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# Bridge

**For the Nokia Series 60 platform**

## Manual & User Guide

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# Getting Started

## Welcome to Bridge

**Bridge** could be the perfect game!  Its ease of play marks it out as a firm favourite for casual gamers, whilst the huge depth of strategy and vast intricacies involved allow it to be a game that can be studied by the most serious card student.

The actual game of Bridge first evolved around the late nineteenth century, but the game of Bridge that we know today was invented by H.S. Vanderbilt in 1925.

### About this document

This User Guide is intended for use with devices based on the Series 60 platform, including the Nokia 7650 and Nokia 3650.  It explains how to use the **Bridge** application and, in so doing, it assumes that the reader is familiar with the standard features of their device.

### Installation

Installation of **Bridge** requires the user to be familiar with their Series 60 device, software and the Windows PC environment. Please consult the User Guide that was supplied with your device for more information.

To transfer **Bridge** onto your Series 60 device, send the "Bridge.sis" file from your PC to the device via Bluetooth or Infrared.

To install **Bridge** on your Series 60 device, follow the onscreen instructions. Once installed, launch the application by navigating to the resulting icon within the main Menu section, and opening it.

**Bridge** can be removed from your Series 60 device in the same way as standard applications.

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# Introduction to Bridge

This chapter is an introduction into playing **Bridge.**

## Rules of the Game

Games are played to the best of three.  The winner is said to have won the "rubber".  A game ends when one partnership scores 100 or more points below the line.

### The Players

Bridge is played by four players who form two partnerships. Players within a partnership face each other across the bridge table. Traditionally, the players are referred to by the points of the compass - North, East, South and West. The two partnerships are North/South and East/West.

### The Card Pack

A regular 52-card pack of cards is used. The four suits ranked high to low are: Spades, Hearts, Diamonds and Clubs.

Within any suit, the cards ranked high to low are Ace (A), King (K), Queen (Q), Jack (J) and then by face value 10, 9, 8, 7, 6, 5, 4, 3 and 2.

### Game Rules

At the start of each hand, the cards are shuffled and the entire pack is dealt by one of the players (the dealer). The cards are dealt one at a time, clockwise, starting with the player to the left of the dealer. Each player receives 13 cards.

The objective of a partnership is to establish a contract (an undertaking to win a certain number of tricks in the subsequent play) and then to make the contract by actually winning the agreed number of tricks (or more).

Points are awarded to the partnership if the contract is made and to the opposing partnership if it is not. Other bonus points may also be awarded. Once a hand has been scored, the player to the left of the dealer deals the next hand.

Points associated with making a contract count towards a game. The current game is won by the first partnership to accumulate 100 or more such points. A rubber ends once a partnership

has won two games. The partnership with two games receives further bonus points but it is the partnership with the greatest total number of points at the end of a rubber that wins the rubber.

Contracts, Play and Scoring are described in detail in the following sections. However, it is worth noting here some of the general issues that make Bridge a game of such fascination:

- The benefit or cost (in points scored) of making or defeating a given contract depends on the state of the current game and the current rubber.

- Establishing an appropriate contract and its subsequent success or failure depends not just on your hand but also on your assessment of your partner's hand (and those of your opponents). Information about other hands may be deduced from the conventions that apply to the process of establishing a contract. Similarly, you will want to provide your partner with a clear picture of your hand.

- Despite the considerable scope for logical and deductive reasoning, there remains the element of chance in the deal of the cards. Even the most skilled players may be faced with gambling on a course of action that depends on which of their opponents has a certain card. As one might imagine, such players would also have a good idea of when to gamble and which way to bet!

There are over 600 thousand million unique Bridge hands and many more ways in which any 4 hands are dealt from a pack and played. Here you will find hands in which high scoring contracts for all 13 tricks are trivial to establish and make, but also hands for which you will need every ounce of skill, subtlety and luck to make just 7 tricks. Have fun!

## Bidding for a Contract

Contracts are established by the auction. Starting with the dealer, each player makes a call that may be a pass, bid, double or redouble until there have been 3 passes in succession. There is an exception in that if the first three calls are all passes the fourth player may bid, otherwise the auction ends. If the auction ends and no contract has been established, the hands are discarded and the next set dealt.

- A pass indicates that the player does not wish to make any other call at this time. It does not preclude the player from making a bid at a later stage.

- A bid proposes that the partnership will win 7 or more tricks with a named suit as trumps or with no suit as trumps (No-trump, NT). The bid must name the suit (or NT) and the number of tricks in excess of 6 that are to be won. Thus, 4 Spades signifies that 10 tricks will be made with Spades as trumps.

