Other useful websites include bridgedoctor.

Chapter 2 : Bridge and other online card games from calendrierdelascience.com

*Bridge is a game of partnerships, so the player across the table is your partner, and the players to the right and left are on the opposing team. Initially the bidding process and then the game play. Suits are ranked in Bridge from Spades, Hearts, Diamonds, to Clubs, the lowest.*

**Distributional Drury** The originator of this Drury-style conventional method remains unknown. This method or variation of the concept allows both partners to communicate information about their holdings. According to the parameters of the concept this method is more adapted to the parameters of opening 4-card Major suits and especially if the holding contains a singleton, which would prompt the partnership to more actively seek game. The concept was devised by Mr. Drury to counter a certain habit of his long-time and regular partner, namely Mr. Murray of Toronto, Canada. His partner would, without failure, open in either third or fourth seat following two passes. The problem with the opening Major suit bid of his partner was that Mr. Drury had no idea whether the opening was to be viewed as a light opening or an opening with full values.

**Drury Convention Variation - Norway Drury** The following variation, origin and developer unknown, played generally in Norway defines the rebids of the opener in a more detailed fashion and allows for a more informative description of the holding of the opener. The auction proceeds normally, but it is important to remember that a distinction is made between the opening of 1 Heart and 1 Spade as well as the continuances. The opener then rebids his suit on the two level to show a minimum hand. Other rebids by the opener are natural and considered one-round forcing. In later years he immigrated to the country of Mexico and took up residence in Mexico City. As the originator of the Romex System it proved necessary to re-write or re-define the original concept of Drury as designed by Mr. Three-Way Double Reverse Drury

**Drury The concept of this variation of the Drury conventional response method can be found on the website of Mr. The presentation inquires about the question as to whether there is a way to save bidding space for a 9-card fit, and to distinguish 5-card support as well. This information has only been archived and preserved on this site in. Two Way Drury - Two Way Reverse Drury** These two variation employs two bids to discover whether or not the holding of the opener is weak, sub-minimal, or a full opening. The features of the one variation are simply reversed in the second variation. Both response methods are presented together. The concept is that the opener may show a relatively strong holding, which is unbalanced, and which can be made on any distribution except , , or holdings. The strength is restricted to exactly 18 to 21 points and must have at least five controls and which has only four to five losers. The employment of this conventional method is only applicable if the player is the first player in rotation to make an opening bid. The opening bid is either 2 No Trump or 2 Spades and shows a holding with an unknown single, long suit and either opening bid is intended as a preempt. This conventional method is also known by the designation of Terrorist Two No Trump. Since this conventional method also employs an opening bid of 2 Spades to show a similar, if not identical single-suited holding, the conventional method also carries the designation of Economou Two Spades. The BASH system combines some of these ideas with a lighten version of the Polish Club to produce this pressure system. Glen Ashton of BridgeMatters. This information has also only been preserved and archived on this site in. The concept is known as exit transfers, exit transfer bids, exit transfer no trump runouts, and exit transfer notrump runouts. It has been assumed that the correct designation for this bidding action is Transfers Following After A Double. The designation of Exit Transfers is, more or less, a term accepted by the bridge community and not exactly an official designation. Feature Convention

The origin of this conventional method is unknown, and any additional information would be greatly appreciated. It is employed after one partner opens the auction with a Weak Two Bid in any suit other than Clubs. The Feature Convention is used by the responder to discover: The responder employs the bid of 2 No Trump to ask and which is forcing for one round. The responses of the opener are: Three of the preempted suit shows no feature or a weak hand, approximately points. Three of a new suit promises a good holding with either an Ace or King in the preempted suit. Fighting Irish 2 Diamonds

This concept of opening with a 2 Diamonds bid to show an artificial preemptive opening with a range of high card points and either a or distribution in both Major suits was devised and developed by Mr. Neill Currie date

unknown. The bridge student must be made aware of the fact that this concept has been marked as a Brown Sticker convention under the WBF Conditions of Contest. Finch Cue Bid A cuebid devised by Vivienne Finch, which is employed to communicate to partner a holding with two 5-card suits with one bid. The concept is based on the formula that that lowest  $1x - 2x$ , Finch Cue Bid shows the highest 2 unbid suits, and the highest shows the lowest, otherwise the middle 2NT must be the other two highest and the lowest. This information is presented in a.

