

Maureen Hiron's

aBRIDGED™

A Revolution in Bridge



- Ages 12 to Adult
- 4 Players
- 20 Minutes to Learn
- 30–40 Minutes per Game

What's in the Box

- Two Decks of aBRIDGED™ Cards
Each 52-card deck consists of four colored sets, numbered 2–14.
- Four Quick Reference Cards
- Four Score Pads and Four Pencils
- Rules Booklet
 - * *These rules are written for those with some experience playing trick-taking card games. For those new to this type of game, and those new to aBRIDGED, the blue asterisks indicate terms that are further defined on pages 9–10.*

The Object of aBRIDGED

In aBRIDGED, partners work together to earn points by winning tricks.*

Setting Up

1. Divide the four players into two teams. A team consists of two players, who sit across from each other and are partners for a complete game.
2. Give each player one Quick Reference card.
3. Select a player to be the first dealer. The dealer starts by shuffling one deck of aBRIDGED cards. The other deck is given to the dealer's partner.
4. Decide who will keep score and give that person a score sheet and a pencil. Write the names of the team members in the space provided.

Figure 1

		SCORE SHEET
WE	Bob & Carol	THEY Ted & Alice

Playing the Game

A game consists of four hands—each player deals one hand. A hand is played in four steps: Dealing, Declaring, Playing the Cards, and Scoring.

Step 1 – Dealing

The player to the right of the dealer cuts the cards. The dealer deals all 52 cards, one card at a time, face down, clockwise, starting with the player to the left. Each player will have 13 cards. Players pick up their cards and form a hand. Players may sort their cards.

To save time between hands, the dealer's partner shuffles the other deck while the dealer is dealing. The partner sets this deck to his or her right. It is now ready for the next hand.

Step 2 – Declaring

ROUND ONE

The dealer begins this round by stating either “Pass” or “Play.” “Pass” indicates that the player believes his or her team cannot win at least 10 of the 13 tricks for that hand. “Play” indicates that the player believes his or her team can win at least 10 of the 13 tricks. If the dealer passes, the player to the left then decides to pass or play, and if that player passes, the turn moves clockwise until a player either declares “Play” or until all four players have passed.

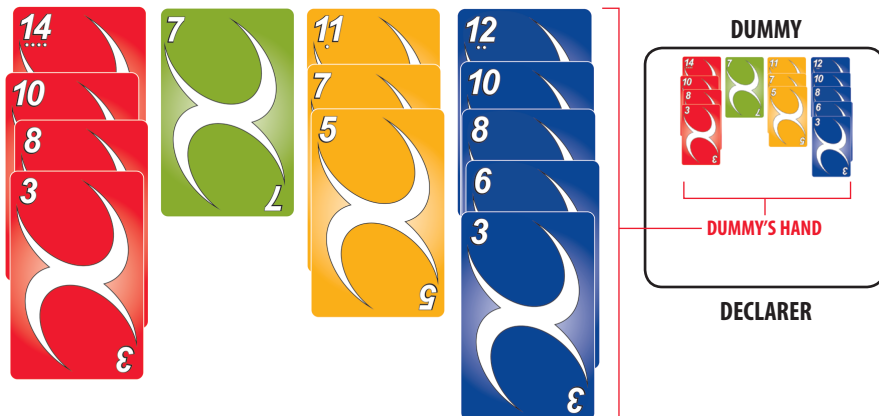
If “Pass” is stated by all four players, the game moves directly to **ROUND TWO**.
Go to page 4.

If “Play” is stated, the player who announced it becomes the declarer.*

1. The declarer's partner places all of his or her cards on the table, face up, grouped by color, in descending number order. This is called the dummy's hand* and should be placed in front of the declarer's partner, who is called the dummy.* *Refer to Figure 2, page 3.*
2. The declarer decides which color will be trump,* or if there will be no-trump.* If a color is selected for trump, the cards of that color, in the dummy's hand, are placed on the left as viewed by the declarer.

Example: If red was declared trump, the red cards would be displayed on the left as shown in Figure 2, page 3.

Figure 2



- Starting with the player to the left of the declarer, and moving clockwise, each player states his or her hand strength.* Hand strength is determined by adding together the total number of pips* on the cards in a player's hand. The pips are located directly under the numbers on cards 11–14. The total hand strength for all four players will always be 40.

Example: In Figure 3, a player has one 14, two 13s, and two 11s, so the hand strength is 12 (4+3+3+1+1).

Figure 3



- Starting with the player to the left of the declarer, and moving clockwise, each player states his or her color count.* The color count is the largest quantity of cards of one color in a player's hand. Only the quantity is stated, not the color.

Example: In Figure 3, a player has 4 red cards, 1 green card, 3 yellow cards, and 5 blue cards. This player would state "5" because 5 is the largest quantity of cards in any one color.

