

## CHICAGO (Four-Deal) BRIDGE

Bulletin #16

By Shirley Silverman

**BACKGROUND** Chicago Bridge, also called Four-Deal Bridge, is Contract Bridge with differences that make it possible to change partners frequently, for a new player to enter quickly, and to allow five and /or six players to make up a "foursome type" group.

**ROUNDS** Each "rubber" or "round" consists of four deals. At the conclusion of the round the players get new partners and another round of four deals is played. This continues until each player has partnered all of the other players who desire to play, or the players decide to end the game.

**FORMING THE FIRST ROUND PARTNERSHIPS** A deck of cards is shuffled and spread face down on the table. Each player picks one card.

WITH FOUR PLAYERS:           The two highest (counting suits) become partners  
 WITH FIVE PLAYERS:           Same as above, lowest sits out  
 WITH SIX PLAYERS:            See player chart for Six players

**PREPARING THE SCORE SHEET** When no outside players will join the group, the players' names are listed in descending order, highest first.

### DEALING AND CHANGING AFTER FOUR DEALS

**AN OUTSIDER, NOT OF THE ORIGINAL GROUP, ENTERS THE GAME:** A deck of cards is shuffled, spread face down on the table and each player picks a card. The two highest become partners and the lowest sits out.

**WITH FOUR PLAYERS:** Highest card deals in round one. For subsequent rounds the deal passes to the player at the left of the last round's first dealer. The two players to the new dealer's right change places.

**WITH FIVE PLAYERS:** Highest card deals round one.

**Round Two:** Player who sat out enters the game, taking the seat of the player whose name appears directly above theirs on the score sheet. This player deals the first hand after the two players to the right change places.

**Rounds three, four and five:** The player who sat out enters the game and the procedure for Round Two is followed.

|                |           |           |           |           |           |
|----------------|-----------|-----------|-----------|-----------|-----------|
| <b>ROUND</b>   | <b>1.</b> | <b>2.</b> | <b>3.</b> | <b>4.</b> | <b>5.</b> |
| <b>*dealer</b> | <b>2</b>  | <b>2</b>  | <b>1</b>  | <b>5</b>  | <b>5</b>  |
|                | 4 3<br>1* | 5* 1<br>3 | 5 2<br>4* | 1 3*<br>4 | 2* 4<br>3 |

Example:

|       |        |
|-------|--------|
| Round | Result |
| 1.    | E-W +3 |
| 2.    | N-S +5 |
| 3.    | N-S +9 |
| 4.    | N-S +6 |

| Rubber No.     | 1 |   | 2 |   | 3  |    | 4  |   | 5  |    |
|----------------|---|---|---|---|----|----|----|---|----|----|
| <b>PLAYERS</b> | + | - | + | - | +  | -  | +  | - | +  | -  |
| 1 Ann          |   | 3 |   | 8 | 1  |    |    | 5 |    | 5  |
| 2 Helen        |   | 3 | 2 |   |    | 7  |    | 7 |    | 3  |
| 3 Doris        | 3 |   | 8 |   | 8  |    | 2  |   |    | 2  |
| 4 Jean         | 3 |   | 3 |   | 12 |    | 18 |   | 22 |    |
| 5 Shirley      |   |   |   | 5 |    | 14 |    | 8 |    | 12 |

**WITH SIX PLAYERS:** Highest two on cut sit out. Highest card playing deals first round. Score sheet is prepared with the highest card listed #1 and others following in descending order. At each later round, the deal passes to the left of that round's first dealer. The following movement is suggested:

| Rubber No. | 1     | 2     | 3     | 4     | 5     | 6     | 7     | 8     |
|------------|-------|-------|-------|-------|-------|-------|-------|-------|
|            | 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 |

DURING EACH "ROUND" OR "RUBBER" OF FOUR DEALS, UNLESS A HAND IS PASSED OUT (see below) EACH PLAYER DEALS IN TURN, WITH THE CARDS PASSING TO THE LEFT AT THE CONCLUSION OF EACH HAND. It is customary to use two decks of cards; the partner of the dealer shuffles for the next round and then places the cards to their right.

THE CHICAGO SCORE SHEET IS HEADED BY AN "X"; A NUMBER IS PUT IN TO INDICATE THE DEALER'S POSITION FOR EACH DEAL.

### SCORING

**REGULAR:** Trick points are the same as those in rubber bridge. If a game is made, the following bonus points are awarded:

- Deal 1 - No one vulnerable, 300 points
- Deals 2 & 3 - Dealer's side vulnerable, Dealer's side, 500 points  
Opponents side, 300 points
- Deal 4 - Both sides vulnerable, 500 points

Vulnerability also determines slam bonuses and penalties. A Part Score is "wiped out" and does not count toward game if opponents make a game. A PART SCORE ON DEAL FOUR RECEIVES 100 POINTS.

**CAVENDISH SCORING:** Same as REGULAR but the dealer's side is not vulnerable on deals 2 & 3; their opponents are vulnerable.

**DUPLICATE SCORING:** Each deal is scored as an entity. Part scores are not carried over, but are worth fifty points on each hand. Vulnerability can be either "Regular" or "Cavendish".

**THE LAWS OF CONTRACT BRIDGE** are operative, except:

**Deal Out of Turn:** No redeal, but player whose turn it was bids first Unless the dealer has bid. Vulnerability is calculated as if the correct person had dealt.

**Passed Out Hand:** Dealer redeals until a contract is reached.

**Inquiries:** Before looking at the hand, any player may ask for information on dealer and/or vulnerability. At their turn to bid, any player may inquire about vulnerability.

### Example: Regular Scoring

| Hand | Contract-Result |
|------|-----------------|
| 1.   | 2S-East +1      |
| 2.   | 3NT-North -2    |
| 3.   | 6S-West         |
| 4.   | 2D-North        |



| North-South | East-West |
|-------------|-----------|
|             | + 10      |
|             | 500 (3)   |
|             | 300 (3)   |
|             | 100 (2)   |
| 100 (4)     | 30 (1)    |
|             | 60 (1)    |
|             | 180 (3)   |
| 40 (4)      |           |
| 140         | 1170      |
|             | -140      |
|             | 1030      |

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