

INTRODUCTION

BIDittle is a bidding and trick-taking card game that uses a colorful game board to simplify the bidding process. Not only is BIDittle a fun game, it also introduces players to concepts used in the classic game of Bridge. The name BIDittle (pronounced bi-DID'-el) was chosen for the game because it brings together the words "bid" and "little" – **it's a little bidding Bridge game.**

This instruction booklet describes the BIDittle game as played by 4 players divided into 2 teams. The most enjoyable way to play BIDittle is to play the game with 4 players; however, instructions on how to adapt the game for 2-3 players are located on the www.bidittle.com website. Below is a summary of the game and the reversible game board.



The **BIDittle game board** is used to play the game of BIDittle. Players are dealt seven cards per hand. Using a simple bidding language based on high card points, partners work together to bid on the number of tricks the team intends to win and which trump suit (or notrump) the game will be played. The game board corners include bidding steps to help players bid more easily. Once the final bid has been defined, the tricks are taken just like they are played in the game of Bridge. The seven-card hands are easy to hold and help make the game move quickly.



The **"bridge to Bridge" game board** is used by new Bridge players to help them bid more productively. It is used as a teaching aid during a **BIDittle-to-Bridge™ Workshop**, a class designed for participants to start learning, playing, and enjoying the game of Bridge. The game board includes bidding guidelines based on minimum / medium / maximum point ranges as defined in the ACBL Bridge Series book, *"Bidding in the 21st Century"*. The game board is used to keep track of the bidding history, and it includes Bridge scoring information. This booklet does not provide instructions on how to play Bridge; however, many excellent teachers, books, and tutorials are available.

4 Players
Ages 10+



GAME OBJECTIVE

Four players are divided into two teams. The objective of the game is to be the team with the **most points** after a predetermined amount of time or after a certain number of hands has been played. The game is played repeating the activities listed below.

- **DEALING** – Seven playing cards are distributed to each player. The cards given to each player are called a **hand**. Players use the cards to take tricks. A **trick** is made when each player places one card face up on the table. The player who plays the highest value card wins the trick.
- **BIDDING THE HAND** – Team members bid on the number of tricks they think their team will win and they also bid on whether the hand will be played in a trump suit (♠♥♣♦) or notrump. **Trump suit** cards outrank other suits for that hand. If a player cannot follow suit, tricks can be won by "trumping" the suit led. The bidding process is called an **auction** and it proceeds clockwise until three consecutive players pass the bid. The last bid becomes the **contract**.
- **PLAYING THE HAND** – The team that defines the contract in the bidding auction tries to take enough tricks to fulfill the contract. The opposing team tries to defeat the contract.
- **SCORING THE HAND** – Points are awarded to a team depending on whether the contract is made or defeated. If the contract is made, the team earns the points associated with the contract level. If the opponents defeat the contract, the defending team earns the points.

GAME SETUP

Game Board and Chips: The BIDittle game board and colored chips are used to keep track of bids made during the bidding auction. Partners sit across from each other, and the BIDittle game board is placed in the center of the table.

Each team selects a team color – **BLUE** or **RED**. One blue team player uses the **dark blue** chips and the other player uses the **light blue** chips. One red team player uses the **red** chips and the other player uses the **yellow** chips (pink was not available). During the bidding auction, players make a bid by placing one their chips on the appropriate bidding area on the game board.

Playing Cards: A deck of BIDittle playing cards includes seven cards (Ace, King, Queen, Jack, 10, 9, 8) for each of the four suits.

Score Pads: One player is selected to be the scorekeeper who writes down the player names under the **BLUE** or **RED** team color column on the score pad.



BLUE		RED	
Player Names		Player Names	
Contract		Points Earned	
1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16
17	18	19	20
TOTAL		TOTAL	

DEALING THE CARDS

DETERMINE THE FIRST DEALER

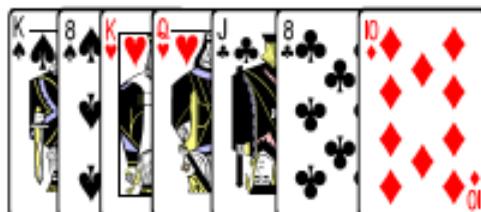
The **dealer** is the player who passes out the cards.

- 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 two or more 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 beginning with the player sitting to the left of the dealer.
- Each player picks up the seven dealt cards and holds them so that other players cannot see them.
- For ease of play, arrange the cards in the hand as follows:

1. Sort the hand by suit.
2. Alternate the black and red suits.
 - Spades ♠
 - Hearts ♥
 - Clubs ♣
 - Diamonds ♦
3. Arrange the cards from high to low within each suit.



