

Teach Your Grandchild Bridge



by Liz Dale

War!

THIS game is useful in introducing the different ranks of honour cards (ace, king, queen and jack).

Game No. 4

Suggested age: 5+ years.

Name of Game: War.

Time: 10 – 15 minutes for one game.

No. of players: Minimum two.

Equipment: One full pack of fifty-two playing cards; one table; a chair for each player; pen/pencil and paper for recording the score.

Aim of the Game: Winning the highest number of cards played.

Introducing a trump suit: Shuffle and deal the fifty-two cards between each of the players, face down on the table. Without picking up the cards, the players each stack their cards face down on top of one another in a tidy pile. The game begins when the player left of the dealer takes the top card from his pile,

and, keeping it face down, places the card in the centre of the table, whereupon he/she turns it over for everyone to see. The other players do the same in turn laying their cards next to, side by side, and *not* on top of each other. The player who has laid the highest-value card wins the cards played. So if, for example, the ten and eight are played, the player who played the ten would pick up the cards. If the king and jack are played, the player who played the king wins the cards.

If two cards of the same value are played by each of the players, they are turned over face downwards in the centre of the table and the next time two cards are played, again the highest-value card player wins, picking up all the cards on the table. The winner is the player with the most cards when all the cards have been played.

Scoring: The best of three games is suggested, played over three separate playing times. A written record could be kept to encourage competition.

The winner is usually the player who is 'passionate' about you not forgetting to record the score!

COMMON MISCONCEPTIONS ABOUT THE LAWS

Gordon Rainsford debunks a few urban myths (more in the next issues!)

1. 'Dummy can't revoke'

Dummy *can* revoke, but Law 64B3 tells us there is no 'rectification' for such a revoke. However, as with any other established revoke, if the non-offending side is damaged by the revoke, then the director can adjust the score under Law 64C to restore equity.

2. 'It was in the same breath'

This phrase is not used in the laws, and the important thing when correcting an inadvertent call or designation is not so much how quickly you do it, but whether or not you changed your mind. Changes of mind are not allowed, however quickly you make them.