



# wizBridge<sup>+</sup>

## A beginners guide

Bridge is widely recognised as being the 'King' of card games, requiring a myriad of skills; Memory, logic, mathematics, communication, and yes, a little bit of gambling too. It can takes years to learn, and a lifetime to master.

WIZBridge+ has simplified the game, so that users can start to play within minutes, and then progress with the app to master the most exciting part of Bridge, which is the actual card-play.








Let's start at the very beginning  
... a VERY good place to start

**Bridge**, is a variant of Whist. It's a trick taking card game played by four players, in two competing partnerships, with partners sitting opposite each other around a table (Usually referred to as the compass points – North partnering South against East and West)

In Bridge, the first thing that happens after the cards are dealt (full deck – all 52 – 13 to each player) is that the players take part in an 'auction', to determine which suit (if any) will become the Trump suit, and the 'winners' of the auction need to declare how many tricks they intend to make in the game. If they 'make' this number, they gain points. If they fail, the opponents (defenders) get points.

# Tricks & Trumps ... what are these ?


A trick is 4 cards, played in sequence by the 4 players. Say West starts off with the , and North plays the . Now east plays the  and South has the choice of  or . There's no need for South to play the Queen, as his partner North is already winning the trick with the Jack. So South can play the Three of Diamonds (annotated in print as 3D) and it's one trick to North South (NS). North won the trick, so he starts play for the next trick.

Say Spades are trumps. North leads the . Now West plays the  and it's south's turn. South has got this hand:



**Please stop to think what south should play before scrolling on**



If you chose  then you're quite correct. As South has no hearts, even the lowly trump 2S beats the AH.

That's the basis of Whist, and that's the basic foundation of Bridge. All the cards are played, trick by trick. There are therefore 13 tricks to be had, and it doesn't require college mathematics to see that one side HAS to win, as the smallest margin can be 7:6 to one of the partnerships.

We mentioned that in Bridge, there is an 'Auction' between the partnerships to decide on Trumps. WIZBridge+ dispenses with this **(highly complicated)** part of Bridge, and allows the player (IE you!) to decide on the Trump suit

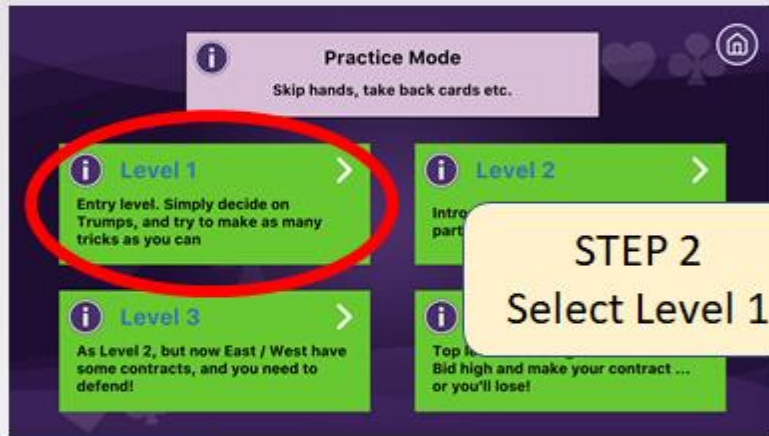
# OK ... so let's start playing WIZBridge+

On the Home page select Practice Mode

Then on the next page select Level 1



STEP 1  
Select Practice Mode



STEP 2  
Select Level 1

STEP 3  
Count your points



**Level 1 is the 'entry' level for playing WIZBridge+. Very few ... indeed no rules at all. You simply need to make as many tricks as you can ... and you don't have to set a target. Simply make 7 tricks or more!**

This is the next screen you see. The first thing you need to do is to evaluate your hand by declaring your point count. The cards that 'count' are the A,K,Q and J of a suit – also called the 'Honour' cards. A is worth 4Pts, K 3Pts, Q 2Pts and J is 1Pt. 10Pts per suit .. that's 40Pts in total in the pack.



You'll note on the left of the screen you've got the point count reminder.

On the right is the 'dealer' indicator. Dealer was N, (see the arrow) and he declared 11Pts. Next E declared 9, and it's now up to you to declare for S.

