

BRIDGE FOR THREE (For 3, 4, or 5 Players)

An exciting, fast playing bridge game that scores differently and simply for 3, 4, or 5 players with one winner. It is strictly cutthroat in the bidding, but it creates a variety of partnerships against declarers after the bidding. The new and novel scoring system forces players to bid daringly, and sometimes play with exuberance.

OBJECT OF THE GAME: To be the first player to bid, play, and score a cumulative net eleven bid tricks in cutthroat fashion.

TO SET-UP THE GAME

1. Place plastic platform in center of table so players sit on three sides with long "Bidding Slots". Diagram #1 explains its sections.
2. Remove the deck of cards and shuffle.
3. Place pegs found under the cards in starting positions for three players shown in diagram #2. For three players, six pegs are needed. Four players use ten pegs, as in diagram #3 and five players need eleven as shown in diagram #4.
4. Assign a number 1, 2, or 3 to each player in the three player game and 4 and 5 when applicable.

TO PLAY THE GAME:

1. Player assigned number 1 is the dealer for the first hand, player number 2 the second dealer etc. The cards are shuffled, cut, and ready for deal.

2. The deal goes to the dummy hand first in the following manner.

- A. The top card of the deck is placed flat face up in the middle of the Dummy Holder area. (#9 in diagram #1)
- B. The next four cards are counted off and placed face down in front of player to left and in front of his individual slot for dummy bidding. (#10 in diagram #1)
- C. The next four cards are placed in the same manner in front of the next clockwise bidding slot.
- D. The next four cards are placed face down in front of the dealer's bidding slot.

3. Each player places these four cards in front of him into his bidding slot in an upright position with his cards facing him and hidden from opponents.

4. The dealer then gives each of the three players thirteen cards, face down, one at a time, again clockwise, thus using the full deck.

BIDDING

1. Each player determines the strength of his own hand (13 cards) and the combined strength of his hand and dummy as a partner IF HE WINS THE BID.
2. Each player has knowledge of 5 cards of the 13 card dummy hand (4 upright facing him and one face up in the middle). Opponent bidding may also be a key to dummy strength and bidding strategy.

3. Dealer is first to bid or pass. Bidding follows clockwise as in regular bridge bidding; except, each player bids for himself only. Bidding continues until two players pass after a bid. If all players initially pass, the deal passes to the next numbered player.

4. Either of two opponents may "double" a bidder. A declared double is playing for a gain or loss of twice the number of tricks in the contract. For example, declarer doubled in two spades and takes eight tricks thus making his two spade contract moves his peg ahead four spades instead of the regular two, on the scoring peg area.

5. Re-doubling is not allowed.

6. Player winning the contract puts his own hand face down on the table and keeps it separate, while taking the center card plus the twelve cards from the three bidding slots to make a dummy hand without opponents seeing it.

7. Declarer then places himself at the table opposite the dummy holder. (This may require his changing seats with another player.)

8. Declarer sets the 2 pegs in the bid area to record his contract.

9. Player to the left of declarer leads.

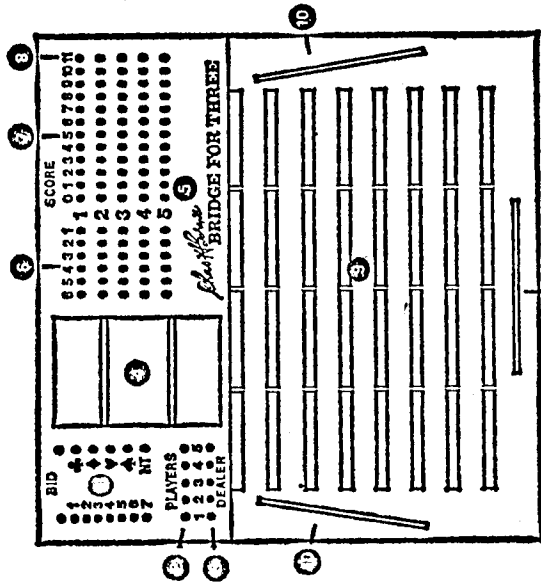
10. Declarer places dummy hand in dummy holder as in diagram #5 and picks up his own hand. Play continues as in contract bridge.

