



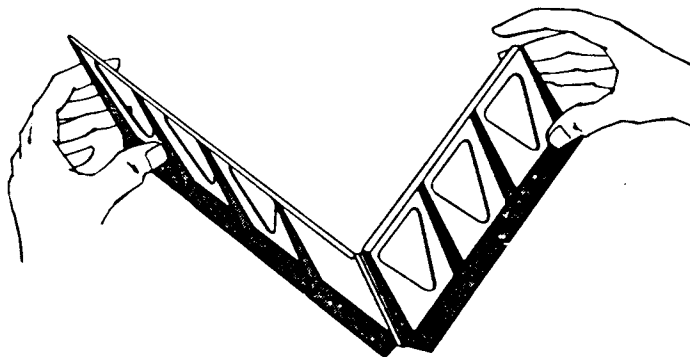
BRIDGE FOR TWO

AND
DOUBLE DUMMY
DIRECTIONS

Chas. H. Goren

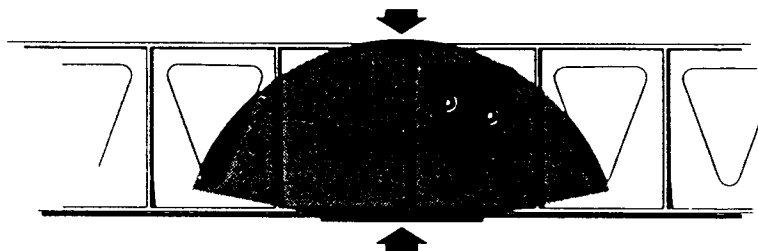
BRIDGE FOR TWO TO SET UP THE DUMMY RACKS

The two long plastic "Dummy Racks," one RED and one BLACK are used as card holders in this game. They are "hinged" in the center.



GRASP EACH END OF RACK AND SWING IT OPEN

Flex it back and forth to loosen hinge and snap the hinge into the 2 hooks on the back of a Fan-Shaped Card Holder. Put the Hinge into the Top Hook first, and snap it over the Bottom Hook.



When finished playing, the racks may be taken apart and folded for storage in the box.

DIRECTIONS

ALL THE BASIC RULES FOR CONTRACT BRIDGE APPLY.

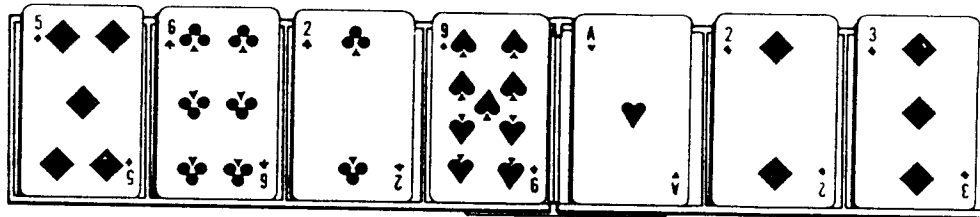
In BRIDGE FOR TWO, it is assumed that the players know the rules of Contract Bridge. The players sit next to each other, not opposite. Each places his "Dummy Rack" on the table opposite him, where his partner usually sits.

The playing cards are a standard Bridge deck. The Goren Point Count System in bidding values the Ace as "4," King "3," Queen "2," and Jack "1." These numbers have no significance in the play of the game, but are an aid in counting the point value of the hand. As a convenient reference, a partial summary of the GOREN POINT COUNT system is printed on one of the "JOKER" cards.

THE DEAL

As in four-handed Bridge, the dealer shuffles and deals four hands, two to the players and two into the racks, one card at a time. The cards dealt to the "Dummy Racks" are PLACED in THE COMPARTMENTS IN A SPECIAL SEQUENCE, as follows:

1. The first SIX cards dealt to each rack are placed ONE TO A COMPARTMENT, FACE-DOWN. LEAVE the CENTER compartment empty so that a rack contains 3 face-down cards on each side of the center, a total of six DOWN Cards.
2. The NEXT six cards dealt to each rack are placed FACE-UP, ONE TO A COMPARTMENT, over the down cards.
3. The thirteenth card in each rack is placed FACE-UP in the center compartment.
4. At the end of the deal, both players should have 13 cards. In each "Dummy Rack" there should be 13 cards, one FACE-UP card covering one FACE-DOWN card in each of 6 compartments, and one FACE-UP card in the center compartment.