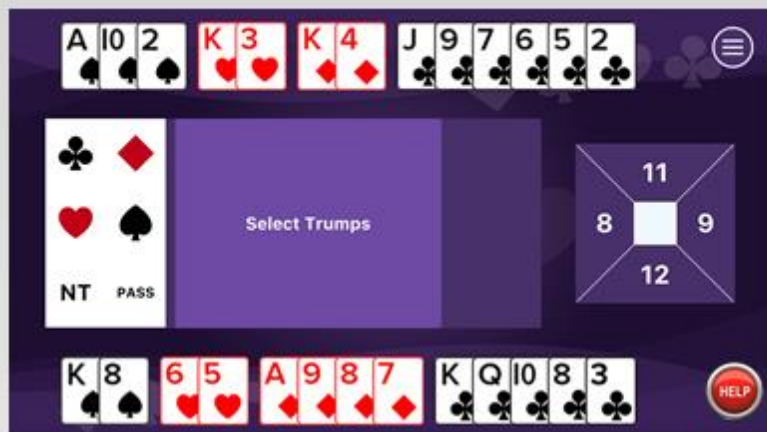
**PLEASE NOTE: In WIZBridge+ you are always seated as South**

OK – so let's start counting. One Ace (4pts) ... 2 Kings (2 X 3 = 6Pts) and one Queen (2Pts) 12Pts in total – key that in and touch Enter.

Your 12 and partners 9Pts mean you (IE NS) have the majority of points, so you become the Declarers. **(BTW ... that's to be expected ... as in Level 1 of WIZBridge+ we've fixed it that NS are always the declarers 😊 )**



Touch the 'Bid & Play' button and lets get to the interesting part ... choosing trumps.



In order to choose Trumps, you need to know which is your sides' best suit. So the N hand is revealed to you (at this point ONLY to you .. EW cannot see it ... nor can they see your cards) Let's look at all the possible options. Starting from left;

**SPADES** – We've got The A & K ... that's good. But only 5 spades in total.. meaning they (EW) have 8 Spades. Not a great choice for trumps

**HEARTS** – Looks even worse. Only the K, and 4 hearts in total.

**DIAMONDS** – AK ..nice .. But only 6 cards .. So EW have the majority

**CLUBS** – Whoopee. Look at that suit. OK .. We're missing the top card, but then we've got 11 in total ... in fact only missing the AC and the 4C. The clear choice for Trumps ... and we'll explain why in a minute

**NO TRUMPS** – In order to play (successfully) in NT, you must have 'controls' (that's the 'honour' cards ... AKQJ) and these must be 'protected' by suitable smaller cards. Let's look at the next screen which will explain it all ... but first let's confirm the choice of Trumps ... Clubs!



South) is called the 'Declarer', and you (S) control the play of the cards from both S & N. Touch the 'go' button



Before we discuss how to play the hand with Clubs as trumps .. lets show you why it would have been foolish to play in NT. N is dummy, so the lead will come from West. Imagine W leads the QH. What do you do? Play the K ... E wins with the A. He continues with the J, which clears the Hearts from dummy. He doesn't know that South is also out, but he continues with the 9 ... which reveals this! W overtakes the 9 with the 10, plays the 8, then finally plays the 2 which E wins with the 7, and E still has the 4 to play .... First 5 tricks to the opposition, and the AC still to come!!!

You'll note that as soon as you choose Trumps, one of the hand gains a green band behind it. This is to simulate the 'green felt' of the card table, as this hand is exposed now for everyone to see (including EW), and it's called the 'Dummy' Dummy's partner (which in this hand is you,



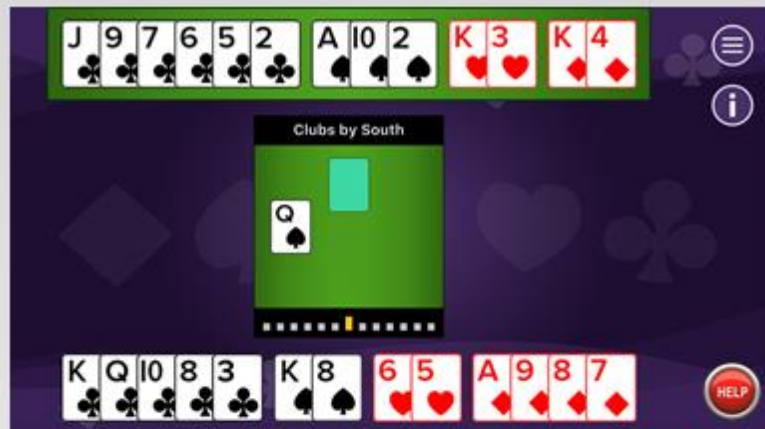


But ... we've chosen Clubs. So let's plan what we're going to do. (During normal play you do not have sight of the EW hands that we showed you previously – also note that the Trump suit has been moved to the left – so in case you ever forget what are Trumps you'll always know!)

When 'planning', it's a good idea to look at which tricks we're going to definitely lose.

