

# Bugger Bridge

Name									
1									
2									
3									
4									
5									
6									
7									
8									
8NT									
8NT									
8									
7									
6									
5									
4									
3									
2									
1									

0=10

1=11

2=13

3=16

4=20

5=25

6=31

7=38

8=46

# Instructions for Playing Bugger Bridge

## Players

From 3 to 10 people can play. The game is best when played with 4 to 6.

## Cards

A standard 52 card deck is used. The cards in each suit rank (from high to low) A K Q J 10 9 8 7 6 5 4 3 2. Ace is the highest in value for a suit, King next highest and so on with the two being the lowest in value.

## A Game Consists of Rounds

Each game consists of a number of rounds. The number of rounds depends on the number of players. A game should take approximately 45 minutes.

## Tricks

Each round is made up of tricks. The number of tricks is equal to the number of cards dealt each player. In round 1, only one card is dealt to each player – so there is only one trick. In Round 5, five cards are dealt to each player, so there will be five tricks.

Each player will contribute one card to a trick. The highest card in the suit led wins, unless a trump is played (see “Trump and No-Trump”).

## Object of the Game

The object of the game is to score the most points. To score points, each player bids (guesses) the number of tricks he or she thinks they will take in each round, then tries to take exactly that many; no more and no fewer. Points are awarded only when making the bid exactly. If you make more tricks than you bid, or less tricks than you bid, you don't get any points. There is no deduction for failing to make a bid.

## Trump and No-Trump

In most rounds, one suit will be designated as “Trump”. Trump suit cards have higher standing than any card in any non-trump suit – and the higher the trump card, the more power it has. If a non-trump suit is led and a player has no cards in that suit, that player can play a trump (assuming he or she has one) and win the trick – assuming no other player plays a higher trump.

In two rounds of each game, there will be “No-Trump”. For these rounds, the highest card played in the suit that is led wins each trick. No one is able to “trump”.

## Rounds and Number of Players

With six or less players there are 18 rounds. In the first round each player is dealt one card. In the second round, two cards are dealt each player. This pattern continues with an additional card being dealt each round through round 7. In rounds 8, 9, 10 and 11, eight cards are dealt. Then, with each of the final seven rounds, one less card is dealt until only one card is dealt in the final round. The Score Sheet is set up for 18 rounds.

With seven players, there are 16 rounds (1 thru 7, 7NT twice, 7 thru 1). With eight players, 14 rounds (1 thru 6, 6NT twice, 6 thru 1). With nine players, 12 rounds (1 thru 5, 5NT twice, 5 thru 1). With ten players, 10 rounds (1 thru 4, 4 NT twice, 4 thru 1). Adjust the Score Sheet to skip the rounds that aren't played.

## Deal

To determine the first dealer, draw cards. The player with the highest card deals first. The turn to deal rotates clockwise with each round.

The cards are shuffled and cut and the dealer deals the cards one at a time until everyone has the appropriate number of cards for the Round being played. The next card is turned face up and the suit of this card is the trump suit for the round. The trump suit beats any of the other three suits played in that round. The remaining undealt cards are placed, face down, in a stack with the card turned trump showing on top of the stack so everyone can always see what suit is trump.

## Bidding

The bidding in each round begins with the player to the left of the dealer, and then continues clockwise, back around to the dealer, who bids last. Each bid is a number representing the number of tricks that player will try to take. Everyone must bid - it is not possible to pass, but you can bid zero, in which case your object is to take no tricks at all. A bid may be changed only if the next player to the left has not yet bid. A round will always be "even", "over-bid" or "under-bid". Keep in mind when bidding that not all cards in the deck are in play in any round.

## Scorekeeper

Appoint one player to keep score. Divide the score sheet into columns so there is one for each player. The scorekeeper records the bids each round and answer questions about the bids when asked. During bidding, a player on his turn may ask how many total tricks were bid before him. During play, a player on his turn may ask for what bids were made by the various players. At the end of bidding, the scorekeeper should announce whether the deal was even, underbid, or overbid (that is, if the total of all the bids is equal to, less, or more than the number of cards in that round). The scorekeeper, needless to say, has a distinct advantage, and should be monitored closely for "inadvertent" errors.

## Play

The play begins with the player to the dealer's left, who leads the first card. The lead may be any suit (including trump). Play follows clockwise. Each player must follow the suit led, if he can. If not, he may play any other card in his hand, including trump. The player who has played the highest trump card, or if no trump was played, the highest card of the suit led, wins the trick. That player then leads to the next trick. Continue until all tricks have been played and won for the round.

## Scoring

After each round, the scorekeeper records the results and adds the points for each player to their previous total. If the player does not make their bid, they get 0. For players that make their bid are awarded points according to the following chart

Bid	Made	Points
0	0	10
1	1	11
2	2	13
3	3	16
4	4	20
5	5	25
6	6	31
7	7	38
8	8	46

Notice that the higher the bid the greater the reward if the bid is made. This may enable players that get behind to quickly catch up. For convenience, the points to award are at the bottom of the score sheet.

### Scoring Example

In this example, the scorekeeper has recorded each bid in the upper right hand corner. In Round 1 Bob, Helen and Corky each bid 0 while Kim and Randi each thought they could take the trick and bid one. Since there was only one trick in Round 1, and the round was “over-bid”, at least one person had to be disappointed. In this case it was Kim and Kim received a score of 0. Randi bid one and made one for a score of 11. Bob, Helen and Corkey each made their bid of zero and are awarded 10 points each.

## Bugger Bridge

Name	Bob	Helen	Corky	Kim	Randi				
1	10 <sup>0</sup>	10 <sup>0</sup>	10 <sup>0</sup>	0 <sup>1</sup>	11 <sup>1</sup>				
2	- <sup>0</sup>	- <sup>0</sup>	20 <sup>0</sup>	10 <sup>0</sup>	21 <sup>0</sup>				
3	20 <sup>0</sup>	20 <sup>1</sup>	33 <sup>2</sup>	20 <sup>0</sup>	31 <sup>0</sup>				

In Round 2, none of the players thought they were going to take a trick (a Round that is “under-bid”, but Bob and Helen ended up taking a trick each. Since neither Bob nor Helen made their bid, their score does not increase. Corky, Kim and Randi each made their zero bid, so each gets ten points added to their previous score.

Round 3 of the example shows a round that is “even”. Not only that, but everyone made their bid and the appropriate increase in their score is recorded. Note that even though Corky was behind after Round 2, bidding two and making two results in more points than Randi – even though Randi made her zero bid. The more you bid, the greater your reward – if you make your bid.

### Irregular Bid

If a player bids out of turn, his bid stands. If a player bids in proper turn, he may change his bid as long as it is before the next player bids.

### Exposed Card

If a player exposes a card from his hand or leads out of turn or plays out of turn, he must leave the card face up and the table and play it at his first legal opportunity thereafter.

### Revoke

Failure to follow suit when able is a revoke. A revoke may be corrected before the next trick is led. Any cards played to the trick after the revoke may be retracted. The card retracted by the revoker becomes an exposed card. If a revoke is not corrected in time, the round is redealt by the same dealer and 10 points are deducted from the offender's score.

### Insufficient or Too Many Cards

Each player is responsible for making sure the correct numbers of cards were dealt them. After play has started, if it is found that a player has too few or too many cards, the round is redealt by the same dealer and 10 points are deducted from the offender's score.