

## Suit ranks and suit values in WiZBridge<sup>+</sup>

In Levels 2-4, WIZBridge+ utilises the same suit ranks and values that are used in Bridge.

The suits are ranked (in ascending order) Clubs, Diamonds, Hearts and Spades, with No Trumps right at the top.

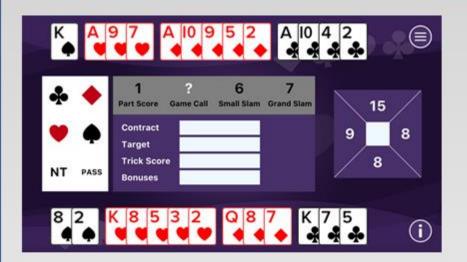
The four suits are 'banded' into two bands. Clubs and Diamonds are referred to as the 'Minor' suits, and Hearts and Spades are the 'Major' suits

In Bridge, the implications of the suit ranks and values is highly complex, and integral to the game. In WIZBridge+ this is vastly simplified ... but there are still some rules ... of which you still need a basic understanding ... so here goes:

When a suit is designated as being the 'Trump' suit, every trick made (over and above 6 tricks!!) earns points.

The 'Minor' suits earn 20Pts per trick The 'Major' suits earn 30Pts per trick No Trumps earn 40Pts for the first (IE the 7<sup>th</sup> trick) and 30Pts for subsequent ones.

You have to be cognizant of these values when making a decision on what to bid. Have a look at this hand;



This will be your (N/S) contract, with a combined 23Pts. You've got two equally good suits, Diamonds and Hearts, so its now decision time!

If you choose Hearts, you'll earn 30Pts for each trick made ...





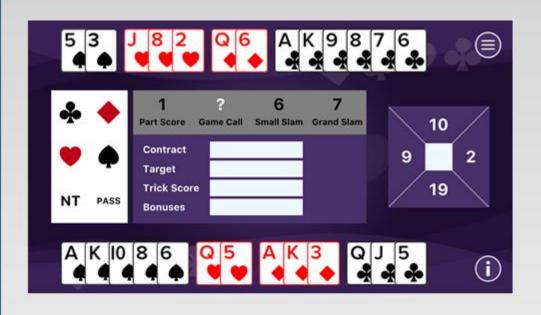
... but only 20 for each trick in Diamonds. And as there are no indications that you'll make more tricks in Diamonds than Hearts, then Hearts has to be the choice.

Life gets a little bit more complex now, as we also have to consider 'Game Bonus'

Game Bonus is awarded when you achieve a 'trick-score' of 100pts+ This is achieved by making:

- 9 Tricks in No Trumps (40Pts for the 7<sup>th</sup> trick, then 30 each for the 8<sup>th</sup> & 9<sup>th</sup>)
- 10 Tricks in a Major suit (30Pts for each trick ... so 9 tricks only scores 90, and you need the 10<sup>th</sup> trick to reach 100+)
- 11 Tricks in a minor suit (20Pts for each trick from 7 onwards)

So when there is a choice of suit (or NT) to be made, you must bear this in mind. Look at this hand;



What a gorgeous hand. 29 combined points, and virtually guaranteed 11 tricks if Clubs are trumps. Although the 100Pts are guaranteed, scoring more is unlikely as you have two losers in Hearts.

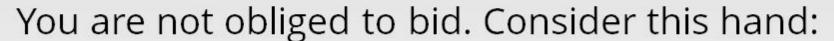
But just hold on one minute ....

...what about No Trumps!

If their opening lead is any suit bar Hearts, you've got the same 11 tricks to run off. Even if they attack hearts, the lead will come from West, so your JH will become a 'boss' card even if they continue Hearts ... and you'll make 11 tricks. And ... 11 tricks in NT scores 160Pts, as against a mere 100Pts for 11 tricks in Clubs.

And finally. Do you remember that right at the beginning we showed you this 'graphic'. Take a note of the final option;

Pass.





Although you have the majority of points (21) it's difficult to see what bid will produce 7 tricks. There's no shame in passing, and on this particular hand you'll have drawn, as the computer also passed it.



