



# wizBridge<sup>+</sup>

## A guide to Level 2

In Level 2 a player is introduced to two fundamental concepts in the game of Bridge.

- 1 The 'Trick value' and 'Rank' of the suits (including No Trumps)
- 2 And also 'Part Score', 'Game' and 'Slam' bonuses.

These enhance the challenge, and the fun, of playing WizBridge+

# Suit 'Rank' and 'Trick Value'

In Bridge, the suits are ranked as follows (in ascending order)

Clubs, Diamonds, Hearts, Spades and No Trumps

Clubs and Diamonds are referred to as the 'Minor' suits, while Hearts and Spades are the 'Major' suits.

**The actual 'order' of the suits has a relevance in Bridge, and indeed in Levels 3 & 4 of WiZBridge+. However in Level 2 of WiZbridge+ we only need to remember Minor, Major and No Trumps**

Once 'Trumps' have been decided, all the tricks (over and above the first 6 tricks) are awarded points ... as follows:

Minor suits 20Pts per trick **(so making 9 tricks where trumps are a minor suit scores 60Pts – 20 each for tricks 7, 8 and 9)**

Major suits 30Pts per trick **(Making 9 tricks with a major suit as trumps scores 90Pts – 30 each for tricks 7,8 and 9)**

No Trumps – a little more complicated. 40Pts for trick 7, and 30Pts thereafter **(So 9 tricks with NO SUIT AS TRUMPS scores 100Pts – that's 40 + 30 + 30)**

A player must bear these values in mind when deciding on the Trumps suit. Consider this hand:



23 Combined points. Spades are a no-no ... only 3 cards in the suit, and the KS is going to fall under the AS. Clubs are reasonable, but are outshined by the two red suits

The question is – which one? You have 8 cards in each, and very similar ‘strength’ .. OK – in Hearts you have the top two, but in Diamonds you have very good ‘middle’ strength (the 7,8,9 & 10) Not much to choose between them ..

So your decision should be swayed by the potential score.

You can comfortably expect to make a minimum of 8 tricks in either suit. 8 tricks in Diamonds will score 40Pts (20 each for tricks 7 & 8) whereas 8 tricks in Hearts will score 60Pts (30 each!) Clear choice! And don't forget ... if you bid Diamonds, the Robot is sure to bid Hearts, so you are likely to lose the hand even if you make exactly the same number of tricks, but in a 'minor' rather than a 'major' suit.

**Indeed if you play in Diamonds, making 9 tricks (scoring 60Pts) you will only draw with the Robot if it makes a mere 8 tricks in Hearts**

# Part Score, Game & Slam Bonus

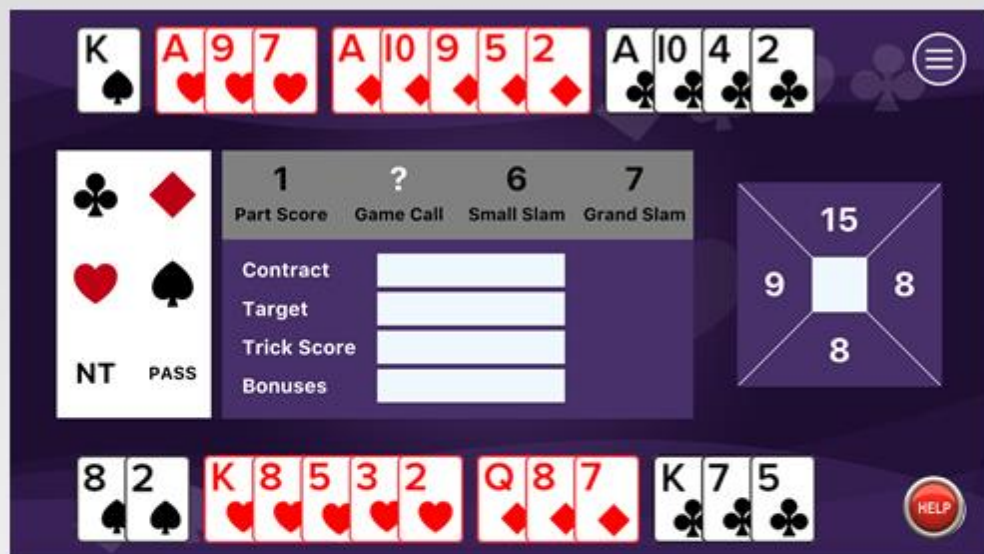
Each (successful) game is awarded bonus points. We have to explain 'Game' bonus before addressing 'Part Score' bonus.

A 'Game' bonus is awarded whenever a player 'bids' a contract which will earn him a minimum of 100Pts (In other words 'bidding' means setting himself a minimum **target** of tricks he is going to make) So you can see that:

In the Minor suits, you have to make 11 tricks to score 100Pts **(20Pts each for tricks 7,8,9,10 & 11)**

In the Major suits it's only 10 **(30Pts for each trick ... but making 9 tricks is not enough ... 10 points short of 100)**

But in No Trumps 9 tricks are enough, as you'll earn 40Pts for the 7<sup>th</sup> trick, then 30 each for 8<sup>th</sup> & 9<sup>th</sup>, 100 in total!

