

1: Bridge Game Online - Play This Free Online Card Game

These descriptions are from the ACBL Bridge Bulletin series called the Bidding Toolkit. The ACBL textbooks Commonly Used Conventions and More Commonly Used Conventions contain detailed chapters on the use of many of today's popular treatments.

Artificial Jump Shifts up to and including 3 Clubs promise strong holdings. However, other Jump Shifts, such as in competition, are employed to be obstructive and preemptive in nature. The Okuneff conventional method is employed. By competition once the suit of the opponent has been cuebid, then this becomes an invitation to play in a game contract of 3 No Trump, but only if the partner holds a stopper in the suit of the opponent. If no stopper is held, then the partner must find another bid after the cuebid, especially if the bidding space allows this below 3 No Trump. If the partner has a partial stopper in the suit of the opponent, then the partner is allowed to bid the cheapest unbid suit. Otherwise the partner must seek another suit bid above the level of 3 No Trump. The Stayman conventional method is employed on the second round, also after No Trump rebids. Rush Asking Bids are employed. Okuneff, also affectionately called Okie, is the developer and originator of the Okuneff conventional method. This particular conventional method was later renamed and became known as the Western Cuebid, reportedly much to the chagrin and disappointment of Mr. The Okuneff Convention continued to be listed in The Official Encyclopedia of Bridge, page , published , after which it was removed and renamed in the later issues. Rush Asking Bids were devised and developed by Mr. Courtland Rush of St. Joseph, Missouri, United States. These Asking Bids differ from the normal asking bid procedures in that the asking bids inquire about controls outside the asked suit on the Norman Principle, whereby each Ace is equivalent to 1 point and each King is equivalent to . Such bids continue to be employed in other systems such as the Mafia Club, a publication by Mr. Lindsay and published by Aiga Publications. Additional details are unknown. He was an active British Auction and Contract Bridge organiser, and also a player, writer, author, and one of the leading bridge personality in England in the early s. Among other activities of his bridge career, and also writing for the weakly column for the Star a London evening newspaper, which ceased operation in , and mainly as a showman, leader, and organiser, he arranged the first Anglo-American bridge match against the Culbertson Team in the year He also captained the English team. The Buller System was mainly based on the idea of natural bids, which was successful in the early stages of the game of bridge. In England the system was referred to as British Bridge, which employed his direct bidding system. However, following the huge victory of Mr. Ely Culbertson over the English team and later in the year the victory of the adopted Culbertson bidding methods against the Buller Team the result was that the Buller System was dealt the death blow, from which it never revived. The Buller System was abandoned. The development of the CAB bidding system is accredited to Col. George Gordon Joseph Walshe, who was born in the year and died in the year , and who lived in London, England. Canary Club System Developed and devised by Mr. Heitner, born in the year and died in the year , together with Mr. John Lowenthal, born in the year and died in the year , who is also the the developer of the Ultra Club Relay System. Caroline Club, The As described by Mr. Floyd McWilliam on his website this bidding system was pioneered by Mr. Scott Benson and Mr. The version is subtitled as being based on the Ron Sukoneck and Russell Ekeblad Club, a bidding system they developed as partners in tournaments. This information has been preserved and archived in. Sven-Olof Flodqvist and Mr. It was the system that won the European Championships in , with two pairs playing Carrot. In the European Championships the Carrot team placed 1st in , 3rd in , 2nd in , and 5th in In the World Championship they placed 3rd in and , and in the Olympics 3rd in and 4th in Some of this information found on the Internet has been deleted. This link is off line. A forcing club system devised by Mr. Per Olof Sundelin, Mr. Anders Morath and Mr. Version as of compiled by Mr. Sven-Olov Flodqvist is available at the above link. This information has only been preserved and archived on this site in. This material is written in the Swedish language, and no translation is available. Other designations, most likely in the evolution or development, include: Another version of the origins of the designation for this bidding system is that it was chosen for Mr. Anders Morath of Sweden, and it was named the Carrot Club because of the red hair, which he had at that