SCORING

1. Declarer scores one point and moves his scoring peg ahead, toward the eleven hole, the number of holes for each trick he bid and made. Example: 4 spades bid and made (total 10 tricks won) scores 4 points and players scoring peg moves 4 holes ahead.

2. Declarer cannot peg for over-tricks won. Example: 4 spades bid and 6 spades made (total 12 tricks won) still scores 4 points and player's scoring peg moves 4 holes ahead.

DIAGRAM #1

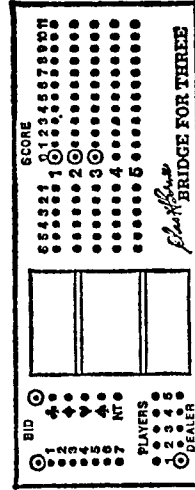


EXPLANATION OF PLAYING PLATFORM SECTIONS

- #1 BID KEEPER
- #2 PLAYER KEEPER
- #3 DEALER KEEPER
- #4 STORAGE WELL FOR CARDS AND PEGS
- #5 SCORING AREA
- #6 NEGATIVE SCORING AREA
- #7 POSITIVE SCORING AREA
- #8 WINNING HOLE LANE
- #9 DUMMY HAND HOLDER
- #10 INDIVIDUAL SLOT FOR DUMMY BIDDING

DIAGRAM #2

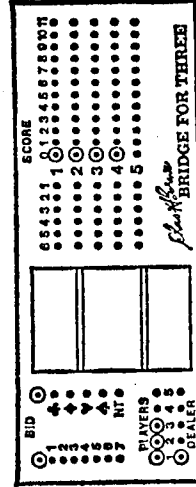
⊙ indicates position of pegs



STARTING PEG POSITIONS FOR THREE PLAYERS

DIAGRAM #3

⊙ indicates position of pegs



STARTING PEG POSITIONS FOR FOUR PLAYERS

C. The next four cards are placed in the same manner in front of the next clockwise bidding slot.

D. The next four cards are placed face down in front of the dealer's bidding slot.

- Each player places these four cards in front of him into his bidding slot in an upright position with his cards facing him and hidden from opponents.
- The dealer then gives each of the three players thirteen cards, face down, one at a time, again clockwise, thus using the full deck.

BIDDING

- Each player determines the strength of his own hand (13 cards) and the combined strength of his hand and dummy as a partner IF HE WINS THE BID.
- Each player has knowledge of 5 cards of the 13 card dummy hand (4 upright facing him and one face up in the middle). Opponent bidding may also be a key to dummy strength and bidding strategy.
- Dealer is first to bid or pass. Bidding follows clockwise as in regular bridge bidding; except, each player bids for himself only. Bidding continues until two players pass after a bid. If all players initially pass, the deal passes to the next numbered player.
- Either of two opponents may "double" a bidder. A declared double is playing for a gain or loss of twice the number of tricks in the contract. For example, declarer doubled in two spades and takes eight tricks thus making his two spade contract moves his peg ahead four spades instead of the regular two, on the scoring peg area.
- Re-doubling is not allowed.
- Player winning the contract puts his own hand face down on the table and keeps it separate, while taking the center card plus the twelve cards from the three bidding slots to make a dummy hand without opponents seeing it.
- Declarer then places himself at the table opposite the dummy holder. (This may require his changing seats with another player.)
- Declarer sets the 2 pegs in the bid area to record his contract.
- Player to the left of declarer leads.
- Declarer places dummy hand in dummy holder as in diagram #5 and picks up his own hand. Play continues as in contract bridge.