5. The cards in the "Dummy Racks" MUST REMAIN AS DEALT, **NOT** rearranged according to suits as in the four-handed Bridge dummy.

THE BIDDING

Bidding is as in the regular four-handed game, EXCEPT there can be NO bid or response from the dummy hands. Dealer bids first, and opponent has an opportunity to bid. Should the opponent pass, or thereafter, when one player passes, there can be NO FURTHER BIDDING.

THE PLAY

All the Bridge rules for playing the hand apply. The opening lead is from the declarer's left, either from the opponent's hand or the opponent's dummy, as the case may be.

1. Only the FACE-UP cards in the dummies can be played on each trick.

2. AFTER a trick of four cards has been played, if a card played from either dummy left an exposed card FACE-DOWN, then that down card is immediately turned FACE-UP, and is available for play on the next trick.

3. If a dummy has no FACE-UP cards of the suit led, the player may trump or discard as he chooses. If a card of that suit is later turned up (as rule 2 above), he has not revoked (reneged).

4. If there is a choice of 2 or more playable cards in the Dummy Rack, any of the exposed cards may be played, that is, a player may choose a single card or one that uncovers a down card.

THE SCORING

Scoring is exactly as in Contract Bridge. For convenience, a scoring summary is listed on page 8.

ADVICE ON PLAYING "BRIDGE FOR TWO" THE BIDDING

1. In general, **OVERBID!** The basic principles of evaluating your hand still apply. A player may expect, on the average, that his dummy's hidden cards will add three to four points to the exposed cards. Moreover, the sequence of play allows a player some control on manipulating his short suits.

2. Decide your contract **EARLY** in the bidding. Your opponent may pass, leaving you underbid in a game or slam hand.

THE PLAY

1. Finesses are easier since covered cards may contain the key to their success. Also, play your Kings and Queens fearlessly since the higher outstanding cards may be hidden and unplayable.

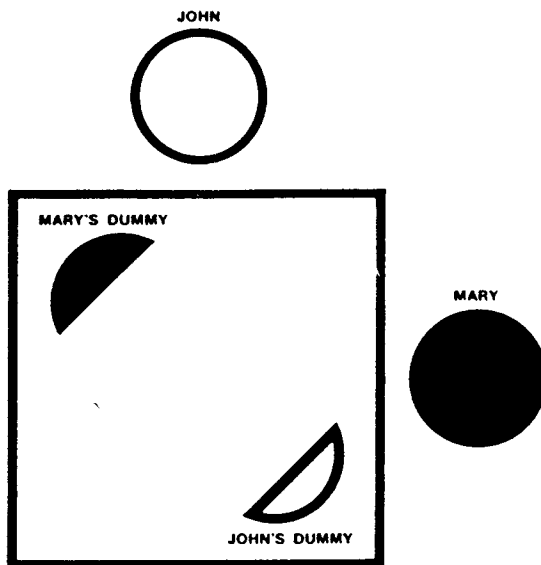
2. When you wish to keep the dummy void of a suit, play those cards.

3. When you are desperately anxious to take tricks, play the cards that expose others, even if this means that you must follow suit with an unnecessarily high card.

4. Slams are virtually impossible, but "games" come up far more often than you might expect.

DOUBLE DUMMY BRIDGE

As in regular Bridge for two, it is assumed that the players know the rules of Contract Bridge. The players in these directions, whom we shall refer to as John and Mary, sit at right angles to each other, not opposite. Each uses one of the "Fan Shaped" card holders.