- Each bid must be higher than any previous bid, either by increasing the number of tricks or by specifying the same number of tricks in a higher ranking suit (NT is ranked higher than Spades).

- A double applies to the most recent bid by an opponent. It does not replace the bid or affect any subsequent play but doubles the points to be awarded if the bid is played as the contract. The double applies only to the current bid. Subsequent bids must be explicitly doubled.

- A redouble applies to the most recent bid by a partner that in turn has been doubled by an opponent. It redoubles (quadruples) the points to be awarded if the bid is played as the contract. The redouble applies only to the current bid.

On completion of the auction, the highest bid made becomes the contract. The partner who first bid the suit (or NT) in which the contract is to be played is deemed the declarer.

Note that within the structure set out above, bidding is the language in which you convey information about your hand to your partner (and listening opponents!).

This language is rich with conventions that define how a particular bid should be interpreted. In other words, a given bid may not mean that you desire to establish it as the contract but rather that your hand has a certain strength or even specific cards.

Based on this information, your partner can proceed to provide further information or select the eventual contract. A discussion of the bidding systems and conventions used by the Bridge application is too vast to go into here. There are numerous books and websites available such as www.ebu.co.uk which go through this huge subject.

## Playing a hand

When partners have bid a contract, the first player to have made a bid naming the trump suit (or No Trumps) is known as the Declarer and their partner is known as the Dummy.

The player to the left of the Declarer leads by playing the first card of the first trick. Dummy's hand is then turned face up on the table and the Declarer will play the cards from both his own and the Dummy's hand.

The object is for the declarer to win at least the number of tricks demanded by the contract. The defenders try to win enough tricks to prevent declarer making the contract.

After the first card in a trick has been led, play then passes clockwise to the next player to the left who must if possible play a card of the same suit as that of the lead card. If a player cannot follow suit, they must still play a card. Once all four players have played, the trick is won by the player of the card with the highest face value while following suit. The only exception being when a card of the trump suit has been played. In this case, the trick has been Trumped and the player of the trump with the highest face value wins the trick.

The player who wins the trick, leads for the next.

A hand is scored by awarding points to the partnership that proposes and successfully makes (or exceeds) a given number of tricks. Conversely, if a partnership fails to make the number of tricks proposed, penalty points are awarded to their opponents.

Points awarded for tricks successfully proposed and made count towards a Game. Penalty points and points awarded for any extra tricks made over and above the number proposed contribute to the overall score as are various bonus points that can be awarded.

A Game is won by the first partnership to accumulate 100 or more game points. The first partnership to win two games wins the Rubber and is awarded further bonus points.

Once a hand has been completed, the next is dealt by the player to the left of the previous dealer.

## Evaluating a Hand

Once your cards have been dealt, you will want to assess its value. The method of evaluation used by the computer players in the Bridge application is the points-count method.

*High Card Points* (HCP) are counted as: Ace = four points, King = three points, Queen = two points and Jack = one point. The entire pack of cards has forty HCP's.

*Distribution Points* reflect the length or shortness of your suits. Points are counted as: three

point for a Void (no card in a suit), two points for a Singleton (1 card) and one point for a Doubleton (2 cards). Also, an extra point is added for each card from the sixth in a given suit.

The number of points in a hand is in general HCP + Distribution points. But, when bidding NT, only HCP should be counted.

Your points give an indication of the likely level of contract that can be made. In general you should have at least 13 points to bid 1 of a suit. Similarly, the combined point holding of a partnership provides a good estimate of the potential for bidding a game or a slam (12 or 13 tricks) contract.

There are a wide range of other measures that the computer players use to assess the hand as bidding proceeds such as Support points, Quick tricks, High Card tricks and Length tricks - these will be found in any good book on Bridge.

*Points for Game* - the computer players will look for a partnership total of 25 HCP to bid a game in NT, 27 points for a game in Hearts or Spades and 29 in Clubs or Diamonds.

*Points for Slam* - to gain the bonus points for contacts at level 6 or 7 (slams), the computer players will look for a partnership total of at least 32 points.

## Bidding System

The Bridge application offers two common bidding systems, ACOL and Standard American. A discussion of these systems and conventions can be found in any good book on Bridge.

The application also offers some optional conventions:

*Five card majors*. If enabled, an opening bid of a major suit (Hearts or Spades) at the 1 level means you have at least five cards in that suit.

*Strong 2 Clubs*. If enabled, a 2 Clubs opening bid is used to show a hand with at least 24 points, replies are totally conventional and designed to pave the way to slam.

