## Game Document

## Mormon Bridge

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## Versions

| Version | Date | Author(s) | Notes |
| :---: | :--- | :--- | :--- |
| 1.0 | $3 / 29 / 2023$ | Mark Lyman | Initial Release |
| 1.1 | $8 / 8 / 2023$ | Mark Lyman | Rule Clarification |

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## Equipment Needed

- 1 Deck of Rook Cards
- 4 to 14 People


## Win Condition

- Regular Mormon Bridge - Get the most points
- 4-Card Mormon Bridge - Having the highest score when a player crosses 100 points.
- Elimination Mormon Bridge - Be the last man standing


## Glossary

Trick
A trick is once around the table. A player will play 1 card each trick.

Hand
A hand is however many tricks it takes to play all the cards.

Dealer
The player passing out the cards. Dealer passes to the left after each hand.
Leader
The player playing the first card of the hand. This player is to the left of the dealer.
Slough
A slough is when you play a color that doesn't follow suit. It's a great way to get rid of high cards. You can only do this when you are unable to follow suit.

## The Most Important Rules

## 1. Follow Suit

This means you MUST play whatever color (or suit) is led. If the first card played is Red, everyone else must play red if they can. If a player is unable to follow suit, they can play any card they want, but it has no value. It's just garbage. (Except Trump, which is explained next).

## 2. Trump Always Wins

Each game, a color is going to be chosen to be the Trump color. The highest Trump card always wins no matter what. However, you can only play Trump if you are unable to follow suit, or if the Trump color was led.

## 3. Get What You Bid

During the game, you will make a bid as to how many tricks you are going to win. YOU MUST GET WHAT YOU BID. That is the only way to win the game. If you bid 2 , get 2 . If you bid 0 , you must get 0 .

## 4. 1 's are High, Rook is Low

1's are like Aces. They are the highest card of their color. The values go 2 to 14 and then 1 (as the Ace). New players will constantly forget this rule. Keep reminding them. This also means the 1 of Trump is the highest card in the game.

The Rook Card is the lowest of Trump. It's like a 0 , but it is still Trump. If a player leads with the Rook card, that is the same as leading with whatever color Trump is that round. And if Trump is led, the Rook can be played to follow suit. If a player has the Rook card and no other color of Trump, the Rook must be played to follow suit.

## Regular Mormon Bridge

In regular Mormon Bridge, the first game is played with only 1 card. The 2 nd game with 2 , the 3rd game with 3 , etc, up to 6 , and then back down to 1 - then the game is over.

## Setup

Each player is dealt their cards, then a single card is flipped up and placed on top of the deck to show what color Trump is this round.

If the Trump card happens to be the Rook card, then the first card played that game determines the Trump color for that hand - meaning only the person who is playing the first card knows what Trump is going to be.

## Bidding

Each player must look at their card(s) and determine how many tricks they are going to win. If there are 4 cards in this game, then 4 tricks will be played. How many of those are you going to win?


When a player has decided how many tricks they will win, they put their fist out into the table for everyone to see.

When everyone's fist is out, all players softly hit the table 3 times, and on the 3rd hit you put out as many fingers to represent as many tricks as you intend to win.

Everyone takes a quick accounting of who has bid what, and announces the total number of bids. In the pic above, there are 3 bids total.

This gives everyone a quick idea of how the game is going to play out. If this were a 4-card game, with only 3 bids, that means someone is going to win a trick they did not intend to.

## Playing

After the bid is complete, the player to the left of the dealer starts by playing a card. Continuing left, each player plays 1 card (following the 4 rules at the top of this doc), and the highest value card takes the trick. The winner of the trick then begins the next round.

## Scoring

After all tricks have been completed and everyone has played all their cards, the score keeper calls names and asks for a players points for that round.

- If you get what you bid, you get 10 bonus points.
- If you bid 0 and get 0 , you get 10 bonus points
- If you bid 2 and get 2, you get 10 bonus points
- If you bid 1 and get 3 , you get $\underline{0}$ bonus points.
- Every player also gets 1 point per trick they won.
- If you bid 0 and get 1 , you don't get the bonus points, but you still get 1 point for winning a trick.
- If you bid 3 and get 3 , you the 10 bonus points, plus 3 points for winning 3 tricks for a total of 13 points.

When the score keeper calls your name, only announce the points you won that round.

The deck is then gathered up, and the new dealer is to the left of the last dealer - and the person to the left of the new dealer will lead the next game.

## Winning

The winner is the player with the most points after the final game.

A normal game is 1 card in the first hand, up to 6 cards in the 6th hand, and back down to 1 card in the 11th and final hand.

## 4-Card Mormon Bridge

In 4-card Mormon Bridge, it's basically the same game, except players get 4 cards every hand and when a player crosses 100 points, whichever player has the most points wins.

## Elimination Mormon Bridge

This is the game we play the most, cause you can play up to 14 (or more) people at a time.

And the trash talk is much more vibrant during this game.
It's the same rules as 4-Card Mormon Bridge, but if you don't get your bid, you are simply eliminated from the game and cannot play further rounds. Points are not taken.

This means each game, the number of players shrinks until there is only a single player remaining, who is the winner.

If the game gets down to 2 players and the total number of bids is 4 , Trump is changed (by flipping over a new card) and the game is re-bid. This is because with 4 bids, either both players win or both players lose - there is no other option. We will continue to change Trump until the bid isn't 4. If all the colors of Trump have been exhausted, then the first card lead will be Trump and this hand is re-bid for a final time. This means only the player leading the game will know what Trump is going to be. If there are 4 bids this time, the cards are re-shuffled and re-dealt. Dealer and Leader do not change.

If there are more than 14 players, allow some people to skip the first round and they can take the places of players who are eliminated.