time, especially when playing in the Bermuda Bowl Championships in Manila, Philippines, in Anders Morath continues to be nicknamed the Carrot. These web pages have only been archived and preserved on this site in. They are in the original language of Sweden and remain untranslated. No translation is available. Auby-rutern or Auby Diamond This is a system that was designed and developed by Mr. The Auby-Diamond is a system that was designed for playing only when non-vulnerable, and whenever the partnership was vulnerable, then the partnership would play according to the guidelines of the Magisk Carotti. Sven-Olof Foldqvist and Mr. Anders Morath before the European championships, which were conducted in Athens, Greece, in the year The starting point was that a strong Club opening bid could improve a basically natural bidding system. This information from has also been preserved and archived on this site in. Sven-Ake Bjarregard in Any holding with fewer or more high card points may not be opened with 1 No Trump. This limiting bid does not exclude the No Trump bidder from remaining an active participant in any continuing bidding sequences. Carrot Club Interference Over a 2-Way 1 Club The origins of these defense methods are unknown, but the origins are believed to have been developed during actual play, discussion, and solution-finding to a problem after the introduction of a 2-Way Club opening bid. The designation of these defense methods falls under the category of the Carrot Club bidding system as developed by Mr. Anders Morath and are presented as a part of the Carrot Club bidding system. This is a write-up of the original publication in. A previous outline was developed and privately distributed in short form in the year as admitted by the author. The author describes the bridge system as a direct, complete, accurate, yet flexible system, so strong that it is invincible in the hands of players of equal skill. As an Ace is almost sure of a trick, we value it at an Honor count of 1. As a King will take a trick three times out of four, and a Queen one-half the time, we value a King at. A Jack is valued at. The following are the System Notes of Mr. Michael Ware and Mr. These Notes have only been preserved and archived on this site in. He was born in the year and died in the yer Very little is known about this system and any addition or contribution would be greatly appreciate. Over the years the revisions clouded the original Nottingham conventional method and became renamed the Chester Club Bidding System. This information has also only been archived and preserved on this site in. Churchill Style In the early, pioneering days of the game of bridge, Mr. As an intellectual he joined the bridge community and, as a result, enhanced the game by becoming one of the leading American bridge players, by becoming one of the more outstanding personalities of the game, and by adding his personal touch to the game by introducing his own style of bidding. Computer Oriented Bridge Analysis is the result of feeding a computer certain elements of the evaluation and distributional factors of card combinations by Mr. Any additional information as to the author would be greatly appreciated. The System This bidding system was authored by Mr. The System, Revised and Amplified Edition in the year The interested student can obtain more information from his publication. The Control System is a natural bidding system devised in the year and first published in the year The core principle of the concept was a scale with aggressive adjustments for distribution. According to bibliographers Mr. Timothy Tim James Bourke and Mr. A fairly natural system with strong, forcing openings at the two in first and second seat plus strong three bids in suits in all positions. The name is constructed from 20 being required for a one bid and 9 for a raise and 6 is an additional bid or additional response. This information has been contributed by Mr. Robert Munger, which is greatly appreciated and acknowledged. Crane Bidding System Mr. Joshua Crane devised, developed, and promoted this bidding system, which was a system created in the early stages of the evolution of the game of bridge.

2: Contract bridge - Simple English Wikipedia, the free encyclopedia

Thursday night, the Glenwood Springs' City Council awarded RL Wadsworth, the lowest bidder for the 27th Street Bridge construction undertaking, a \$9,, contract. And, although the motion passed unanimously, some council members exhibited frustration about the city's bidding process.