If two or more colors tie for having the largest quantity of cards, the player states only the quantity of cards in one of the colors from the tie and does not indicate that there is a tie.

- Since a player declared "Play" in **ROUND ONE** there will be no **ROUND TWO**, and the game moves directly to **Step 3 – Playing the Cards**. Go to page 5.

ROUND TWO

Use only if all players pass during **ROUND ONE**.

1. Starting with the dealer, and moving clockwise, each player states his or her hand strength.* Hand strength is determined by adding together the total number of pips* on the cards in a player's hand. The pips are located directly under the numbers on cards 11–14. The total hand strength for all four players will always be 40.
Refer to the example in Figure 3, page 3.
2. Each team totals their hand strength. The team with the highest total automatically becomes the declaring team.* If the two teams have equal totals, then the dealer's team becomes the declaring team.
3. The player in the declaring team who has the highest hand strength will be the declarer.* If both partners have the same hand strength, then the partner who either dealt, or sat to the left of the dealer, will be the declarer.
4. The declarer's partner places all of his or her cards on the table, face up, grouped by color, in descending number order. This is called the dummy's hand* and should be placed in front of the declarer's partner, who is called the dummy.* *Refer to Figure 2, page 3.*
5. The declarer determines how many tricks he or she thinks the team can win and states either "Ten" or "Seven." "Ten" indicates that the player believes his or her team can win at least 10 of the 13 tricks for that hand. "Seven" indicates that the player believes his or her team can win at least 7 of the 13 tricks.
6. The declarer decides which color will be trump,* or if there will be no-trump.* If a color is selected for trump, the cards of that color, in the dummy's hand, are placed on the left as viewed by the declarer.
Example: If red was declared trump, the red cards would be displayed on the left as shown in Figure 2, page 3.
7. Starting with the player to the left of the declarer, and moving clockwise, each player states his or her color count.* The color count is the largest quantity of cards of one color in a player's hand. Only the quantity is stated, not the color.

Example: In Figure 3, a player has 4 red cards, 1 green card, 3 yellow cards, and 5 blue cards. This player would state “5” because 5 is the largest quantity of cards in any one color.

If two or more colors tie for having the largest quantity of cards, the player states only the quantity of cards in one of the colors from the tie and does not indicate that there is a tie.

Step 3 – Playing the Cards

Only three of the four players will actually select cards to be played — the dummy does not select cards. The player to the left of the declarer has the first lead* and selects a card from his or her hand and places it, face up, in the center of the table. The second card to be played is selected from the dummy’s hand, by the declarer. The third player plays a card from his or her hand. The fourth player, the declarer, then plays a card from his or her hand. This set of four cards is called a trick. The winner of the trick is the player who played the highest numbered trump card. If no trump cards were played, then the player who played the highest numbered card in the color which was led, wins the trick. The winner of the trick has the lead for the next trick, and card-play proceeds clockwise.

The Dummy

The declarer’s partner is called the dummy, and his or her cards are called the dummy’s hand. When it is time for a card to be played from the dummy’s hand, the declarer determines which card is played, and either plays it, or directs the dummy to play the card. The dummy may collect the tricks won by the declaring team, but otherwise does not participate. He or she may not advise the declarer.

- The player who has the lead may select any card to play, regardless of color or trump.
- Players must play a card of the same color as the card which was led. If a player does not have a card of the same color as the card led, the player may play any other card from his or her hand, including trump.

Example: Red is trump. The blue 12 is led. The second card played is the blue 4 and the third card is the blue 5. The last player doesn’t have any blue cards so she is allowed to play any color. She chooses to play the red 4 and wins the trick because red is trump.

- The winner of a trick will play the lead card for the next trick. If the trick is won by a card from the dummy’s hand, then the declarer must lead with a card selected from the dummy’s hand.

- Each trick won is gathered by the team who won it. All tricks for that team are arranged neatly in front of just one of the partners from that team. Tricks must be displayed so that they are easily counted.

Play continues until all 13 tricks are won. This completes card-play for this hand so it is ready for scoring.

Step 4 – Scoring

The score is recorded after each hand is played. Only one team earns points per hand.

Count the number of tricks won by the declaring team and use the chart in *Figure 4* to determine the points. If the declaring team does not win the minimum number of tricks required by their declaration, they earn no points for that hand. Instead, their opponents earn points.

Record the number of points on the score sheet in the appropriate box. The points are totaled after four hands. Refer to *Figure 5, and Scoring Examples, page 7*.