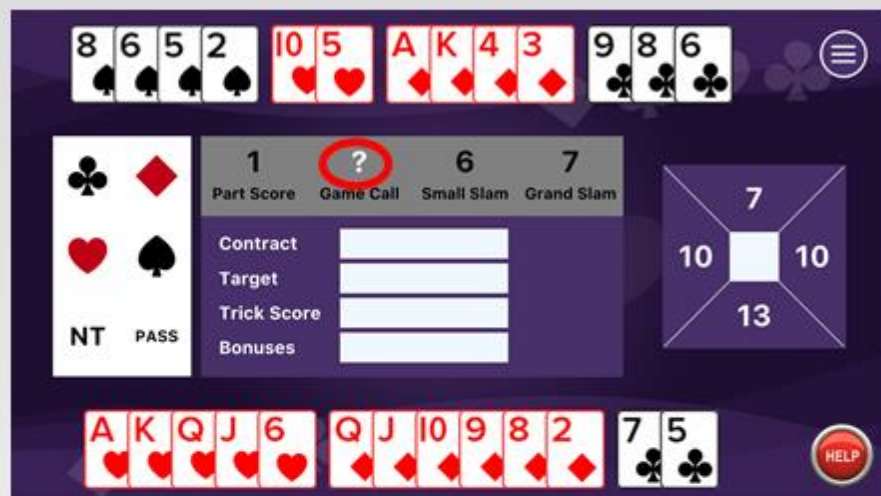


Back to this hand.

You'll recall we decided on Hearts ... but now the question is ... at what level?

The answer is you must call 'Part Score'. 10 tricks are highly unlikely ... and you need to make 10 tricks to earn a Game bonus. **By calling 'Part Score' you will earn a 50Pt 'Part Score' bonus as long as you make 7 or more tricks**

Now let's have a look at 'Game Call'



Look at this (lovely) hand. You have two possible suits for Trumps; Diamonds (the clear favourite) but also Hearts are a real contender.

You'll note that at this point the 'Game Call' number is shown as a '?', because the value of this is dependent on which suit you choose.

As soon as you choose a suit, see what happens ....



When you choose Diamonds, three things happen:



Firstly the '?' has changed to a '5' ... meaning you have to make 5 'scoring' tricks after the initial 6 non-scoring tricks – total 11 tricks

You'll also note that the Diamond suit has moved to the left (both hands – North and South) .... In Bridge, trumps are always shown on the left.

Lastly you'll note that the North hand is now shown on a 'green' background. This indicates that the North hand will be 'Dummy' if Diamonds are Trumps

If you choose Hearts, the same things happen:



The '?' has now changed to a '4' ... you only need 10 tricks in a Major suit (will score 120 if successful) Hearts are now on the left, and North will be dummy.

And finally see what happens when you confirm the bid. Here we're showing the same hand if you (unwisely!) bid Game Call in Spades



Now let's go back to the hand ... as it's decision time!



Hearts or Diamonds?  
Diamonds are 100% safe.  
Even with the wildest  
distribution of cards in the  
E/W hands, you'll make 11  
tricks every time

You've got 2 Club losers ... and that's it! 400Pts in the bag  
(100 Trick score + 300 Game Bonus)

**But what if you choose Hearts ?**

**Hearts are riskier. You've only got 7 (albeit the top 6!) If you get a Spade lead, you must trump it with the 6H, and then you are reliant on the trumps breaking 3-3 or 4-2 with E/W, to make 11 tricks.**



**It's a simple question ... are you a gambler?**

You are missing 6 Hearts. Statistically, they will split 3-3 or 4-2 84% of the time ...

... In which case you will make 11 Tricks in Hearts.

Unless ... West leads a Diamond, East trumps it, leads back a Club, West wins and leads another Diamond for east to trump.

**However, on any other lead ... and when trumps are no worse than 4-2, you'll make 11 tricks – scoring 150Pts.**

**Note that this is even better than making all 13 tricks in Diamonds, which would only score 140Pts.**

**In the words of Clint Eastwood "Do you feel lucky"**

And lastly we come to Slam bonuses.

You earn a 'Small Slam' bonus (worth 800Pts) when you 'bid' to make 12 tricks (irrelevant on which suit) And a 'Grand Slam' is worth a whopping 1300Pts ... but you need to bid, **and make**, all 13 tricks.



Going back to our hand, only a rash gambler would bid 6D on this hand. Yes, it is makeable in theory, but with two quick losers in Clubs it would be a real, and unwarranted, gamble. Settle for the guaranteed points in Diamonds, or take the lesser gamble in Hearts.

In conclusion, in Level 2 you must remember:

- Major & Minor suits earn different points, as does No Trumps
- **Trick score is more important than number of tricks made:** Making 8 tricks on No Trumps (2NT, scoring 70Pts) is better than making 9 tricks in Clubs (3C, which only scores 60Pts)
- Remember to aim for Game Bonus whenever possible
- Always think about the Robot. He'll be looking to maximise the score .... Are you??

Enjoy Level 2 of **WIZ**Bridge<sup>+</sup>