In Clubs, we'll definitely lose one trick to the AC (It's the top Trump ... so it's **absolutely inevitable!**) In Hearts, we could lose two tricks. In Diamonds and Spades, we shouldn't lose any, as we have the AK in both suits, and we could trump any other cards led in those suits .... as long as we have trumps left!!

And this is where the planning comes in. We must plan to play the cards in such a way to maintain control ... as far as we can ... and as far as EW will allow us. Don't forget .. that they are trying to minimise the number of tricks we make. Touch the 'go' button on the 'table' to continue



W has led QS. Let's talk this through:

Say we play 2S from N, and E follows suit with a spade, and we win with the KS. What next?

First thing to do is to flush out the AC. Play a small Club from S, W follows with the 4C, play the 5C from N, and 'BINGO' ... the AC comes from E !

So that's all the Clubs out ([remember ... they only had two and you had 11](#))

The rest is fairly easy. East plays the 6D. You now win two rounds of Diamonds, two rounds of Spades, finishing off with a third round of Spades which you trump in the S hand. Now ... You play a small Heart from S hoping the AH is with W. W plays the 2H. You put in KH ... but alas, the AH was with E and you lose. They take one more round of Hearts, but that's their lot. You've lost the AS, and two Heart tricks. 10:3 to the good guys! Far ... FAR better than playing in NT and only winning by 7:6



## The question is ... could we have done any better?

The 10 tricks are virtually guaranteed when you look at this hand. But is there an 11<sup>th</sup> lurking anywhere? Let's have a look: On the left is the table after trick 4. So far we've lost one trick (to the AC) and it's us to play from the South hand

If you recall, the QS was led at trick 1, which you won with the KS. You've got AS & 10S on the table, so there's only the JS missing of the 'top' spades. If the JS is with West, you could play 8S now. If West plays it, you win with AS and the 10S becomes a 'boss' card, which you can then play and ditch one of your losing hearts. If W doesn't play it, you put the 10S in, which wins the trick, and ditch the Heart from South on the AS. Whichever ... it's **Hey Presto ... you've found an 11<sup>th</sup> trick!!**

But ... is there a danger in this plan? What happens if East has the JS, and you play the 8S from S, playing 10S from dummy, and east takes the trick with JS?



It's not really risky, as you'll still make your 10 tricks. If East wins JS, the trick score is now 3:2 But ... what will East lead back? A Spade? – you 'ditch' a losing Heart from S, winning with the AS

He leads a Diamond? That's OK too. Play 8D, then

Trump it in Dummy; now play the AS and ditch a heart. He leads a Heart ... which one does he lead? The A? – your KH becomes a master. He leads a small heart? – If West plays AH, your KH is master. West also plays a small heart, your King wins.

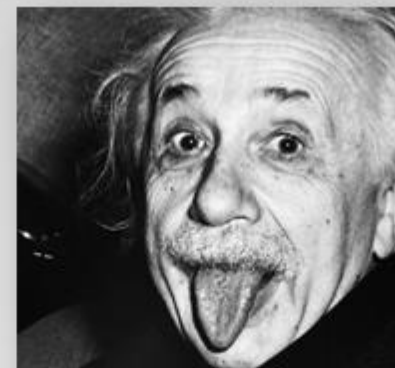
**So in this particular hand, looking for the extra trick does not cost, and can only gain. Playing 8S to the 10S, hoping to 'capture' the JS is called 'Taking a Finesse', and CONGRATULATIONS 😊 ... it worked, and you did indeed make 11 tricks. And a good job too ... as Robot played the same way and also made 11. Game drawn – well done!**

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Hand Result	
 Sam Smith	 WizBridge+ Robot
Clubs	Trumps
11	Tricks Made
	Margin
3	Points Earned
11	Drawn
	Clubs
	11
	N/A
	11


Score Card >

As a famous man once said ...



# *That's all there is to it!*

It really isn't complicated. Remember these few pointers, and you'll soon become proficient in ... and addicted to ... WiZBridge+

- Use the  Memory Joggers to help you remember which cards have gone, which are still out, and where 'hidden' cards are more likely to be. Use the 'undo' and 'see all hands' features (in Menu) to help you along
- Remember – WiZBridge+ is a 'solo' game. Nobody is watching you, or judging you. **YOU WILL MAKE MISTAKES!!** – we all do. But the longer you play, and the more you learn, these mistakes will become less frequent.
- Once you've got the hang of it, try progressing to 'Strict-Rules' mode, where some of the help features are disabled.
- And whenever you're ready, try to progress to Level 2, then 3, which brings in some more interesting and challenging features from the wonderful game of Bridge.