CHICAGO BRIDGE

"four-deal" contract bridge

Chicago Bridge, also known as Four-Deal Bridge, is a variation of Contract Bridge. This version allows frequent partner changes, easy entry for new players, and accommodates groups of five or six players.

ROUNDS AND FORMAT

- Each **round** consists of **four deals.**
- After each round, players switch partners and begin another four deals.
- This continues until every player has partnered with all other players or until the game is voluntarily ended.

FORMING PARTNERSHIPS

With Four Players:
Shuffle the deck and spread the cards face down. Each player picks a card.

- The two highest cards (suits count) become partners.
- The player with the highest card deals first.

With Five Players:
Same as with four players, but the lowest card sits out for the round.

With Six Players:
Refer to the six-player chart provided.

PREPARE THE SCORE SHEET

- When no additional players are expected to join, list the players' names in descending order by card rank.
- Use this order to set up partnerships and dealing rotations.

DEALING AND CHANGING PARTNERS AFTER FOUR DEALS

When an outsider (new player) joins:
Shuffle and spread the cards face down, and each player picks a card.

- The two highest become partners.
- The lowest card sits out for the round.

With Four Players:

- The highest card from the first round deals the first hand.
- After each round, the deal passes to the left of the previous round's first dealer.
- The two players to the new dealer's right switch places.

- **With Five Players**:
- The player who sat out in Round 1 enters the game in Round 2, taking the seat of the player directly above them on the score sheet.
- This new player deals first, and the two players to the dealer's right switch places.
- This process repeats for Rounds 3, 4, and 5.

SIX-PLAYER PARTNERSHIP AND DEALER MOVEMENT

- The highest two cards from the initial shuffle sit out. The highest card still playing deals the first round.
- Prepare the score sheet by listing the players in descending card order.
- After each round, the deal moves to the left of the previous dealer, and partnerships rotate as follows:

Round	1	2	3	4	5	6	7	8
Pairs	3 & 4	1 & 5	1 & 3	3 & 5	1 & 6	1 & 4	3 & 6	1 & 2
	5 & 6	2 & 6	2 & 4	4 & 6	2 & 5	2 & 3	4 & 5	5 & 6

SCORING

Regular Scoring (same as Rubber Bridge):

- If a game is made, the following bonuses apply:
  - **Deal 1**: No one is vulnerable, 300 points for a game.
  - **Deals 2 & 3**: Dealer's side is vulnerable:
    - Dealer's side receives 500 points for a game.
    - Opponent's side receives 300 points for a game.
  - **Deal 4**: Both sides are vulnerable, 500 points for a game.
- **Part Scores** are wiped out and don't count toward a game if the opponents make a game.
- A part score on **Deal 4** receives 100 points.

Other Scoring Systems:

- **Cavendish Scoring**:
  - Same as regular, except the dealer's side is not vulnerable on Deals 2 and 3, but their opponents are.
- **Duplicate Scoring**:
  - Each deal is scored individually. Part scores don't carry over but are worth 50 points each hand. Vulnerability can be either regular or Cavendish.

ADDITIONAL RULES

Deal Out of Turn:
There's no redeal. The player whose turn it was bids first unless the dealer has already bid. Vulnerability is calculated as if the correct player had dealt.

Passed Out Hand:
If no one bids, the dealer reshuffles and deals again until a contract is reached.

Inquiries:
Before looking at the hand, any player can ask for information on the dealer or vulnerability. During their bidding turn, players can inquire about vulnerability.

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