



# DEALING THE CARDS

## DETERMINE THE FIRST DEALER

The **dealer** is the player who passes out the cards.

- One player spreads the playing cards face down on the table.
- Each player picks one card and turns it over. The player with the highest card is the first dealer. If both players tie with the highest card, the player with the higher-ranking suit becomes the dealer. Suits are ranked in the following higher to lower order: Spades ♠, Hearts ♥, Diamonds ♦, Clubs ♣.
- After the dealer is determined, the cards are returned to the deck and shuffled.

## DISTRIBUTE THE PLAYING CARDS

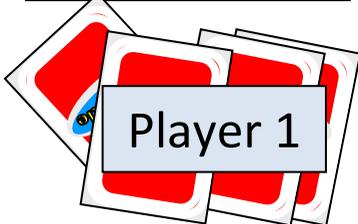
- The dealer distributes seven cards, one at a time, to each player plus an extra hand of cards across from each player. Begin passing out cards to the left of the dealer.
- Each player picks up the seven dealt cards and holds them so that the other player cannot see them. Arrange the cards by alternating the black and red suits and arrange the cards from high to low within each suit.
- Turn over the dummy hands so both players CAN see them.



Player #1 Dummy Hand



Player 2



Player 1



Player #2 Dummy Hand

# BIDDING THE HAND

The **bidding auction** is the process where each player bids on the number of tricks the player (and his dummy hand) proposes to win and which trump suit (♠♥♣♦) or notrump the game will be played. The dealer starts the bidding auction, and the bidding goes in a clockwise direction. If the dummy hand is to the left of the dealer, the other player makes the bid for the dummy hand. The player and the player's dummy hand essentially are considered a **team**.

- 1) Make a Bid** – A bid communicates two pieces of information. It specifies 1) the number of tricks the team intends to win and 2) the suit the player wants to define as trump or notrump. Each subsequent player's bid must be higher ranking on the game board than the previous bid. For example, a 3-heart bid is higher ranking than a 2-spade bid.

A colored chip is placed on the BIDittle game board indicating the player's bid. A separate colored chip is used for each bid.

- 2) Pass** – This bidding response indicates that no bid is being made, and the bidding process proceeds to the next player. No chip is placed on the game board.

- 3) Double** – This bidding response indicates the player doesn't think the opponent's previous bid can be made, and double points are awarded to the team who either fulfills or defeats the contract. A double response is canceled if a new bid is made. The player making the double bid places his/her colored chip on top of the opponent's colored chip.



## HOW TO SELECT THE BIDDING LEVEL

Players bid on the number of tricks they propose they will win. The bidding level is based on the number of **high card points (HCP)** in the hand. The Ace, King, Queen, and Jack cards are assigned a high card point value. These cards are often called **honor cards**.

**Ace = 4 points   King = 3 points   Queen = 2 points   Jack = 1 point**

**Step 1:** Players count the high card points in hand.

**Example:** Ace of Spades..... 4 pts  
 King of Spades..... 3 pts  
 Queen of Spades..... 2 pts  
 Queen of Diamonds..... 2 pts  
 11 HCP



Player's Hand

**Step 2:** Estimate the bid level by dividing high card points in player's hand by four. Use the integer value of the number. For example, 11 HCP / 4 = 2 tricks. Players holding less than 4 high card points should pass during the bidding auction. The game board corner provides a reference table to easily identify the number of tricks to bid.

BID # TRICKS	BID TRUMP
4-7 pts +1 trick	OPEN longest suit 3+ cards else bid notrump
8-11 pts +2 tricks	RAISE suit 1+ card else bid new 4+ card suit
12-15 pts +3 tricks	
16-19 pts +4 tricks	

A team consists of the player's hand and the player's dummy hand. The hand (player's hand or the player's dummy hand) that first makes a bid for the team is called the **opener**. The opposite hand is then called the **responder**. Responder's bid level is calculated by **adding** responder's estimated bid level with the opener's bid level. For example, the following responder's hand totals 5 high card points. Responder can increase the bid level by one trick bidding at the 3 level (opener's 2 level bid + responder's 1 level bid = 3 level bid). Instructions on which trump suit/notrump to bid are explained in the next section.