Then East and West would be the defenders, South would be the declarer since South was the first to bid spades , North would be the dummy, and spades would be the trump suit. The play of the hand The play of the hand is similar to other trick-taking games. To summarize, the play consists of thirteen tricks, each trick consisting of one card played from each of the four hands. The first card played in a trick is called the lead, and each player plays a card sequentially around the table clockwise. Any card may be selected as the lead, but the remaining hands must follow suit meaning, they must play a card in the same suit as the lead , unless they have no more cards of that suit, in which case any card may be played. The hand that plays the highest card in the suit of the lead wins the trick, unless any of the cards are in the trump suit, in which case the hand that plays the highest trump card wins the trick. Aces are high in bridge, followed by Kings, then Queens, and so on, with 2s the lowest card in each suit. The hand that wins each trick plays the lead card of the next trick, until all the cards are played. The first lead, called the opening lead, is made by the defender to the left of the declarer. After the opening lead is played, the dummy lays his entire hand face up on the table. The defenders each choose the cards to play from their own hands. However, the level of the contract makes a more relevant specific target: Thus, the declarer is always attempting to take at least a majority of the tricks. In the example above, the declarer must manage to take 10 tricks? If the declarer fails to make the contract, the defenders are said to have set or defeated the contract, and are rewarded points for doing so. The contract bid and made Overtricks tricks taken over the contract level Other bonuses When the declarer fails to make the contract, the defending pair receives points for undertricks? Most bidding revolves around efforts to bid and make a game. Because of the structure of bonuses, certain bid levels are given special significance. The most important level is game, which is any contract whose bid trick value is or more points. Game level varies by the suit, since different suits are worth different amounts in scoring. The game level for no trump is 3 9 tricks , the game level for hearts or spades major suits is 4 10 tricks , and the game level for clubs or diamonds minor suits is 5 11 tricks. Slam is any contract on level 6 or 7, and it is given very large bonuses. There are two important variations in bridge scoring: They share most features, but differ how the total score is accumulated. In rubber bridge, points for each pair are tallied either "above the line" or "below the line". In duplicate bridge, all the points are accumulated and present a single score, expressed as a positive number sum of trick points and bonus points to the winning pair, and by implication, as a negative number to the opponents. In duplicate bridge , the same hand is played unchanged across two or more tables and the results are compared using various methods. The differences are expressed in matchpoints or IMPs. They are summed for every pair for every board they play, and the pair with highest total score becomes the winner of the tournament. Thus, even with bad cards, a pair can win the tournament if it has bid better and played better than the other players who played the same set of cards. History A number of card games similar to whist can be traced all the way back to the early 16th century. They were all trick-taking games with a variety of variations. Whist became the dominant form, and enjoyed a loyal following for centuries. According to the Oxford English Dictionary, the word bridge is the English pronunciation of biritch, an older name of the game of unknown Middle Eastern origin; the oldest known rule book, from , calls it "Biritch, or Russian Whist". The OED reports speculation that the word may come from a Turkish term bir-? This game, known today by the retronyms bridge-whist and straight bridge, became popular in the United States and the UK in the s. Biritch featured several significant developments from Whist: It also featured other characteristics found in modern bridge: In auction bridge arose where the players bid in a competitive auction to decide the contract and declarer. The object became to make at least as many tricks as were contracted for and penalties were introduced for failing to do so. The modern game of contract bridge was the result of innovations to the scoring of auction bridge made by Harold Stirling Vanderbilt and others. The most significant change was that only tricks contracted for were counted

below the line towards game and for slam bonuses, which resulted in bidding becoming much more challenging and interesting. Also new was the concept of vulnerability to make it more expensive to sacrifice to protect the lead in a rubber, and the various scores were adjusted to produce a more balanced game. Vanderbilt wrote down his rules in , and within a few years contract bridge had so supplanted other forms of the game that "bridge" became synonymous with "contract bridge. Tournaments Tournaments were possible because of duplicate bridge , a variation of the game where many sets of players play with the same hands. Duplicate had occasionally been used for whist matches, as early as In when contract bridge first evolved, bridge tournaments were becoming popular, but the rules were somewhat in flux, and several different organizing bodies were involved in tournament sponsorship: In , the first officially recognized world championship was held. In , the World Bridge Federation was founded, as bridge had become an international activity. Today, the ACBL has over , members and runs tournaments per year with officially-associated bridge clubs. Bidding boxes and bidding screens Bidding box In tournaments, "bidding boxes" are frequently used. A bidding box is a box of cards, each bearing the name of one of the legal calls in bridge. A player wishing to make a call displays the appropriate card from the box, rather than making a verbal declaration. This prevents unauthorized information from being conveyed via voice inflection. In top national and international events, "bidding screens" are used. These are diagonal screens which are placed across the table, preventing a player from seeing his partner during the game.