## Chapter 3 : The game of bridge: Getting started

*Team up with a computerized partner and pit your Bridge skills against two clever AI opponents in this free version of the classic card game. Fun Facts About Bridge -It is commonly believed that the game of Bridge originated around the 16th century, having evolved from trick taking card games.*

Countless newspapers have daily Bridge columns, and there are more books about Bridge than any other game, except Chess. Bridge tournaments continue to attract thousands of players who compete with each other to become Life Masters.

**A High** , K, Q, J, 10, 9, 8, 7, 6, 5, 4, 3, 2

**The Deal** The dealer distributes 13 cards to each player, one card at a time, face down, beginning with the player on his left. At the end of play, the side with the most points wins.

**The Bidding Calls** - Once the cards are dealt, each player picks up his hand and, beginning with the dealer, makes a call pass, bid, double or redouble. **Passing** When a player does not wish to bid, double, or redouble, he says, "Pass. **Bidding a Suit Bid** a number of tricks greater than six that the bidder expects to win, and a suit which will become the trump suit. A bid may be made in "No-trump", meaning that there will be no trump suit. The lowest possible bid is one, and the highest possible bid is seven. Each bid must name a greater number of odd tricks than the last bid, or an equal number but in a higher denomination. **No-trump** is the highest denomination, outranking spades. **Doubling and Redoubling** Any player may double the last preceding bid if it was made by an opponent. Any player may redouble the last preceding bid if it was made by his side and doubled by an opponent. A doubled or redoubled bid may be overcalled by any bid, which would have been sufficient to overcall the same contract undoubled. **Final Bid and the Declarer** When a bid, double, or redouble is followed by three consecutive passes, the bidding is closed. The final bid in the auction becomes the contract. The player who, for his side, first bid the denomination named in the contract becomes the "declarer. **Four cards so played**, one from each hand in rotation, constitute a trick. The first card played to a trick is a lead. The leader to a trick may lead any card. The other three hands must follow suit if they can. If a player is unable to follow suit, he may play any card. **Facing the Dummy Hand** As soon as the opening lead has been made, the dummy then spreads his hand face up, grouped in suits, with each suit vertically arranged so that the other three players can easily view all 13 cards. There is no particular order for placing the suits down in a No-trump bid. **Winning of Tricks** A trick containing a trump is won by the hand playing the highest trump. A trick not containing a trump is won by the hand playing the highest card of the suit led. The winner of each trick leads next. **Played Card** The declarer plays a card from his own hand when he places it on the table or when it is named as an intended play. When the declarer touches a card in the dummy hand, it is considered played except when he is merely arranging the dummies cards. Alternatively, the declarer may name a card in the dummy and such a card must be played. A defender plays a card when he exposes it so that the other defender can see its face. A card once played may not be withdrawn, except to correct a revoke or other irregularity. **Taking in Tricks Won** A completed trick is gathered and turned face down on the table. The declarer and one of the defenders should keep all tricks won in front of them, and the tricks should be arranged so that the quantity and the order of the tricks played are apparent. **How to Keep Score** When the last 13th trick has been played, the tricks taken by the respective sides are counted, and the points earned are then entered to the credit of that side on the score sheet. Any player may keep score. If only one player keeps score, both sides are equally responsible to see that the score for each deal is correctly entered. The score sheet is ruled with a vertical line making two columns that are titled **They** and **We**. The scorekeeper enters all scores made by his side in the **We** column and all scores made by the opponents in the **They** column. A little below the middle of the score sheet is a horizontal line. Scores designated as "trick score" are entered below the line; all other scores are "premium scores" and are written above the line. **Trick Score** If the declarer fulfills his bid by winning as many or more odd-tricks as the contract called for, his side scores below the line for every odd-trick named in the contract. Thus, if the declarer wins eight tricks and the bid is **Two Hearts**, the score for making "two" in a bid of hearts would be credited, as per the Scoring Table. **Overtricks** Odd-tricks won by the declarer in excess of the contract are called "overtricks" and are scored to the credit of his side as premium score. **The Game** When a side has scored or more points below the line, it has

