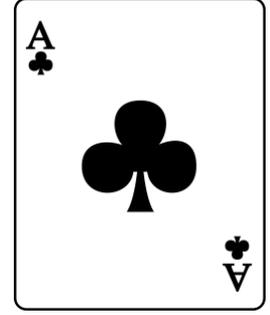


# Military Bridge Directions



The game is played with the following equipment:

1. Set of Flags – 1 large fort flag and 9 small flags
2. Schedule Sheet – Names trump and shows where respective scouts are to go.

Each table has one Captain who is player #1 and three scouts, players #2, #3 and #4. These can be selected or cut for. Highest to be Captain.

Captains retain their seats during the entire 10 games, sending out their scouts as per the Schedule Sheet to capture other Nation's flags. The Scout designated to stay at home sits opposite the Captain and they play against the Visitors.

The Captain always deals, announces the trump suit as per Schedule Sheet and makes the first lead.

After each game, all Scouts must wait for all hands to be finished before retuning to their respective home table to learn of their next designation. Go to that designated table and start the next games.

## How to Play

- ◆ In Military Bridge there is no Dummy Hand and no bidding.
- ◆ Trump is indicated by your Schedule Sheet.
- ◆ You can't lead with trump until it has been broken.
- ◆ If playing no trump, highest card in suit led wins trick.
- ◆ You may trump the suit led only if you have none of that suit in your hand, then highest trump card wins the trick.
- ◆ Players must follow suit when able.
- ◆ If unable to follow suit, playing any other card in hand is permissible.
- ◆ Penalty for failure to follow suit when able (if you have suit being played you must play it) – loss of two tricks to non-offending side.
- ◆ Partners taking most tricks (7) wins round.
- ◆ Remember: You may only play trump when trump is led or when you cannot follow suit.

When a hand is won by the home team visitors return to their home table with no flag.

If you are a visitor and win the hand you capture their flag and return to your home table.

On the last hand, the large flag is at stake.

- Scoring is as follow:
1. One (1) point for each small flag
  2. Five (5) points for each large flag

Table with highest score wins!