

# MILITARY BRIDGE DIRECTIONS

Bridge Knowledge not required – only a desire to have fun!

The game is played using the following equipment:

1. Set of Flags – 1 large fort flag and a small flag for each team.
2. Schedule Sheet – names trump for each round and shows where respective “Scouts” are to go.
3. A deck of cards for each table.

Definitions:

Trick: Each play is called a trick. There are 13 tricks in each game. The first to win 7 tricks wins that game.

Trump: The card suit designated on the Schedule Sheet that leads each trick (hearts, diamonds, clubs, spades or no-trump).

Each table has one Captain who is player #1 and three Scouts, players #2, 3 & 4. These can be selected or cut for (the highest card is your team’s Captain).

Captains retain their seats during the entire 10 games, sending out their Scouts as per the Schedule Sheet to “capture” other Nations’ flags. The Scout designated to stay and play with the Captain sits opposite the Captain and they play against the Visitor Scouts at your table.

The Captain always deals, announces the trump suit (from the Schedule Sheet), and makes the first lead.

In Military Bridge, there is no Dummy Hand and no bidding. Trump is indicated on your Schedule Sheet.

The play is similar to bridge, except that all players participate. The captain leads, and then each player (in clockwise order) plays a card. If playing a “no trump” hand, the highest card in the suit led wins the trick. With trump you may trump suit led *only if you have none of that suit in your hand*, then highest trump card played wins the trick. Players **must follow suit** when able. If unable to follow suit, playing any other card in your hand is permissible. Penalty for failure to follow suit when able is loss of two tricks to non-offending side. The player who wins each trick makes the next lead.

The partners who take the most tricks (7 per game) win the round. Remember: you may only play trump when trump is led or when you cannot follow suit.

When a game is won by the home team the Visitors return empty handed. If the Visitors win, they take a flag back to their home table. After each game, all Scouts must wait for all hands to be finished before returning to their respective home tables to learn of their next destination. When the next game is announced, go to that designated table and start the next game.

On the last game the large flag is at stake.

Scoring is as follows:

- 1 One (1) point for each small flag.
- 2 Five (5) points for the large flag.

Table with the highest total score wins.