won a "game. This signifies that the next game will begin. A game may be made in more than one deal, such as by scoring 60 and later 40, or it may be scored by making a larger bid and earning or more points in a single deal. Once the next game begins, if the opponents had a score below the line for making a bid, such as 70, this score does not carry over, and each side needs the full points to win the next game. The winning partnership is the side with the most points. A vulnerable side is exposed to increased penalties if it fails to fulfill a future bid, but receives increased premiums for certain other bids that are fulfilled. Honors When there is a trump suit, the ace, king, queen, jack, and ten of trumps are "honors. If the contract is in No-trump, a player holding all four aces scores above the line for his side. Note that the points for honors are the same whether the side is not vulnerable or vulnerable, and that the defenders can also score for honors. Slam Bonuses Other premium scores are awarded for bidding and making a "small slam" a bid at the six-level, such as Six Hearts or a "grand slam" a contract at the seven-level, such as Seven Spades or Seven No-trump. Doubled or Redoubled Contract When the declarer makes a doubled contract, a premium bonus is scored. Making a redoubled contract scores an even bigger premium bonus - this is a recent change in scoring. Note that doubling and redoubling do not affect honor, slam, or rubber bonus points. Unfinished Rubber If the players are unable to complete a full rubber and only one side has a game, that side scores a bonus. If only one side has a part score, that side earns a bonus.

### Chapter 4 : The Facts and Fiction and History of Bridge

*Informal social Bridge games are often played this way, and Rubber Bridge is also played in clubs for money. Duplicate Bridge is the game normally played in clubs, tournaments and matches. The game is basically the same but the luck element is reduced by having the same deals replayed by different sets of players.*

I was at London Victoria when the world changed. It started like many evening commutes, with my train delayed, but no indication of by how long. Gradually more services were delayed, and the station concourse filled with people unable to get home. I stared at the indicator boards as more and more trains were cancelled, and the station became uncomfortably crowded. Eventually there was an announcement: There were trespassers on the line. A mixture of thoughts competed in my head: Unable to assist, I grew claustrophobic and decided to find a nearby bar where I could kill some time. Blinking in the dark outside, the indicator boards were etched onto my retina: I found a pub not far from the station, where it seemed quite a few people had the same idea as me. All London termini were closing, as they became dangerously overcrowded. No trains were coming in or out of London. There was a single girl on a bridge outside Waterloo, and reports were coming in of others. The alternative was far too fanciful, ghoulish, romantic and far-fetched to consider. This was the time of Brexit, of Trump, and the rise of the right. Perhaps then an ignorant ruling dictatorship might listen. They were resigned to what was happening, and there was a feeling of togetherness about the place. For a moment, I felt humanity. Road bridges were next, as jumpers sat above key motorways. No-one had seen this coming. The number of lives threatening cancellation was estimated at around up and down the country, and the situation was at a stalemate. The police had suspended most other operations to concentrate on the gridlock and the jumpers. WeWantOurLivesBack was on a banner draped over a bridge on the M25 between two jumpers, and the strangest thing: Others were sounding their horns, and still more were blasting music from their cars. Down there on the road, these people had become as resigned as we had in the pub. There were no police on the streets. Someone pointed out that Downing Street was just around the corner. Marching through the streets of London in the dark, with no police, there was no looting, no criminal damage. It was anarchy, peace and freedom. We needed to make the most of it before the government sent the army in under the martial law which was surely coming. Those martyrs were detained, delayed but not cancelled. They will not be forgotten.