3: Contract bridge - Wikipedia

Note: Citations are based on reference standards. However, formatting rules can vary widely between applications and fields of interest or study. The specific requirements or preferences of your reviewing publisher, classroom teacher, institution or organization should be applied.

Laws of duplicate bridge See main article: In addition to the basic rules of play, there are many additional rules covering playing conditions and the rectification of irregularities, which are primarily for use by tournament directors who act as referees and have overall control of procedures during competitions. But various details of procedure are left to the discretion of the zonal bridge organisation for tournaments under their aegis and some for example, the choice of movement to the sponsoring organisation e. Some zonal organisations of the WBF also publish editions of the Laws. The majority of rules mirror those of duplicate bridge in the bidding and play and differ primarily in procedures for dealing and scoring. Bridge is a member of the family of trick-taking games and is a development of Whist, which had become the dominant such game and enjoyed a loyal following for centuries. However, the idea of a trick-taking card game has its first documented origins in Italy and France. The French physician Rabelais mentions a game called "La Triomphe" in one of his works. In the Italian Francesco Berni wrote the oldest known as of textbook on a game very similar to Whist, known as "Triomfi". Also, a Spanish textbook in Latin from the first half of the 16th century, "Triumphens Historicus", deals with the same subject. It and his subsequent letter to The Saturday Review dated May 28, , document the origin of Biritch as being the Russian community in Istanbul. The game had many significant bridge-like developments: The object became to make at least as many tricks as were contracted for, and penalties were introduced for failing to do so. Auction bridge bidding beyond winning the auction is pointless. If taking all 13 tricks, there is no difference in score between a 1 and a 7 final bid, as no bonus for game, small slam or grand slam exists. The modern game of contract bridge was the result of innovations to the scoring of auction bridge by Harold Stirling Vanderbilt and others. The most significant change was that only the tricks contracted for were scored below the line toward game or a slam bonus, a change that resulted in bidding becoming much more challenging and interesting. Also new was the concept of "vulnerability", making sacrifices to protect the lead in a rubber more expensive. The various scores were adjusted to produce a more balanced and interesting game. Vanderbilt set out his rules in , and within a few years contract bridge had so supplanted other forms of the game that "bridge" became synonymous with "contract bridge". In the USA and many other countries, most of the bridge played today is duplicate bridge, which is played at clubs, in tournaments and online. The game is still widely played, especially amongst retirees, and in the ACBL estimated there were 25 million players in the US. The chance element is in the deal of the cards; in duplicate bridge some of the chance element is eliminated by comparing results of multiple pairs in identical situations. This is achievable when there are eight or more players, sitting at two or more tables, and the deals from each table are preserved and passed to the next table, thereby duplicating them for the other tables of players. At the end of a session, the scores for each deal are compared, and the most points are awarded to the players doing the best with each particular deal. This measures skill but still with a significant element of luck because each pair or team is being judged only on the ability to bid with, and play, the same cards as other players. However very often even the most skillful play will only succeed some of the time, and the skilled player may be unlucky because an alternative, less expert play achieves a better result. But in the long run the expert player will score better. Duplicate bridge is played in clubs and tournaments, which can gather as many as several hundred players. Duplicate bridge is a mind sport, and its popularity gradually became comparable to that of chess, with which it is often compared for its complexity and the mental skills required for high-level competition. Bridge and chess are the only "mind sports" recognized by the International Olympic Committee, although they were not found eligible for the main Olympic program. Initially, bridge was not thought to be suitable for duplicate competition; it was not until the s that auction bridge tournaments became popular. In when contract bridge first evolved, bridge tournaments were becoming popular, but the rules were somewhat in flux, and several different organizing bodies were involved in