SCORE CHART	Number of Tricks Won by Declaring Team													
	0	1	2	3	4	5	6	7	8	9	10	11	12	13
ROUND ONE														
<i>"Play" declared: 10 tricks</i>														
Points for Declaring Team	No points										90	100	110	120
Points for Opponents	550	450	360	280	210	150	100	60	30	10	No points			
ROUND TWO														
<i>"Ten" declared: 10 tricks</i>														
Points for Declaring Team	No points										50	55	60	65
Points for Opponents	50	45	40	35	30	25	20	15	10	5	No points			
<i>"Seven" declared: 7 tricks</i>														
Points for Declaring Team	No points							10	15	20	25	30	35	40
Points for Opponents	35	30	25	20	15	10	5	No points						

Figure 4

After scoring the hand, the role of dealer rotates clockwise and the next hand begins. The deck of cards, previously shuffled, is ready to be cut and dealt. Refer to *Step 1–Dealing, page 2*.

A complete game consists of four hands, with each player dealing once. After four hands are played the scores are totaled.

Scoring Examples

HAND 1

Carol declares "Play" in ROUND ONE. She and Bob need to win at least 10 tricks. They win 11 tricks. They score 100 points and Ted and Alice score no points.

HAND 2

Ted declares "Seven" in ROUND TWO. He and Alice need to win at least 7 tricks. They win 9 tricks. They score 20 points and Bob and Carol score no points.

HAND 3

Bob declares "Ten" in ROUND TWO. He and Carol need to win at least 10 tricks. They only win 8 tricks. They score no points and Ted and Alice score 10 points.

HAND 4

Needing at least 80 points to win, Alice declares "Play" in ROUND ONE. She and Ted need 10 tricks, but only win 9. They score no points and Bob and Carol score 10 points. Bob and Carol win this game of aBRIDGEd 110 to 30.

aBRIDGEd		SCORE SHEET	
A Revolution in Bridge			
	WE Bob & Carol	THEY Ted & Alice	
HAND 1	100	—	
HAND 2	—	20	
HAND 3	—	10	
HAND 4	10	—	
GAME TOTAL	110	30	
	WE	THEY	
HAND 1			
HAND 2			
HAND 3			
HAND 4			
GAME TOTAL			
	WE	THEY	
HAND 1			
HAND 2			
HAND 3			
HAND 4			
GAME TOTAL			
GRAND TOTAL <small>(OPTIONAL)</small>			

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Figure 5

Winning the Game

The team with the most points at the end of four hands wins aBRIDGEd. If the teams tie with the same number of points, the team that won three out of four hands, wins the game. If the teams are still tied, because the score is tied and each team has won two hands, the team that won the fourth hand wins the game.

Scoring Variations

aBRIDGED Night

Players play three games, keeping the same teams. One score sheet is used to record the scores for all three games. The total number of points earned by each team, for the three games, is entered on the bottom line, labeled *GRAND TOTAL*. The team with the highest grand total wins.

If the teams tie with the same number of points, the team that has won at least two of the three games, wins aBRIDGED Night.

Example: In Figure 6, Ted and Alice win aBRIDGED Night 355 to 310.

aBRIDGED		SCORE SHEET	
A Revolution in Bridge			
	WE Bob & Carol	THEY Ted & Alice	
HAND 1	50	—	
HAND 2	—	30	
HAND 3	90	—	
HAND 4	—	100	
GAME TOTAL	140	130	
	WE Bob & Carol	THEY Ted & Alice	
HAND 1	—	15	
HAND 2	—	55	
HAND 3	100	—	
HAND 4	—	5	
GAME TOTAL	100	75	
	WE Bob & Carol	THEY Ted & Alice	
HAND 1	—	60	
HAND 2	20	—	
HAND 3	50	—	
HAND 4	—	90	
GAME TOTAL	70	150	
GRAND TOTAL (OPTIONAL)	310	355	

Figure 6

Pivot Play

Players play three games, rotating partners. Each player will have a new partner for each of the three games. Each player starts with a score sheet, listing his or her name with each of the three partners using one of the “WE” lines for each game. When the three games are complete, each player adds the total scores from the “WE” column to arrive at his or her grand total. The winner is the individual with the highest grand total score.

Example: Figure 7 shows Alice’s score sheet. Alice adds her game totals for the three games to arrive at her grand total score.

aBRIDGED		SCORE SHEET	
A Revolution in Bridge			
	WE Alice & Ted	THEY Bob & Carol	
HAND 1	55	—	
HAND 2	—	20	
HAND 3	—	50	
HAND 4	90	—	
GAME TOTAL	145	70	
	WE Alice & Bob	THEY Carol & Ted	
HAND 1	—	30	
HAND 2	—	10	
HAND 3	100	—	
HAND 4	—	90	
GAME TOTAL	100	130	
	WE Alice & Carol	THEY Ted & Bob	
HAND 1	55	—	
HAND 2	—	90	
HAND 3	30	—	
HAND 4	50	—	
GAME TOTAL	135	90	
GRAND TOTAL (OPTIONAL)	380		

Figure 7

Playing Notes

Team Play

Players should remember that they are trying to win tricks as a team. For example, a player might be able to win a trick, but if it appears that the player's partner can win the trick, it might be in the best interest of the team to play a low card and let the partner take the trick.