## Chapter 5 : A Victorian game of bridge | Delirium Tremens

*Chicago, limited to four deals, is a faster rubber bridge game popular in clubs and homes. Getting Started Draw cards to select the person to deal the cards (the dealer).*

Bidding system and Bridge convention Much of the complexity in bridge arises from the difficulty of arriving at a good final contract in the auction or deciding to let the opponents declare the contract. This is a difficult problem: It is this mixture of information exchange and evaluation, deduction, and tactics that is at the heart of bidding in bridge. A number of basic rules of thumb in bridge bidding and play are summarized as bridge maxims. Bidding systems and conventions[ edit ] A bidding system is a set of partnership agreements on the meanings of bids. The line between a well-known convention and a part of a system is not always clear-cut: Bidding systems can be divided into mainly natural systems such as Acol and Standard American , and mainly artificial systems such as the Precision Club and Polish Club. Calls are usually considered to be either natural or conventional artificial. A natural call carries a meaning that reflects the call; a natural bid intuitively showing hand or suit strength based on the level or suit of the bid, and a natural double expressing that the player believes that the opposing partnership will not make their contract. Conventions are valuable in bridge because of the need to pass information beyond a simple like or dislike of a particular suit, and because the limited bidding space can be used more efficiently by adopting a conventional artificial meaning for a given call where a natural meaning would have less utility, because the information it would convey is not valuable or because the desire to convey that information would arise only rarely. The conventional meaning conveys more useful or more frequently useful information. There are a very large number of conventions from which players can choose; many books have been written detailing bidding conventions. Well-known conventions include Stayman to ask the opening 1NT bidder to show any four-card major suit , Jacoby transfers a request by usually the weak hand for the partner to bid a particular suit first, and therefore to become the declarer , and the Blackwood convention to ask for information on the number of aces and kings held, used in slam bidding situations. The term preempt refers to a high-level tactical bid by a weak hand, relying upon a very long suit rather than high cards for tricks. Several systems include the use of opening bids or other early bids with weak hands including long usually six to eight card suits at the 2, 3 or even 4 or 5 levels as preempts. Basic natural systems[ edit ] As a rule, a natural suit bid indicates a holding of at least four or more, depending on the situation and the system cards in that suit as an opening bid, or a lesser number when supporting partner; a natural NT bid indicates a balanced hand. Most systems use a count of high card points as the basic evaluation of the strength of a hand, refining this by reference to shape and distribution if appropriate. In the most commonly used point count system, aces are counted as 4 points, kings as 3, queens as 2, and jacks as 1 point; therefore, the deck contains 40 points. In addition, the distribution of the cards in a hand into suits may also contribute to the strength of a hand and be counted as distribution points. A better than average hand, containing 12 or 13 points, is usually considered sufficient to open the bidding, i. A combination of two such hands i. Opening bids of three or higher are preemptive bids, i. Unusually strong bids communicate an especially high number of points normally 20 or more or a high trick-taking potential normally 8 or more. Opening bids at the one level are made with hands containing 12â€”13 points or more and which are not suitable for one of the preceding bids. Using Standard American with 5-card majors , opening hearts or spades usually promises a 5-card suit. Partnerships who agree to play 5-card majors open a minor suit with 4-card majors and then bid their major suit at the next opportunity. Doubles are sometimes given conventional meanings in otherwise mostly natural systems. A natural, or penalty double, is one used to try to gain extra points when the defenders are confident of setting defeating the contract. The most common example of a conventional double is the takeout double of a low-level suit bid, implying support for the unbid suits or the unbid major suits and asking partner to choose one of them. Variations on the basic themes[ edit ] Bidding systems depart from these basic ideas in varying degrees. In the UK, Acol is the most common system; its main features are a weak one notrump opening with high card points and several variations for 2-level openings. There are also a variety of advanced techniques used for hand evaluation. The most basic is the