*Weak 1 NT*. If enabled, an opening bid of 1NT shows 13-15 HCP and 16-18 otherwise.

*Jacoby Transfers*. If enabled, the conventional Jacoby bid will be made in response to a 1NT opening, giving the opportunity for the opener to become declarer in their partner's long suit.

*2NT 11-12*. If enabled, a 1NT reply to an opening bit of a suit at the 1 level indicates 11-12 HCP and a reply of 3NT 13-15 HCP. Otherwise these replies would show 13-15 and 16-19 HCP respectively. In all cases these are true NT bids with regular distribution and stoppers in the suits not bid by partner.

Again further detailed discussion of these conventions will be found in Bridge literature.

## Scoring Guide

The Bridge application uses the Rubber scoring system. Scores are recorded in two columns, one for each partnership. A line separates the upper and lower parts of the columns. Scores associated with the tricks of a successful contract are recorded below the line. All other scores are recorded above the line. If a partnership bids and makes a contract, they receive trick scores for the level of the contract below the line. Any additional tricks (overtricks) are scored above the line.

When a partnership has 100 or more points below the line, they win a Game and a new line is drawn. Once a partnership has won a game, it is considered vulnerable. Vulnerability influences subsequent scoring values. When a partnership has won 2 games, the rubber is over.

If a contract is defeated, the defending partners receive under-trick scores for each trick by which the declarer fell short of their target.

*Trick scores* are worth 20 points for each trick in Clubs or Diamonds contracts and 30 points in Hearts, Spades or NT contracts except for the 1st trick of a NT contract which is worth 40 points.

These values are multiplied (x 2) when the contract is doubled and x 4 if redoubled.

*Over tricks* are worth 20 points in Clubs or Diamonds contracts and 30 points in Hearts, Spades or NT. If the contract is doubled overtricks are worth 100 points or 200 points if the declarer is vulnerable. If the contract is redoubled, each trick is worth x 2 its value when doubled.

*Under tricks* are worth 50 points each or 100 points if the declarer is vulnerable. If the contract is doubled, the 1st trick is worth 100, the 2nd and 3rd 200 and all others 300. If the declarer is vulnerable and the contract doubled the 1st trick is worth 200 points and others 300 points. In redoubled contracts points are x 2 the doubled value.

A variety of bonus scores can also be awarded:

- *Winning a rubber* = 700 points for a 2 game rubber or 500 in a 3 game rubber.

- *Small Slam*, bidding and making a level 6 contract = 500 or 700 if declarer is vulnerable.

- *Grand Slam*, bidding and making a level 7 contract = 1000 or 1500 if declarer is vulnerable.

- *Insult*, making a doubled contract = 50 points or 100 if redoubled.

- *Honours*, 4 top trumps in 1 hand = 100 points or 150 with 5 top trumps.

- *Honours,* 4 Aces in a NT contract = 150 points.

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# Running Bridge

This chapter describes the main features of the **Bridge** application and how they are used to play and display the game.

## Quick Start

When you launch **Bridge** the product information is briefly displayed and the first hand of cards is dealt.

Card dealing is based on a random number - the Deal Number.

At the end of each hand, a new Deal Number is calculated and the next hand is dealt. At any time you can discard the current hand and deal the next by selecting the Next hand command from the Options menu.

You play South. The computer will bid for North (your partner) and your opponents (West and East).
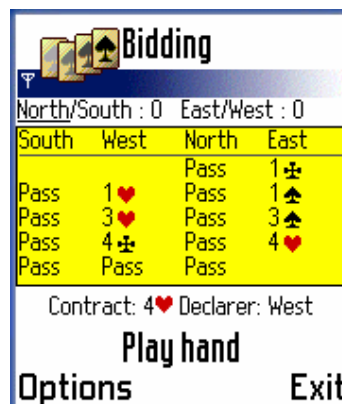
The auction now begins.

For those new to the game, Chapter 2 "**Introduction to Bridge**" provides a short insight to the game.

## Using Bridge

The Bridge application has 2 main views for Bidding and Card play. Each view is shown at the appropriate time depending on the state of the game.

## The Bidding View

The sequence of bids made is shown in a table. The cards for the current player together with their proposed bid are also shown.



The Bidding view

When it is you turn:

- Select the bid you wish to make from the list of legal bids. Use the Left, Right, Up or Down joystick movements to change the displayed bid.

- Once chosen, press In the joystick to make your bid.

- Use the Hint menu command or press the '*' key for a computer generated hint. The hinted bid is indicated by displaying a '*' to the right of the bid.