Ace of Clubs.....4 points  
Jack of Clubs.....1 points  
5 HCP



BID # TRICKS	BID TRUMP
4-7 pts +1 trick	OPEN longest suit 3+ cards else bid notrump
8-11 pts +2 tricks	RAISE suit 1+ card else bid new 4+ card suit
12-15 pts +3 tricks	
16-19 pts +4 tricks	

## HOW TO SELECT THE STRAIN (trump or notrump)

A **strain** indicates which suit (♠♥♣♦) or notrump the game will be played. Playing a contract in a suit (instead of notrump) means tricks can be won by "trumping" an opponent's winning card. The **trump card** is similar to a wild card and is higher in value than any card of any suit for that hand. If a player does not have a card that matches the suit led, the player may play a trump card to win the trick.

**Opener:** Opener counts the number of cards in each suit and bids the suit with the **most cards** (the longest suit) as the trump suit. Opener should have at least 3 cards in the suit to bid it as a trump suit; else, bid notrump. If multiple suits have the same number of most cards, bid the suit with the higher-ranking cards. If opener has 2 cards or less per suit in every suit, bid notrump.

A suit contract (♠♥♣♦) should be selected as trump when a team holds the majority of the cards in that suit. Teams want at least 4 out of the 7 cards in the trump suit.

**Responder:** Responder counts the number of cards in each suit and increases the bidding for opener's trump suit when responder holds 1 or more cards in opener's suit. Opener has promised at least 3 cards in the suit when s/he opened the bidding, so responder only needs 1 card in the suit to ensure the team has the majority of the cards (at least 4 of the 7 cards) in the suit.

## Example 1 – Responder Holds Opener's Trump Suit



BID # TRICKS	BID TRUMP
4-7 pts +1 trick	OPEN longest suit 3+ cards else bid notrump
8-11 pts +2 tricks	RAISE suit 1+ card else bid new 4+ card suit
12-15 pts +3 tricks	
16-19 pts +4 tricks	

Example One

BID # TRICKS	BID TRUMP
4-7 pts +1 trick	OPEN longest suit 3+ cards else bid notrump
8-11 pts +2 tricks	RAISE suit 1+ card else bid new 4+ card suit
12-15 pts +3 tricks	
16-19 pts +4 tricks	

1. Opener has 11 high card points and estimates 2 winning tricks.
2. Opener holds 3 spade cards – his/her longest card suit.

**Opener bids 2 spades**

6. **Opener passes.**

3. Responder has 5 high card points and estimates 1 winning trick.
4. Responder holds at least 1 card in opener's trump suit.
5. Responder increases opener's bid by 1 trick. 2 + 1 = 3 bid level

**Responder bids 3 spades**

Either player may have an opening bid for his/her team provided the bid is higher ranking on the game board than the opponent's bid. For example, after a red team player opens the bidding with a 2-spades bid, a blue team player may bid 3-hearts assuming s/he holds 8-11 points and at least 3 hearts. Both teams may "open" or make an opening bid during the bidding auction.

## Example 2 - Responder DOESN'T Hold Opener's Trump Suit

If responder does not hold at least one card in opener's trump suit, then the team may not hold the majority of the cards (4/7) in the suit, and a different strain should be bid. Responder bids a new strain based on the following guidelines:

1. Responder bids a new suit holding 4 or more cards in the new suit.
2. Responder bids a new suit with 3 cards, holding 2 honor cards in the suit.
3. Responder bids notrump holding high cards in the other suits.
4. Responder passes.

Responder increases opener's bid by the number of responder's estimated winning tricks and changes the strain. If responder doesn't hold four or more high card points, responder may change the strain as long as the bidding level isn't increased.



