

## BridgePal User Manual

A set of bidding rules is included at the end of these instructions, but they are too complicated for newcomers. Rather than struggling with them in the beginning, try using the bidding Help feature. When it's your turn to bid, just push "H" (for Help). Then BridgePal will make your bid for you.

The team that makes the highest bid wins the contract. The suit from the highest bid becomes the trump suit (unless it was No-trump). The player on the high bidding team who first mentioned the trump suit (or No-trump) is called Declarer. The high bidding team is on offense, and the Declarer has to "play" the hand by himself.

### PLAYING THE HAND

After the bidding is finished, the person to the left of Declarer plays the first card (opening lead). The Declarer is on offense, and he plays both his own and his partner's cards. Declarer's partner is called the Dummy. The Dummy puts all his cards face-up on the table, immediately after the opening lead.

Declarer then decides which card to play from Dummy. The second defensive team member plays next, and finally Declarer plays from his own hand. The highest card played in the same suit as the opening lead wins the "trick." A trick is a round of 4 cards, one from each player in a clockwise direction. If someone plays a card from the trump suit (a "wildcard"), then the highest trump card wins. But you must follow suit if possible (you may play the trump suit only if you don't have any cards in the suit that was led--the suit of the first card played on each trick).

The hand that wins the trick has the lead and plays the first card on the next trick. At this point you can play any card in your hand. Play proceeds in this manner until all cards have been played and the 13 tricks are divided between the two teams.

This may sound confusing, but BridgePal will make it easier for you to play the hand. BridgePal will prevent illegal plays, keep track of who plays next, and tell you who won the trick.