SCORING

- Declarer scores one point and moves his scoring peg ahead, toward the eleven hole, the number of holes for each trick he bid and made. Example: 4 spades bid and made (total 10 tricks won) scores 4 points and players scoring peg moves 4 holes ahead.
- Declarer cannot peg for over-tricks won. Example: 4 spades bid and 6 spades made (total 12 tricks won) still scores 4 points and player's scoring peg moves 4 holes ahead.
- Declarer failing to make contract or being "set" loses one point for each trick set and moves his scoring peg that number of holes back toward the minus 6. Example: 4 spades bid one made (total 7 tricks taken needed 10 so down 3) so player's peg moves 3 holes backward.
- Players cannot peg more in the "hole" than minus 6. When a player bids and gets set from the minus 6 hole instead of him going further in the hole, all opponents move ahead the number of holes equal to the number he was set. When declarer bids close to the minus 6 hole and gets "set" a number of tricks that would take him below the minus 6, he moves his peg to the minus 6 hole and all opponents move ahead the number of holes to make up the difference.
- The first player to peg to the No. 11 hole is the winner of the game. If 2 or more players tie in reaching the No. 11 hole, the game ends in a tie.

TO PLAY WITH 4 PLAYERS

Playing with 4 players is basically the same as with 3, except a peg is added for the #4 line in the scoring area and 3 pegs to the section marked players. Three of the four players take turns in playing according to the movement of the pegs in the player's line as read below. The dealer's peg moves also to keep track of the dealer as with 3 players.

The 5th and succeeding hands would repeat the hands.

In the game of 4 players, the player sitting a hand 1st hand — Player 1, 2, & 3 Dealer 1; 2nd hand — Players 2, 3, & 4 Dealer 2; 3rd hand — Player 3, 4, & 1 Dealer 3; 4th hand — Players 4, 1, & 2 Dealer 4.

TO PLAY WITH 5 PLAYERS

Playing with 5 players is basically the same as with 4, except a peg is added to the scoring area for the number 5 player. Three of the 5 players take turns in playing according to the movement of the pegs in the players line as read below.

As in the game for 4 players, the players "sitting" out get advanced the same number of spaces as the "sitting" partners when declarer goes more than 6 in the hole.
1st hand — Players 1, 2, & 3 Dealer 1; 2nd hand — Players 2, 3, & 4 Dealer 2; 3rd hand — Players 3, 4, & 5 Dealer 3; 4th hand — Players 4, 5, & 1 Dealer 4; 5th hand — Players 5, 1, & 2 Dealer 5.

EXPLANATION OF PLAYING PLATFORM SECTIONS

- BID KEEPER
- PLAYER KEEPER
- DEALER KEEPER
- STORAGE WELL FOR CARDS AND PEGS
- SCORING AREA
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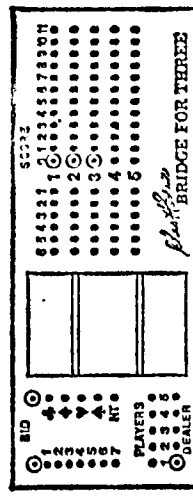
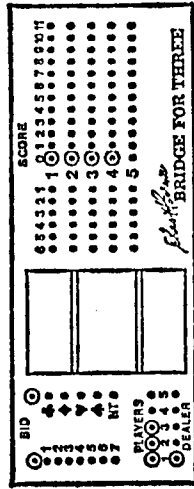


DIAGRAM #2

Indicates position of pegs

STARTING PEG POSITIONS FOR THREE PLAYERS



STARTING PEG POSITIONS FOR FOUR PLAYERS

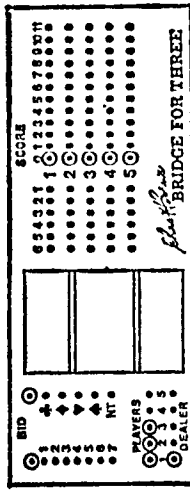


DIAGRAM #4

Indicates position of pegs

STARTING PEG POSITIONS FOR FIVE PLAYERS

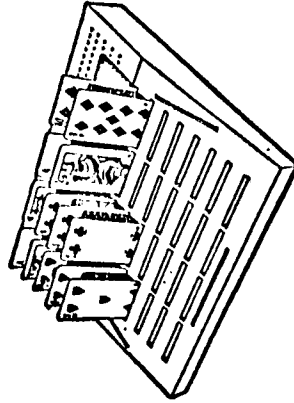


DIAGRAM #5