tournament sponsorship: In 1905, the first officially recognized world championship was held. In 1924, the World Bridge Federation WBF was founded to promote bridge worldwide, coordinate periodic revision to the Laws each ten years, next in and conduct world championships. Bidding boxes and bidding screens In tournaments, "bidding boxes" are frequently used, as noted above. These avoid the possibility of players at other tables hearing any spoken bids. The bidding cards are laid out in sequence as the auction progresses. Although it is not a formal rule, many clubs adopt a protocol that the bidding cards stay revealed until the first playing card is tabled, after which point the bidding cards are put away. In top national and international events, "bidding screens" are used. These are placed diagonally across the table, preventing partners from seeing each other during the game; often the screen is removed after the auction is complete. Game strategy See main article: 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 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 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 is i. Opening bids of three or higher are preemptive bids, i. For example, a hand of would be a candidate for an opening bid of 3, designed to make it difficult for the opposing team to bid and find their optimum contract even if they have the bulk of the points, as it is nearly valueless unless spades are trumps, it contains good enough spades that the penalty for being set should not be higher than the value of an opponent game, and the high card weakness makes it more likely that the opponents have enough strength to make game themselves. Openings at the 2 level are either unusually strong 2NT, natural, and 2, artificial or preemptive, depending on the system. 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 12-13 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. This means that an opening bid of 1 or 1 will sometimes be made with only 3 cards in that suit. 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 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: Most common artificial agreement is Cappelletti, where 2 is a transfer to be passed or corrected to a major, 2 means both majors and a major shows that suit plus a minor. 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 till 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 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. Likewise, in some partnerships the bid of 2 in the sequence 1NT - 2 - 2 - 2 between partners opponents passing throughout explicitly shows five hearts but also confirms four cards in spades: 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.

4: The Bridge World

Rubber bridge, the original and still most popular form of contract bridge, is played for points. In duplicate bridge, the same hands are played more than once, thereby eliminating much of the luck of the deal.

Search The History of Bridge Bridge is derived from the 17th century card game whist, which was in vogue among the English nobility of the time. In Turkey, it is believed that whist evolved into one of the first forms of bridge in the late 19th century. The calls "double" and "redouble" were added to double and even quadruple any betting stakes, and the concept of a declarer opposite an exposed dummy also emerged at this time. By the turn of the century, the game evolved into *plafond* "ceiling" in France and auction bridge elsewhere in the world. *Plafond* was an offshoot that required each partnership to state the number of tricks they were going to take, while auction bridge introduced the element of bidding to determine which suit, if any, would be trumps. Another game with its roots in the 19th century was poker - again, a game which started with simple roots but grew to become a hugely popular game the world over. Both had somewhat humble beginnings and evolved into social, competitive and strategic games more on the history of poker can be found here. Both games also ended up having people play them professionally. In , the game that we know today was derived from auction bridge and *plafond*. Contract bridge was invented by the American Harold Vanderbilt, who had some invaluable idle time on a steamship cruise. Failure to fulfill a contract resulted in a scoring penalty; success, in an award. Contract bridge quickly gained popularity throughout the United States, where it experienced its Golden Age in the s and s. During this time, famous expert matches were conducted, including the Anglo-American match and the Culbertson-Lenz match. The Anglo-American match featured a team headed by Col. Buller, who had vowed to beat the Americans "sky-high", lost - by a humiliating margin. The following year, Culbertson challenged fellow American expert Sidney Lenz to a rubber team match, contending that the Culbertson method of bidding would be a cinch to triumph. In the following decades, bridge fever lessened, but interest in the game remained. *Sports Illustrated* included regular bridge columns and articles, and *Time* featured expert Charles Goren , "Mr. Bridge", on an issue cover. Bidding systems and conventions, which attached special meanings to certain bids, also continued to proliferate during this time. Duplicate tournament bridge also became a hot activity during the middle of the century. In duplicate bridge, players at a table are dealt hands that are subsequently passed on to another table, and then to another one, and so on. World championships, which use a team variation of duplicate bridge, began in and saw the United States dominating until That year, Italy began its incredible streak of 10 consecutive Bermuda Bowl world championship victories. But the story of the United States team that won in is itself worth telling. In , multi-millionaire Ira Corn decided to form a team that would one day beat the fabled Blue Team. Bankrolling the project himself for years on end, Corn hired six well-known players to study and practice full-time at his Texas mansion. Known as the Dallas Aces, this team was the first of its kind; never before had players been paid as professionals to compete in bridge events. The Aces won the Bermuda Bowl in and again in , realizing the ultimate goal of their countless hours of hard work. Today, the United States is still a strong force in international competition. American professional players compete in tournaments as the paid partners or teammates of a sponsor. These players can therefore make bridge their full-time career, making them formidable opponents of players in other countries who cannot find sponsorship. Contract bridge, though, remains popular around the world. It combines the elements of mental stimulation, luck, and socializing that are hard to find in other games so cheap and easy to play. And bridge players are not limited to the States; Holland, for example, teaches bridge in public schools. The game is played so much in Iceland that the tiny country of , boasted the world championship-winning team in Other unlikely hotbeds of bridge include Brazil, Turkey, Israel, and Norway. France, meanwhile, won a world championship in , while Italy, as mentioned, has put together some of the greatest teams ever. Bridge is one of the few games played today by people of all ages, races, and nationalities. The highest card usually! About Bridgebum began in and covers a large set of descriptions of Bidding conventions, declarer play and defense, and more. Contact See a typo, error or just want to comment?