Milton Work point count, the system detailed above but this is sometimes modified in various ways, or either augmented or replaced by other approaches such as losing trick count , honor point count , law of total tricks , or Zar Points. Common conventions and variations within natural systems include: Which if any bids are forcing and require a response. Within play, it is also commonly agreed what systems of opening leads, signals and discards will be played: Some partnerships use "reverse" signals, meaning that a noticeably high card discourages that suit and a noticeably low card encourages that suit, thus not "wasting" a potentially useful intermediate card in the suit of interest. Discards cover the situation when a defender cannot follow suit and therefore has free choice what card to play or throw away. In such circumstances the thrown-away card can be used to indicate some aspect of the hand, or a desire for a specific suit to be played. Count signals cover the situation when a defender is following suit usually to a suit that the declarer has led. In such circumstances the order in which a defender plays his spot cards will indicate whether an even or odd number of cards was originally held in that suit. This can help the other defender count out the entire original distribution of the cards in that suit. It is sometimes critical to know this when defending. Suit preference signals cover the situation where a defender is returning a suit which will be ruffed by his partner. If he plays a high card he is showing an entry in the higher side suit and vice versa. There are some other situations where this tool may be used. Surrogate signals cover the situation when it is critical to show length in a side suit and it will be too late if defenders wait until that suit is played. Then, the play in the first declarer played suit is a count signal regarding the critical suit and not the trump suit itself. In fact, any signal made about a suit in another suit might be called as such. Advanced bidding techniques[ edit ] Every call including "pass", also sometimes called "no bid" serves two purposes. It confirms or passes some information to a partner, and also denies by implication any other kind of hand which would have tended to support an alternative call. Alternatively, many partnerships play this same bidding sequence as "Crawling Stayman" by which the responder shows a weak hand less than eight high card points with shortness in diamonds but at least four hearts and four spades; the opening bidder may correct to spades if that appears to be the better contract. The situations detailed here are extremely simple examples; many instances of advanced bidding involve specific agreements related to very specific situations and subtle inferences regarding entire sequences of calls.

### Chapter 6 : Bridge Game Online - Play This Free Online Card Game

*Team up with a computerized partner and pit your Bridge skills against two clever AI opponents in this free version of the classic card game. Whether you want to unwind after a hard day of work or you've got a lunch break to burn, this free online Bridge game is always ready to go.*

Charlie 0 It is quite possible for the side that scores two games and collects the rubber bonus to lose; one way this could happen would be if it paid out a substantial amount in penalties. Four-Deal Bridge The traditional form of bridge described above, usually called rubber bridge because the unit of play is one rubber, has largely been supplanted by a modified form. This newer version is often called four-deal bridge because each unit of play, called a chukker from a word meaning "wheel," also used as the name of a period of play in polo , consists of exactly four deals, one dealt by each player. The four-deal variant offers several significant advantages, including predictability of the time required for one unit of play rarely more than half an hour and the regular changing of partners. Almost the only difference between the forms is that in four-deal bridge there is no rubber bonus and the vulnerability for scoring purposes depends not on which side has made a game but only on the deal number. On the first deal, neither side is vulnerable; on the fourth i. There is no universal treatment for the second and third deals. In the original form, often called Chicago can you guess where it was invented? Since there is no rubber bonus, if a side makes a game it receives an immediate bonus: The only other important differences in four-deal bridge are these: If a deal is passed out, it is redealt by the same player with the same vulnerability conditions. If, on the fourth deal, a side makes a part-score contract that does not complete a game, it receives a bonus of There is no bonus for an active part-score that was made prior to the fourth deal. This has the obvious advantages of removing much of the luck of the deal and giving players with poor cards as much interest in the proceedings as those with strong ones because you can win if you do better with your cards, weak or strong, than others do. It also provides less obvious, but equally enjoyable, opportunities for interesting comparisons and effective learning. It is not easy to find places on the earth where one can go and not be able to find a regularly scheduled duplicate bridge game. We think some parts of Antarctica qualify, but we would not be much surprised to learn otherwise. Even prisoner-of-war camps have held duplicate tournaments. Special methods are used to preserve the arrangement of the cards. Typically, each deal is preserved in a mechanical device, called a board, usually made of metal or plastic, that has four pockets for the hands. Instead of tossing played cards into the middle of the table, duplicate participants put them face down nearby, and keep the trick score by pointing a played card lengthwise towards themselves if they won the trick, or towards the opponents otherwise. In duplicate bridge, each deal is score as a separate unit, with the dealer and vulnerability determined in advance and usually indicated on the board in which the cards are carried. Each of the sixteen combinations of a dealer and a vulnerability condition is equally likely to be encountered. A side making a game contract gets a bonus of or , depending on whether it is nonvulnerable or vulnerable as in four-deal bridge. Since part-scores do not carry over from one deal to the next, a side making a part-score contract receives a bonus of 50 points. The only other scoring difference is that at duplicate, there are no honor bonuses. When a GAME is made, a new horizontal line is drawn and each side needs below the line to score the next game.

