

Road to BRIDGE™ a trademark of



## ACADEMY OF INTELLECTUAL GAMES

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### **1. Road to BRIDGE™ description.**

**Road to BRIDGE™** is a card game for families and parties, as well as tournament competition.

Skills: math, logic, probabilities, and strategic thinking.

Ages: 6 years to adults.

Players: 2-7.

Playtime: 30 minutes to 2 hours. Time can be controlled by reducing the number of levels. There are 13 levels in a full-scale game.

### **2. Short overview.**

**Road to BRIDGE™** uses the elements of Contract Bridge. However, prior knowledge of bridge is not required.

A deck of 52-cards (no jokers) is used. The game starts at the first level with just ONE card dealt to each of four sides of a rectangular table (bridge players like to name them West, North, East, and South). After every player has had his or her chance to be a dealer, the game moves to the next level until all 52 cards are in play (13<sup>th</sup> level). On this last level, the game most resembles the playing set-up of Contract Bridge. On the “Road to Bridge,” players of all ages will have their share of success and disappointment, since the game provides some chances to win for every player. Players with different sets of skills playing against each other will have many opportunities to use their wits, logic, and strategic thinking while trying to score more points than other players at the table.

TIPS: The higher the level, the more opportunity for a skillful player to win. With this in mind, the **Road to BRIDGE™**, by agreement, could be set-up to be played only on specific levels (like from 1 to 5, or 5 to 10, etc.), providing the most fun and challenging environment for all



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players in a group. Between just two players, we recommend the “Slam pursue” variation, which is described in paragraph 4.

### 3. *Short Internet rules for 2 players.*

**When you are the *Dealer***, you must choose your ***Contract***: the number of tricks you can take in your direction (both open hands), plus any suit of your choice to be a master suit (*trump*) or NO master suit (*no-trump*). The opening lead will always come from the opponent to your left. Your primary goal for the duration of the hand is to make your contract. You will receive 100 points for each trick of the successfully made contract plus 20 points for any extra trick.

**Example:** you called for a contract of 5 tricks and made 7 tricks. Your score is  $5 \times 100 + 2 \times 20 =$  plus 540; therefore, the Defender’s score is minus 540. If you fail to make your contract, you will receive the minus score and the defender the plus (see example below).

**When you are the *Defender***, your primary goal for the duration of the hand is to defeat the contact called by the Dealer by scoring more tricks in your direction than the Dealer predicted. You must select any one card from your hand as the opening lead. After the dealer selects the card to play from the hand on your left, you will see all 4 hands at the table. You will receive 100 points for each trick the dealer is short of in making his or her contract. **Example:** the Dealer called for a 5-trick contract, but made only 3 tricks. Your score is  $(5-3) \times 100$  plus 200, and the Dealer’s is minus 200. If the Dealer makes the contract, you will have a minus score and the Dealer the plus score (see example above).



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Road to BRIDGE™ uses exactly the same terminology as a full-scale bridge game or SoloBRIDGE™ for 3 or 4 players (which could be the next logical step in the mastering of the bridge game).

### **4. The “SLAM pursue” variation of Road to BRIDGE™.** *This variation is recommended for 2 players.*

The game starts by having each player draw one card from the deck. The player who holds the higher card will start as the Dealer.

As the name suggested, this variation has the **small** and **grand SLAM** bonuses. **Grand SLAM** is a contract to take all available tricks and **small SLAM** is a contract to take one trick less than all tricks available in this deal. Example: on the 9<sup>th</sup> level, when 9 cards have been dealt between North-South and East-West, then a contract to take 8 tricks is a small SLAM and a contract to take all 9 tricks is a grand SLAM.

For a bid and made small SLAM, the Dealer gets a bonus: the right to repeat *the same level* as a Dealer one more time. For a bid and made grand SLAM, the bonus is the right to repeat *the same level 2 more times*. Obviously, the slam bonuses are no longer available during the bonus round(s).

With the SLAM bonuses in mind and, based on his standing against his opponent, the Dealer will call the number of cards to be dealt in each of 4 directions (any number from 1 to 13). The lower the level, the more chances for the Dealer to get a slam bonus; however, the higher level rounds have more points-earning potentials than the lower level rounds. (TIPs: to maximize your points-making ability, do not go below the 7<sup>th</sup> level.) Next,

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the Dealer will deal the number of cards equal to the chosen level to the 4 sides of the table. Assuming that Dealer always occupies the South direction, he turns cards dealt to the North-South face up and chooses his contract (see the rules in bold face type above). Only after that, his defense partner, sitting in the West direction of the table, will make the opening lead.

Players will take turns at being the Dealer. The suggested length of one unit of play is 4 deals (or 2 times at being the Dealer for each player).

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