

# Memory Joggers


*The **WIZ**Bridge<sup>+</sup> answer to  
an elephantine memory*

There are 5 Memory Joggers available, to remind you of:

- The previous trick
- Original declared point count
- Current (or remaining) point count
- Missing 'honour' cards
- Total number of missing cards (per suit)

When a hand is in play, you will see this button



Touch this to reveal the Memory Joggers, which are categorised as **INFO** (open knowledge information) or  (calculated memory-related information)

**Show Previous Trick** **INFO**

From trick 2 onwards, you can select this to show the previous trick.

**Original Point Count** **INFO**

This can be requested at any time during the hand, and shows the initial point count of each of the 4 players



## **Current Point Count**

This will show you the current (IE remaining) HCP count for each of the two unseen hands

## **Missing Honour Cards**

Shows you the missing (IE yet to be played) honour cards (AKQJ) that are 'hidden' in the two unseen hands

## **Missing cards (per suit)**

And this shows you the number of cards that are still out, in the hidden hands, in the four suits

Let's show you the Memory Joggers (MJ) in action:

You are in the middle of this hand, and you've had a 'mental block' as to what and where you are up to.



How many cards are left in each suit? Easy .... use a MJ.  
8 Spades are '*out there somewhere*', you can see 4, so one spade has already gone

Missing Cards	
♠ 8	
♥ 0	Both Void
♦ 2	
♣ 8	



There are also 2 diamonds still out. Are any of them the 'honour' cards??



The answer's no!  
Phewww. That means that  
you can relax knowing  
both the K and J of  
Diamonds are sure winners

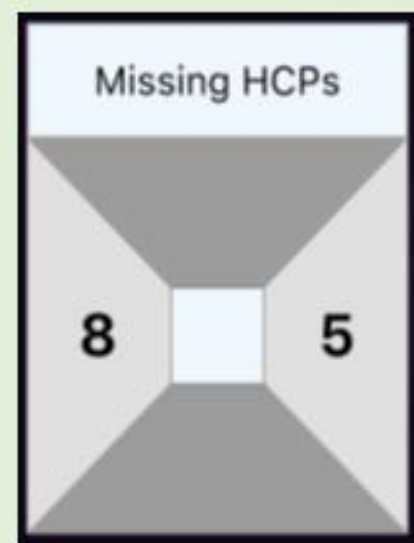




This last MJ showed that the only missing points are the AQ of Spades and the AK of Clubs.  
Any way of guessing where they are?



There is!.. And it's not a guess;  
You can know with 100% certainty!  
Look at the remaining points.  
West has 8, East has 5. The remaining  
cards can only be the two Aces with  
West, and KC & QS with East






The use Memory Joggers is **totally unrestricted** when playing in Practice Mode. Use them as often as you like ... **and don't forget, when in Practice Mode you can also take back tricks, and view all four hands by going to Menu.**


**INFO** MJ's can be used at all times, in all modes.

The use of  category MJ's is restricted in Strict Mode and Duplicate games as follows:

Strict Level 1 - 24  MJ's per set of 8 hands

Strict Level 2 - 16  MJ's per set of 8 hands

Strict Level 3 - 8  MJ's per set of 8 hands

Strict Level 4 - 4  MJ's per set of 8 hands

Duplicate Level 3 - 8  MJ's per set of 8 hands

Duplicate Level 4 - 4  MJ's per set of 8 hands



A word of advice.

Don't use the MJ's too frequently, as you're in danger of becoming dependent on them.



**But, whenever you need that 'lightbulb moment', that's when to select the  button for help ... and inspiration!**