5: How to Play Bridge: Tips and Guidelines | HowStuffWorks

The best bidding system in bridge is one that is aggressive and flexible whilst being easy to handle, but accurate and practical when strong hands are to be described in game/slam auctions. All currently popular systems are pretty far from that ideal.

Even those who have been playing for decades still find room to learn. In this article, we will cover the basics of Contract Bridge, including bidding, playing, and scorekeeping. Four, playing as two pairs, with partners facing each other. Tradition refers to the pairs as North-South and East-West. Following an auction, to score points by taking tricks during the play and to eventually win a rubber of two games. Each deal requires a regular card deck. After all the cards have been dealt out, dealer begins the auction also called the bidding. When the bidding is over, the play of the hand starts. The play comprises 13 tricks in all. Most games with auctions or bids use a brief and simple procedure. Bridge is special in allowing players to have a creative and complex auction. In the diagrammed deal, West deals and passes, and North opens the bidding 1. North bids 3 and, after East passes,. This is a bid to take 12 out of the 13 tricks on the hand, which South expects to happen. The next three players all pass. South, the first to bid s for the winning bidders, becomes declarer at a contract of 6. The dealer starts the bidding. A bid is a number plus a suit , , , or NT. The number, added to six, indicates how many tricks your side is to take with the suit bid as trumps. Simply put, if you can manage to win the bid at a suit in which your side has more cards than the other side has, it will greatly help in winning tricks. The lowest bid, 1 , is a contract your side would fulfill by taking at least 7 tricks with clubs as trumps. Similarly, 1 indicates 7 tricks with diamonds as trumps; 3 means 9 tricks with diamonds as trumps; 3 NT means 9 tricks with no suit as trumps. The bidding can start with any opening bid. During the auction, players in turn may pass or bid or in frequent cases, may double or redouble. Each new bid must be higher than the previous bid. The new bid may be in a higher-ranking suit without increasing the number of tricks: The easiest way to remember the suit ranking is that the four suits rank alphabetically, and NT ranks the highest of all. In Bridge, s and s are called majors; s and s are called minors. Or, if you go to a higher number of tricks, you can bid in any suit or NT. The auction ends as soon as three players in a row pass. The last bid becomes the final contract. Whichever partner first bid the winning trump suit is called the declarer. In the hand above, South becomes the declarer because he bid s before North. If your opponent has made the most recent bid, at your turn you may double just say the word "double". This means you double the stakes, i. Either opponent can then redouble. When you are first learning to play bridge, determining what to bid can be confusing. As you continue to play, you will quickly learn that making an intelligent bid is key to winning the game. However, to help you get started, here are some basic guidelines to help you develop your bidding skills. Arrange your hand according to suit. Now assign points to your cards in the following way: Aces, 4 points; kings, 3 points; queens, 2 points; jacks, 1 point; singleton only one card in a suit , 1 point; void no cards in a suit , 2 points. Add up your points. Now look at your cards to determine which is your strongest suit. If you have points and a fairly even distribution of cards in each suit, you may consider bidding no trump. The general rule of thumb is to open a bid to bid first on your team only if you have 13 or more points. As you and your partner bid back and forth, try to ascertain how many points you have as a team. For a bid of 6, 33 points should suffice, and for a bid of 7 a "grand slam" , you should have 36 points between you. There are numerous other point-counting conventions, but these cover some of the essentials.

