



# Additional Instructions and Hints

Thank you for downloading our additional instructions and hints and hope you enjoy the game. For EEZY reference, in the blue text, you will find the same instructions as in the EEZY Bridge card deck and in the green text, the additional instructions and hints.

EEZY Bridge is a four-player card game where players form two teams of two partners each. The dealer is chosen by drawing cards, ranked from Ace (highest) to 2 (lowest). Each player receives 13 cards, excluding jokers. The game then follows these steps:

- Team partners sit opposite
- Redraw if 2 players select the same card strength
- Partners cannot show their cards to each other

## 1. Bidding Phase:

The dealer starts the bidding process. Bidding proceeds clockwise.

Players bid on the number of tricks they believe they can win in the first hand.

- The bid is the number of tricks partners believe they can win together.
- If a partner has high cards in the same suit that their partner bid, they should bid higher in the same suit.
- If a partner has high cards but in a different suit to their partner's bid, they should bid in the different suit.

The bidding starts from 7 Clubs (weakest) and goes up to 13 Spades (strongest).

The order of strength for suits in bidding is: Clubs, Diamonds, Hearts, Spades.

- Strength of suits is only for bidding purposes. Winners earn the same number of points irrespective of the bid winner's suit.

Players calculate their bid based on the strength of their hand, using a point system:

Ace (4 points), King (3 points), Queen (2 points), Jack (1 point). A bid is recommended only if a player has 13 or more points; otherwise, they should pass.

- If you don't have 13 or more points but have a high number of cards in the same suit, it may still be worth bidding.

## 2. Gameplay:

- The highest bidder (the leader) sets the trump suit for the game. The trump suit is the suit that outranks all others during gameplay. Player to left of Leader starts.
- Players attempt to win the number of tricks they bid during the game. A trick is won by playing the highest card in the lead suit or by playing a trump card.

- You cannot play a trump card if you have a card in the lead suit.
- Count the number of trump suit cards already played to avoid getting trumped.
- Don't play a trump suit card if your partner does
- When you win a trick stack up the cards next to you in individual stacks for each trick you win.

## 3. Winning:

- The team that fulfills their bid score wins the round and earns points.
- If a team fails to meet their bid, they lose points.
- The Winner of each hand becomes the dealer for the next hand.

## 4. Ending the Game:

- The game typically ends after one game (4 hands) or best of a 3 or 5 games round.
- Count and add the stacks for each pair to see if the pair who won the bid made (M) or failed their bid (F).
- If the bid was made, write M and the number of tricks won. If the bid failed, write F and the number of tricks won. If a team wins their bid, they receive 10 points for each trick won. For example, if they bid 8 tricks and won 9, they receive 90 points.
- If a team fails their bid, they receive zero point. Instead, the opposing team receives 10 points for each trick that their bid failed by. For example, if they bid 10 tricks and only won 8, the opposing team will receive 20 points (10 less 8 = 2 multiplied by 10).
- The scoring sheet can be used to score 1 game, 3 games, or 5 games round.