BID # TRICKS	BID TRUMP
4-7 pts +1 trick	OPEN longest suit 3+ cards
8-11 pts +2 tricks	else bid notrump
12-15 pts +3 tricks	RAISE suit 1+ card else bid new 4+ card suit
16-19 pts +4 tricks	

### Example Two

BID # TRICKS	BID TRUMP
4-7 pts +1 trick	OPEN longest suit 3+ cards
8-11 pts +2 tricks	else bid notrump
12-15 pts +3 tricks	RAISE suit 1+ card else bid new 4+ card suit
16-19 pts +4 tricks	

- Opener has 11 high card points and estimates 2 winning tricks.  
**Opener bids 2 spades**
- Opener holds 3 spade cards
- Opener holds 1 heart and supports responder's bid.  
**Opener passes**

- Responder has 8 high card points and estimates 2 winning tricks.
- Responder doesn't have any spades but has 4 hearts and changes trump suit bid to hearts.
- Responder **adds** his/her estimated winning tricks to opener's bid level. 2 + 2 = 4 bid level  
**Responder bids 4 hearts**

If opener doesn't hold any cards in responder's new trump suit, then opener should rebid one of the following:

- Opener rebids the original trump suit if holding 4 or more cards in the suit provided the rebid doesn't increase the bidding level.
- Opener bids notrump holding high cards in all other suits.
- Opener passes.

- Play proceeds in the clockwise direction. Each player plays a card in the same suit as the suit led. If a player does not have a card in that suit, the player may trump or discard any card. When it is the dummy hand's turn, the player sitting opposite the dummy hand, plays the card from the dummy hand.
- The player who places the highest value card on the table wins the trick. The player collects all four cards from the table and assembles them into a stack face down along the edge of the table.
- The player or the player's dummy hand who wins the trick leads the next card. Play continues until all cards are played.
- Once play is complete, the tricks won by the declarer are counted. If the declarer wins enough tricks to make or exceed the contract, the declarer earns points. If the defending player takes more tricks to defeat the contract, the defending player earns points.
- The cards are collected and given to the other player. This player becomes the new dealer who then shuffles and deals the cards for the next hand.
- The team with the most points after a predetermined amount of time or after a certain number of played hands wins the game.

The bidding auction continues until the players pass the bid three consecutive times. The last bid becomes the contract. The player's hand or the player's dummy hand that *first* bid the contract strain is called the **declarer**.

## PLAYING THE HAND

**Playing of the hand** means that each player will place a card from his/her hand and the player will play a card from his/her dummy hand into the middle of the table. The highest card wins the trick. Timing is important. Cards are placed one at a time in clockwise rotation.

- The player's hand to the left of the declarer OR the player's dummy hand to the left of the declarer will provide the opening lead. If a player is sitting to the left of the declarer, s/he will place a card from his/her hand into the middle of the table. If a dummy hand is located to the left of the declarer, the player whose dummy hand is displayed, will place a card from the dummy hand into the middle of the table.

## SCORING THE HAND

- The scorekeeper records points earned for each hand on a separate line of the score pad. The contract level and strain abbreviation are recorded (**N** for notrump, **S** for Spades, **H** for Hearts, **D** for Diamonds, **C** for Clubs). Record the name of the player who wins the contract in the Declarer column
- The declaring player earns points by bidding and making the contract. Points are based on the contract level. One extra point is earned for taking all 7 tricks in the hand regardless of the contract.
- The defending player earns points by making enough tricks to defeat or set the contract. The defending player earns the number of points that the declaring player would have earned if the declarer made the contract.
- If a player double the declarer and the declarer makes the contract, the declaring player earns double points. If the declarer does not make the contract, the defending player earns double points. Place an "X" next to the contract to indicate a doubled contract.

BIDdle		BLUE North / South	RED East / West
Player Names		Bob	Ron
Contract			
# tricks	trump suit A♥♦♣ or notrump	Declarer N S E W	made + down - RESULT
			Points Earned BLUE RED
3	H	Bob	+3 3
5	S	Ron	- 5
3	D	Bob	+7 4
4	SX	Rob	+4 8
<small>©2016 Alantis Company. All Rights Reserved.</small> TOTAL			