### Chapter 7 : Bridge Keeps Your Brain Healthy - Improve Memory

*A brief animated introduction to the Game of Bridge.*

Bridge is by far the greatest card game of all, and it can provide immense challenge and enjoyment for the rest of your life. This lesson is intended for the complete beginner, one who knows nothing, or almost nothing, about bridge. Bridge is more complicated than other card games, and beginners are sometimes discouraged by this. After this lesson you will understand the card play involved and be well on your way to becoming a bridge player. There is no hurry.

**A Few Basics** The game of bridge has two main parts: Bridge is a partnership game requiring four players. Each player sits opposite his partner at a card table in this age of computers the concept could be a simulated. Bridge is played with a standard deck of 52 playing cards. One of the players deals all of the cards, 13 to each player, in clockwise rotation, beginning with the player to the left of the dealer. One way to determine the partnerships and the first dealer is to draw cards. The two highest cards are partners against the two lowest, and the highest card deals. Partnerships can be prearranged if desired and just draw to see who deals first. In bridge there are four suits, and they are ranked: The ranking is for bidding purposes only. Suits are sometimes shown as symbols, or abbreviated: The cards of each suit are ranked from the ace highest through the two lowest. The exact order using common abbreviations: Note that the ace is always high, unlike in some card games such as poker or gin rummy, where it can be low.

**Winning of Tricks** The object in bridge play is to win tricks for your side. A trick consists of four cards, one from each player in turn, clockwise around the table. Hence, there are 13 tricks to be won on each deal. If it is your turn to lead, you may play any card in your hand. After the lead, however, the next three players have an obligation: You must follow suit play the same suit as the lead if possible. For example, if a spade is led and your hand contains any spades, you must play one of them you can play any spade you want. If you cannot follow suit, you may play any card in your hand. Except for the duty to follow suit, card play in bridge is a free choice. After four cards have been played, the trick is complete. The rules for determining the winner of a trick are explained below, along with a few examples. If a trick contains no trump card, it is won by the highest card of the suit led.

## Chapter 8 : The History of Bridge

*Countless newspapers have daily Bridge columns, and there are more books about Bridge than any other game, except Chess. Bridge tournaments continue to attract thousands of players who compete with each other to become Life Masters.*