BIDDING THE HAND

The bidding auction is the process where each player bids on the number of tricks the team proposes to win and which trump suit (♠♥♣♦) or notrump the game will be played. Playing the hand in a trump suit means if a player cannot play a card in the suit that was led, then a trump card can be played which outranks all other cards of all other suits for that hand. The bidding auction ends once three consecutive players pass. The last bid becomes the contract.

The dealer starts the bidding auction, and the bidding goes in a clockwise direction. At each player's turn, the player gets a chance to either: **1) bid on the contract**, **2) pass** or **3) double** the opponent's bid.

- 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. For example, a 6-spade bid means that the bidding team intends to win at least 6 tricks and that spades is proposed as the trump suit. 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.

Players make a bid based on the bidding guidelines described on the following pages. In short, each player determines how many tricks to bid (the bidding level) based on the **point range** of the hand. The trump suit (or notrump) is selected based on the **number of cards** in a particular suit.

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 player to the left. 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

Team members bid on the number of tricks they propose their team 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



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	
12-15 pts +3 tricks	RAISE suit 1+ card else bid new 4+ card suit
16-19 pts +4 tricks	

The first player for the team to make a bid is called the **opener**. Opener's partner 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	
12-15 pts +3 tricks	RAISE suit 1+ card else bid new 4+ card suit
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 to have 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
8-11 pts +2 tricks	
12-15 pts +3 tricks	RAISE suit 1+ card else bid new 4+ card suit
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	
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 holds 3 spade cards – his/her longest card suit.
Opener bids 2 spades

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

6. **Opener passes.**

Responder bids 3 spades

The player sitting to the left of the opener may also 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:

- Responder bids a new suit holding 4 or more cards in the new suit.
- Responder bids a new suit with 3 cards, holding 2 honor cards in the suit.
- Responder bids notrump holding high cards in the other suits.
- 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 +3 tricks	OPEN longest suit 3+ cards
8-11 pts +2 tricks	raise notrump
12-15 pts +3 tricks	RAISE suit 3+ card else bid new 4+ card suit
16-19 pts +4 tricks	

Example Two

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

- Opener has 11 high card points and estimates 2 winning tricks.
- Opener holds 3 spade cards
Opener bids 2 spades

- 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.

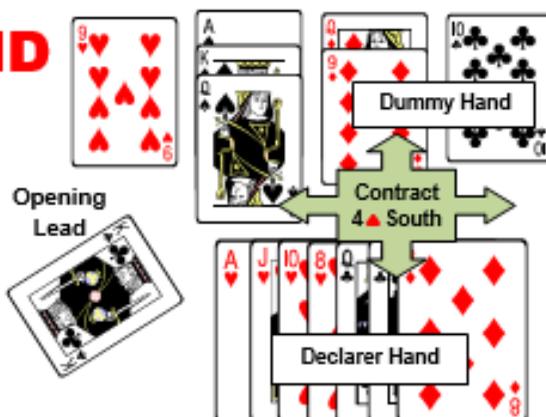
- Play proceeds in the clockwise direction. Each player plays a card in the same suit as the suit led. If a player does not have a card in that suit, the player may trump or discard any card. If playing dummy hand style, the declarer decides which card to play from dummy and from his/her own hand.
- 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 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 declaring team earns points. If the defending team takes more tricks to defeat the contract, the defending team earns points.
- The cards are collected and given to the player sitting to the left of the dealer. 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 three consecutive players pass the bid. The last bid becomes the contract. The team player that *first* bid the contract strain is called the **declarer**. The player sitting to the left of the declarer provides the opening lead. The trick-taking process can be played in one of two ways:

- Each player "plays" his/her own cards in clockwise rotation. This is best for beginners.
- Teams can play with a dummy hand where the declarer's partner's hand is called the **dummy hand**. The declarer "plays" the hand which means the declarer decides which cards to play from his/her hand and the dummy hand in an effort to fulfill the contract.

PLAYING THE HAND

- The player to the left of the declarer starts the play of the hand. This person provides the opening lead and places the first card (face up) in the middle of the game board.
- If playing with a dummy hand, declarer's partner turns over all cards of the dummy hand so all players can see the cards.



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). The seating position of the declarer is entered (North, South, East, West).
- The declaring team 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 team earns points by making enough tricks to defeat or set the contract. The defending team earns the number of points that the declaring team would have earned if the declarer made the contract.
- If the opponents double the declarer and the declarer makes the contract, the declaring team earns double points. If the declarer does not make the contract, the defending team 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			
Player Names		Barb	Ruby			
Contract		Points Earned				
trump suit	SHDC or notrump	DECLARER N S E W	made + down -	RESULT	BLUE	RED
3	H	N	+3		3	
5	S	W	-		5	
3	D	S	+7		4	
4	SX	W	+4			8
TOTAL						