6: Contract Bridge

These bridge bidding conventions are frequently named after the people who invented them. They most often use artificial bids. For example, a 2 Clubs bid most often does NOT mean that the player using this bid has a good Club suit and wants to play a contract with Clubs as trump.

History[change change source] It is played with the standard 52 cards in four suits. The game developed out of whist , which is a relatively old card game. Whist is played with the trump suit chosen by chance, whereas in bridge it is chosen by a process called "bidding". A trump is a card which can beat any card from the other three suits. In whist, the winners had to get most of the tricks a trick is a round of four cards , that is, seven or more tricks. However, in bridge the players bid in sequence to decide what the "contract" shall be. The contract is decided by the last bid, and will be in one of the four suits, or in "no trumps", without a trump suit. The set-up for playing the cards is also different from whist. The side which wins the bidding sequence plays with only one partner "declarer" controlling both hands. His or her partner is called "dummy", and that hand is played face up on the table so all players can see it. The scoring system for bridge is very much more complicated than it is for whist. Fundamentally, it depends on whether or not declarer makes his contract or not. If he does not, the defending side collect penalty points. If he does make the contract his side wins points. How many points are won or lost depends on the scoring table not shown here. The other factor which was not present in whist is the bidding process. Bids at the one level are offers to make at least seven tricks. Bids at the seven level are offers to make all thirteen tricks. The lowest bid one can make is "one club" and the highest bid is "seven no trumps". Duplicate bridge[change change source] Like much else in the game, the idea of duplicate play was invented for whist. This simple movement was invented in the 19th century. The first game of duplicate whist was organised by "Cavendish" in London , but it was not followed up. It was played in Chicago in , and the first book about it was written in by John T. His simple method is known as the Mitchell movement.

7: Correct Contract

Contract Bridge took off as an international rage in the 1920s and is considered today by many to be the ultimate card game. Even those who have been playing for decades still find room to learn. In this article, we will cover the basics of Contract Bridge, including bidding, playing, and scorekeeping.

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 12–13 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.

8: Bidding Systems in the Game of Bridge

Frank Stewart's Daily Bridge Column. Frank Stewart has been involved with bridge as a journalist, author, editor, competitor, teacher and creator of the popular "Daily Bridge Club" column.

9: Bridge Bidding Guide

What Bidding Conventions Matter Most for the new Duplicate Bridge Player? Good conventions are 1) Simple and easy to remember and not prone to error, 2) Valuable - they play an important role in improving your conversation with partner, 3) Additive - they do not confuse what you.

Maya Prophecy (Piatkus Guides) Risk and exposure to extreme heat in microclimates of Phoenix, AZ Darren M. Ruddell . [et al.] Playing for Uncle Sam Volcano Alert (Disaster Alert! 1) Oracle dba material Claiming hip hop : race and the ethics of underground hip hop participation Mba cet 2016 books Patricia cornwell depraved heart Social regeneration the work of Christianity Values in American education Close; crystallography The emergence of play in infancy and the toddler years Clinical anatomy made ridiculously simple Helping students to learn Effects of environmental degradation on human life Why people photograph Business of Image Immanuel! God Is Still With Us! In Search of Health Happiness Prof. Ahmad Rafique Akhtar Autonomous flying robots Hazels Last Hurdles Trade Policy Review El Salvador Fosters Skat Manual The atrocity of desire : of love and beauty in Lacans Antigone Knowing the demographics of your school Jewish background and the synoptic setting of Mt 6,25-33 and Lk 12, 22-31 Payload and Mission Definition in Space Sciences Singularity of Shakespeare, and other essays Mathematical modelling for polymer processing Malaysian corporate income tax The Making of an English Colony The Illinois year-book and almanac for 1879 . Determinants of life expectancy Smart Things to Know About Crm (Smart Things to Know About (Stay Smart Series) The Lenell Geter case Samrat ashok history in gujarati Our friend martin worksheet Rural politics and the collapse of Pennsylvania federalism Symbol magic in egyptian art