THE DEAL

As in four handed Bridge, the dealer shuffles and deals four hands face down on the table, 13 cards in each hand. John's Own hand is in front of him, his Dummy hand is across the table from him. Mary's cards are similarly placed.

BIDDING

1. To explain the bidding: Let us assume that John is the dealer. He picks up his Own hand, looks at it secretly, and makes a bid or passes. Mary looks at her Own hand and makes a bid or passes.

2. John now picks up his Dummy hand, that is the hand that is on the table opposite him, arranges the cards in it secretly and places them in his Fan-Shaped card holder. He places the holder on the table opposite him to the LEFT, so that Mary can not see the faces of the cards. (See diagram). He then makes a second bid or passes, as he chooses. Mary does the same with her Dummy hand, placing her card holder opposite her and to the RIGHT so that John cannot see the cards. She then makes a second bid or passes.

3. John now makes a third bid or passes just as the game is played with four instead of two players. The bidding continues until there are three consecutive passes, as in regular Bridge. One of the features of this game is that the players make their first bid without seeing the cards in their Dummy hands and can change it as they wish, after they have seen their Dummy's cards.

4. The deal changes for each new hand from one player to another.

5. When Mary deals, she bids first after looking at the cards in her Own hand. John however, looks at the cards that go in his Dummy hand for his first bid or pass. Then Mary bids her Dummy hand, and John continues with the cards on the table in front of him, his Own hand.

THE PLAY

1. If John is the Declarer (gets the bid), Mary plays a lead card from her Own hand, John follows from his Dummy hand, Mary from her Dummy hand and John from his Own hand.

2. Had Mary been the Declarer, the leading card would have come from John's Dummy hand, followed by one from Mary's Dummy hand, etc. around the table.

3. If John's Dummy had been the Declarer, Mary would have led from her Dummy hand.

4. If Mary's Dummy had been the Declarer, John would have led from his Own hand... As in Regular Bridge, the Hand or Dummy that wins the trick leads to the next.

5. After the hand is played, players keep their score as they do in Regular Bridge.

"Double Dummy Contract Bridge is the most realistic 'Bridge for Two' game that I know of, especially for experienced players. I also recommend it for couples who wish to improve their Contract Bridge game."

Chas. H. Goren

SCORING

POINTS FOR EACH TRICK:

	Not Doubled	Doubled	Redoubled
Clubs or Diamonds	20	40	80
Hearts or Spades	30	60	120
No Trump—1st Trick	40	80	160
No Trump—remaining Tricks	30	60	120

Points Needed for GAME—100

A player is **VULNERABLE** when he has won a game.

First player winning two games wins a **RUBBER**.

RUBBER BONUS . . . 700 points for a 2 game rubber
500 points for a 3 game rubber

For Unfinished Rubber . . . Score 300 points for one game
Score 50 points for part-score

PREMIUMS

HONORS BONUS—(Honor cards must be held in **ONE** hand)

Four of Suit bid . . . 100

Five of Suit bid . . . 150

If No Trump, All 4 Aces . . . 150

BONUS for making doubled or redoubled contract . . . 50

BONUS for bidding and making **SLAM**:

	Not Vulnerable	Vulnerable
Small Slam (bid of 6) . . .	500	750
Grand Slam (bid of 7) . . .	1000	1500

OVERTRICK BONUS:

Not Doubled—Trick values shown above

Doubled . . . 100 each Trick . . . 200 if Vulnerable

Redoubled . . . 200 each Trick . . . 400 if Vulnerable

UNDERTRICK PENALTY (Scored by opponent)

Not Vulnerable, not doubled—50 for each Trick under.

Not Vulnerable, doubled—100 for 1st Trick, 200 for each additional Trick under.

Not Vulnerable, redoubled—200 for 1st Trick, 400 for each additional Trick under.

Vulnerable, not doubled—100 for each Trick under contract.

Vulnerable, doubled—200 for 1st Trick, 300 for each additional Trick under.

Vulnerable, redoubled—400 for 1st Trick, 600 for each additional Trick under.