Getting started Bridge is a partnership game, and therein lies its challenge. You and your partner communicate and share the same score on every deal. Each deal of bridge has two distinct phases: The bidding, which involves all four players, and the play, in which three players participate. The Bidding The purpose of the bidding is for one partnership to name declare a final contract. The contract will always specify a denomination a trump suit or notrump and a minimum number of tricks to be taken. The other partnership will defend the final contract. Their goal is to prevent declarer from taking the contracted number of tricks. To make decisions about whether to declare or defend, each player in turn uses one or two of 15 words to describe his hand to his partner. The 15 words are: It starts with the dealer and proceeds clockwise around the table. A bid is always two words -- a number followed by the name of a suit or notrump. The first person to make a bid rather than a Pass is the opening bidder. On many deals, both partnerships will be bidding for the final contract. Every bid uses a number 1 through 7 followed by the name of a suit or notrump. If the player on your right bids 1S, the only available bid at the 1-level is 1NT. If you want to bid any other suit, you must go to the 2-level a bid of 2C, 2D or 2H. Partner opens 1H and the next player bids 2D. If you want to bid clubs, you must go to the 3-level a bid of 3C. Once a bid is made, all the bids below it are used up -- the next bid must be higher up the ladder. The bids of Pass, Double and Redouble use no space. Most auctions start with a 1-level bid. For purposes of scoring, the four suits are grouped into two categories: Major-suit and notrump contracts score higher than minor-suit contracts. Trump suits offer advantages over notrump contracts, so your bidding conversation will focus first on finding out if hearts or spades will be a good trump suit for you. A good trump suit is a fit of 8 or more cards of one suit, divided in any way between your two hands 4 and 4, 5 and 3, 6 and 2, etc. If you can find this fit in hearts or spades, that will be your choice for the final contract. Your preferred choices for the final contract are: A major suit hearts or spades if you and partner have a combined fit of 8 cards or more. Notrump if you have honors in all suits and no 8-card fit in a major suit. A minor suit clubs or diamonds if you have unbalanced hands and a combined fit of 8 cards or more. The number in each two-word bid corresponds to the number of tricks you must take after the first six. The first six tricks in a deal are called book. To make a contract of 3H, for example, you must take at least 9 tricks 6 for book plus the 3 named in the final bid. On most bridge deals, the auction will stop somewhere between 1NT and 4S contracts that require declarer to take 7 to 10 tricks. The lower-level contracts are easier to make, but the scoring rules offer an incentive for bidding higher. Bridge awards a big scoring bonus if you bid up to a specified level and make your contract. Your goal in every auction is to score the entire points on that deal by bidding to at least game level if you have enough strength. Majors, minors and notrump award different trick scores, so the game level depends on what denomination you choose for the final contract. The trick scores and game levels for each denomination are: Minor-suit contracts award 20 points per trick past book. Game level is 5C or 5D 11 tricks , which scores 5 x Major-suit contracts award 30 points per trick past book. Game level is 4H or 4S 10 tricks , which scores 4 x Notrump contracts award 40 points for the first trick past book and 30 points for all subsequent tricks. Bigger scoring bonuses can also be earned for slams any bid of 6 and grand slams any bid of 7. You must bid up to game or slam level to earn these bonuses. The bidding will give you clues about whether or not you have enough strength for a game contract. You can add on to this score and try to reach the pts. When deciding how high to bid: Find your trump fit first, then decide if you have enough power for game. The end of the auction: A bid becomes a final contract after three consecutive passes. The Play Winning tricks: The object of the play is to win tricks for your partnership. A trick is four cards, one from each player in turn clockwise around the table. There are 13 tricks in each deal. The first card played to a trick is the lead. The player on lead may choose any card in his hand. Each of the other players must then "follow suit" by playing a card of the suit led if they have one. You can choose any card of the led suit -- there

is no obligation to play a high card or try to win the trick. If you cannot follow suit, you can play a trump in a suit contract or you can discard any other suit. If all four players follow suit, the highest card wins the trick. If one of the four cards is a trump, it wins. If there are two or more trumps played on a trick, the highest trump wins. After the opening lead, the hand that wins each trick becomes the leader to the next trick. When the auction ends, the bid immediately preceding the three passes is the final contract. It names a trump suit or notrump and a number of tricks over book the first 6 tricks that the declaring side must take to fulfill the contract. The player who first bid the suit or notrump named in the contract is declarer. He chooses a card from his hand to start the first trick and places it face-up on the table. Only three players participate in the play. For convenience, dummy sorts his cards into suits and places them vertically, facing declarer. Dummy makes no decisions. If dummy wins a trick, declarer chooses a card from dummy to lead to the next trick. The result of the play determines the score on each deal. To learn how you and partner can exchange information in the bidding, see *Opening Bids and Basics for Responder*.

## Chapter 9 : Free Online Bridge Card Game | Instantly Play Online for Free

*Bridge is a partnership game requiring four players. Each player sits opposite his partner at a card table (in this age of computers the concept could be a simulated). Bridge is played with a standard deck of 52 playing cards.*

