

## BridgePal User Manual

### SCORING

The basic objective of Bridge is to win two "games" before your opponents do, and therefore capture the "rubber." What is a game? A game is 100 or more points. Game points are scored by the team making the highest bid, if the contract is made. To make a bid, you must take six tricks plus the number you bid. For example, a bid of four spades means the team must take ten tricks to fulfill the contract (six plus the four bid). Points are awarded as follows, but only for tricks after the first six:

Spades or Hearts (Majors) = 30 points per trick  
Clubs or Diamonds (Minors) = 20 points per trick  
No-trump = 40 points for the first trick and 30 points  
for each additional trick

In order to make a game in a single deal, you must bid three No-trump, four hearts or spades, and five clubs or diamonds. These points are written "below the line" on bridge scoring sheets. There are also defensive and bonus points which are scored "above the line." Since BridgePal will keep the score for you, there is no need to understand scoring details before beginning to play.

### SUMMARY

Well, that should be enough to get started (far too much, you say). You can skip the following section on Bidding until you've had some fun with the game. The BridgePal bidding "Help" feature will allow you to get going without reading further.