Once all the bids have been made Bridge will display the contract and declarer along with the 'Play hand' instruction. To start playing cards press In the joystick.

## The Card View

The cards for each player are shown face up or down as appropriate on each side of the card table.

When it is you turn to play, a highlight is shown against one of your cards - this indicates the current card.

- Use the Left, Right, Up or Down joystick movements to change the position of the highlight. Press In to play the currently highlighted card.



**The card view**

## Status Information

Both the Bidding and Card views show additional status information at the top of the form.

In the Bidding view, the current part score for each partnership is shown. If a partnership is vulnerable, their symbol (North/South or East/West) is displayed in red. The current dealer is shown underlined.

In the Card view, the current contract is shown together with, for each partnership, the current trick count and trick target (the number of tricks required to make or defeat the contract). Partnership vulnerability is in red.  The declarer and penalty are shown in the top left of the screen.

## The Score Card

Bridge uses standard rubber scoring and retains full details of the current rubber, together with the accumulated results of previous rubbers. These are shown as the Ledger score.

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# The Menu System

To access the menu system, press the Options key at the bottom left of the screen.

## Next hand

This option allows you to resign from the current hand and start a new one.

## Replay hand

At any time you can replay the current hand from any point by selecting Replay hand. The Review hand view shows bids and cards played in the current hand.



**The review hand view**

The 1st lead and contract declarer are also shown in the blue region between bidding and card play. During card play, the winning card in a trick is indicated with a + symbol. This also indicates the lead to the next trick.

To replay the hand, move the highlight to the desired bid or card and choose Replay. All bids or cards from the one selected will be removed so that play can resume from the chosen position.

## Select hand

You can control which hands are dealt with the Select hand command. The Select hand view allows you to:

- Specify the Dealer - who will open the bidding for the hand.

- Change how the Cards are allocated to the players, by passing them to the left, to the right or across the table.

- Enter a Deal Number directly in the Deal No field.

- Search for Hands that match certain criteria. Select the type of hand you desire from the Find popup list. Bridge will deal hands starting with the current Deal No, evaluate partners points, bid the hand and play the hand as required to determine if it meets your selection. Once a match is found the Deal No field is updated and the result of the search shown.

Once you have chosen a Deal Number, choose the Deal menu option to discard the current hand and deal the new hand.



**The Select Hand option**

## Set Contract/Set Result

When bidding, you can set the contract directly by selecting the Set Contract command.

During card play, selecting the Set Result command enables you to complete the hand by directly setting the number of tricks made by the declarer.

## Show/Play Hint

When it is your turn, you can get the computer to suggest a bid or card by selecting the Hint command from the Move menu.

When bidding, the hint is shown with an * after the bid. During card play, the highlight is moved to the hinted card.

If you have requested a hint and the proposed bid or card is currently selected, the Hint command will cause the hint to be played.

## AutoPlay

You can force the computer to bid or play for all players by enabling or disabling the AutoPlay feature via the Move menu. This overrides the player settings in Game Preferences.

Note that AutoPlay is always disabled at the end of the auction and after the last trick has been played.

## Card Preferences

Control how the cards are used:

- **Card Backs:**                  Determines the graphics on the card backs.

- **Suit Order** and **Card Order:**    Selects the order the cards are displayed in.

- **Show Aces:**                  Determines ace high or low.

- **Show Trumps:**               Selects where the trump suit is shown.

- **Animation:**                  Selects the speed of the animation.

## Game Preferences

Control how the game is played and displayed:

- **Player Setup:**      Determines whether N,S,E or W is played by human or computer AI. You can also force a computer players cards to be displayed. (The cards for human players are always shown face up. Dummy's cards are always shown after the 1st lead in a hand)

- **Human partner plays contract:**      Allows you to play the hand when you are dummy, rather than your computer partner

- **Complete tricks automatically:**      If there is only one card you can play, this option plays it for you

- **Collect tricks automatically:**      If you want completed tricks to be cleared automatically from the table select this option

## Bidding Conventions

Select the Bidding Conventions command to set the bidding system and optional conventions used by each partnership. The optional conventions are set up by choosing the 'Details' menu command.

Note: If you change these settings, the current hand will be re-dealt to enable the new settings to be applied.

A partnership can adopt either of 2 common bidding systems - ACOL and Standard American. Also, there are 5 optional bidding conventions that can be selected. These are described in the Chapter 2.

## Score card

Displays the current rubber score.

To reset the Score Card, removing all scores including the Ledger, press the Clear button. If you confirm this action, the current hand will be re-dealt so that bidding and play can take account of the new values for vulnerability and part score.

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