The Facts and Fiction and History of Bridge Believe me, there was a time in the past when there were no computers, television sets, telephones, fax machines or cars, but people still came together and played card games. They would play in taverns, inns, at countryside homes, in royal palaces, in the mansions of the rich, in the private rooms of the clergy. Every nation, kingdom and state would have card players battling each other in the afternoons and evenings on every night of the week. It was a pastime, a way of filling the evening with fun and games. Nobody remembers who invented the first deck of cards. Nobody remembers who named the suits and designed the graphics. And today we have all kinds of cards: Bridge cards, of course, have a history as does the game itself. It was not always called Bridge, and many still believe that it is an ancient game. But, in comparison, Bridge is a relatively new game derived from an older version. Following are some historical moments in Bridge. We are able to trace the beginnings of Bridge back to the early 16th century, although at that time it was called Whist and was played by the Brits. The first game of duplicate Whist was played in London in the year of our Lord , and the systems used eliminated much of the luck involved in which card each player was dealt. If you would like to learn more about this early variation, click on the sites below: Ultimate Bridge Whist - This website offers the electronic version of playing Whist online. Whist - This website describes the classic game of Whist which was played widely in the 18th and 19th centuries. Whist was derived from the older game Ruff and Honours, and in the twentieth century, bridge has displaced whist as the most popular card game internationally among serious card players. Nevertheless, whist continues to be played in Britain, often in local tournaments called "whist drives". In the following centuries, Whist went through stages of evolution and actually became popular with all classes. With the migration towards the New World, sailors and immigrants took along their card games and they became very popular to pass the time. The rules of the game underwent many changes made by its players, who have in the time since become the pioneers and forerunners of the game of Bridge. Harold Vanderbilt did much to perfect a system in He introduced rules, principles, treatments and even a scoring table. His established rules became so popular that his game of Contract Bridge was adopted by the majority of players. How did the card game come to be called Bridge? An interesting question, because no one seems to be able to answer it. Many seem to attach value to the Russian word biritch or britch, which apparently meant an announcer or herald of some news or event. However, when you ask an etymologist, you could receive an answer like the following from a renowned expert on the subject. The truth, alas, is that no one knows precisely where the name bridge for the card game came from, although it is fairly certain that it has nothing to do with other senses of the word bridge. The invention of bridge in the 19th century was, evidently, based on a card game long popular in the Near East and known at that time as Russian whist. The word whist itself, by the way, is an old British equivalent of shhh! Russian whist was also known as biritch or britch, both of which do sound Russian although neither of them seems to be an actual Russian word. So the answer is that the name bridge is almost entirely random and does not mean a thing, or, as we say at my house, Go Fish. England continued to colonize the world and the Commonwealth grew. In this manner, a Trump Suit was introduced to the game. They introduced the term Auction Bridge. A selection of outstanding dates in the history is listed below: The first game of duplicate Whist was played in London; this eliminated much of the luck involved in which card each player was dealt. It was the forerunner of modern duplicate bridge. British civil servants in remote India developed the practice of bidding for the privilege of calling the trump suit, thus introducing "auction bridge. He suggested that only tricks bid and made count toward game, with extra tricks counted as bonuses. These revised rules turned auction bridge into contract bridge. The team captained by Ely Culbertson won by points. President Eisenhower played bridge regularly on Saturday night with top experts. He attended national bridge tournaments when possible. He enjoyed bridge as much as golf and he was considered an excellent player. Harold Vanderbilt, who changed the course of Bridge while taking a cruise You know, Captain on the Bridge.

A highly intelligent gentleman, Mr. Vanderbilt recommended that only the tricks bid and made would count toward making a game. Overtricks would count as a bonus. His recommendation became popular and out of Auction Bridge, we suddenly had Contract Bridge. If you track Mr. Vanderbilt through the Internet, you will discover that he was a multi-faceted and multi-talented man. Several years later, Mr. Ely Culbertson possessed a colorful imagination and achieved many of his goals. He wandered the world from Russia to America, was a pioneer, an educated man, a rich man, a poor man. When the Hall of Fame was inaugurated in , Mr. Ely Culbertson was the first person to be elected. By this time, his tombstone was nine years old. There were many other pioneers in the development of the game of bridge. They are too numerous to mention here. However, we should mention one more person. His name is Mr. In Kansas City, Kansas, in the year , Mr. Bennett was playing with his wife as his partner against Mr. The couple had had some serious communication problems that day and they were uttering some rude remarks in public about the bidding and playing abilities of each other in derogatory words. Then came the fateful hand when Mr. Bennett raised to Four Spades. Bennett did not fulfill the Contract, and Mrs. Bennett could not hold her tongue. She became so enraged that she seemed hysterical. Bennett reached across the table, slapped her several times, as witnesses reported. Bennett raced toward the bathroom and slammed the door behind him. Bennett fired two shots which went through the wooden door, and killed Mr. It seems that Mr. Bennett could have made the contract of 4 Spades after all, according to Mr. Ely Culbertson, who later analyzed the cards. History of Bridge as contributed by Mr.