Risk and Reward

The number of points earned depends on the round and the declaration. For example, the points earned by declaring in the first round are significantly greater than in the second round for the same number of tricks. However, the risk for declaring in round one is much greater than declaring in round two.

Table Talk

After the cards are dealt, players may not discuss the cards in their hand, or strategy, with any other player until the end of the hand.

Hand Strength and Color Count

As players gain experience, knowing other players' hand strength and color count will become more important in card playing decisions.

***** aBRIDGEd Terms *****

Color Count

The color count is the largest quantity of cards of one color, in a player's hand. If two or more colors tie for having the largest quantity of cards, the player states only the quantity of the cards in one of the colors from the tie and does not indicate that there is a tie.

Declarer / Declaring Team

The declarer is the player who states "Play" in the first round, or "Ten" or "Seven" in the second round, which sets the number of tricks required. This player will set trump and play cards from both his or her own hand and the dummy's hand. The declaring team has the declarer as a member.

Dummy / Dummy's Hand

The declarer's partner is called the dummy, and his or her cards are called the dummy's hand. When it is time for a card to be played from the dummy's hand, the declarer determines which card is played, and either plays it, or directs the dummy to play the card. The dummy may also collect the tricks won by the declaring team, but otherwise does not participate. He or she may not advise the declarer.

continued on page 10

Hand

1. In **aBRIDGEd**, a hand consists of the 13 cards dealt to each of the four players.
2. A hand is also used to describe all steps that take place from the time a player deals the cards until the next player deals. In **aBRIDGEd**, a hand is played in four steps: Dealing, Declaring, Playing the Cards, and Scoring.

Hand Strength

Hand strength is a number determined by adding together the total number of pips on the cards in a players' hand. A higher number indicates a stronger hand.

Lead

Playing the first card of a trick is referred to as the lead. Subsequent players must play a card of the same color as the card which was led. If a player does not have a card of the same color as the card led, he or she may play any other card in their hand, including trump.

Pass

If "Pass" is stated during the first round of declaring, it indicates that the player does not believe that his or her team can win at least 10 of the 13 tricks for that hand.

Pips

The white dots under the numbers on the cards indicate the strength for that card. Only cards with numbers 11–14 have pips. Pips are added together to determine hand strength.



Play

If "Play" is stated during the first round, it indicates that the player believes that his or her team can win at least 10 of the 13 tricks for that hand.

Trick

A set of four cards, one played from each of the four players' hands, is called a trick. The winner of that trick is the player who played the highest numbered card in the color which was trump. If no trump cards were played, then the player who played the highest numbered card in the color which was led wins the trick.

Trump / No-Trump

Trump is the color determined by the declarer to rank higher than all other colors. It also refers to playing a card of that color. No-trump indicates that there is no trump color, in which case all colors are ranked equally.

The aBRIDGEd Story

Maureen Hiron, creator of aBRIDGEd™, is an internationally known game designer, bridge player, and author. As a game designer, Maureen has over 50 games published world-wide.

As an expert bridge player, Maureen has represented both England and Great Britain in international competitions. She also co-authored, along with her husband Alan, *Beginning Bridge, Easy Guide to Bridge* and *Bridge for Beginners*. Her syndicated column appears in the London-based newspaper, *The Independent*, and is followed by thousands of bridge enthusiasts.

Maureen created aBRIDGEd™ for people who enjoy playing cards but don't have the time, or interest, to learn the complex bidding systems that are part of playing the game of bridge. Bridge players spend years honing their skills and developing their strategies.

aBRIDGEd allows players to focus on the beauty of card-play, rather than the bidding. It can be learned in 20 minutes and enjoyed from the first game. If players choose to go on to learn bridge, the transition will be much easier if they have played aBRIDGEd. They will be familiar with the basic structure and card-play techniques of the game of bridge.

For additional information go to www.playabridged.com



Bridge Night is Back!

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aBRIDGEd™ Game Designer	Maureen Hiron
Game Play Design Team	Matt Mariani, Mark Osterhaus, Al Waller, Ellen Winter
Illustrations & Graphic Design	John Kovalic
Production Graphics & Design	Cathleen Quinn-Kinney
Product Development	Tom Strom

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Out of the Box Publishing Inc.
PO Box 521
Richland Center, WI 53581
800-540-2304
info@otb-games.com
www.otb-games.com

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