



# GorbyX<sup>®</sup>

## Bridge

**GorbyX Bridge™** is a unique variation of Bridge card games using the invented five suited **GorbyX®** playing cards where each suit represents one of the commonly recognized food groups such as vegetables, fruits, protein, grains and dairy to communicate the essential fundamentals of the **GorbyX Diet™** which is, reduce the portion size of your meals and minimize the number of food groups you eat at one sitting. Make sure one of the items is always a vegetable or fruit to provide live enzyme to assist the digestive process. Follow this formula and you will improve the Metabolic Wellness of your body.

THE PACK – has FIVE full suits, 65 cards from high to low, is Ace, King, Queen, Jack, 10, 9, 8, 7, 6, 5, 4, 3, 2, plus (2+2) wild cards, 69 in total and 3 suit ranking cards for convenience.

**GorbyX Bridge™** can be played like Rubber Bridge, Duplicate Bridge, Chicago or Four-Deal Bridge or your favorite choice, using the applicable game rules.

### Object of Play

Diet customarily implies a deliberate selection of food and/or the sum of food, consumed to control body weight.

If your favorite diet is high-protein, low-carb diet, remove the brown suit with the bagel from the card pack and play the game with the remaining four suits. On the other hand if your favorite diet is high-carb and low-protein you should remove the red suit with the steak from the card pack and play the game with the remaining four suits. If you suffer from lactose intolerance you should remove the yellow suit representing dairy products and play the game with the remaining four suits.

Cognitive behavioral therapy requires frequent game playing to maximize the health benefit of the exercise and change eating behavior for the better. We also recommend following the suit ranking order “**G O R B Y**” **green**, **orange**, **red**, **brown**, **yellow** to reinforce the consumption of vegetable and fruit in the diet.

If you are not familiar with the variety of bridge games please visit <http://www.pagat.com> to learn.

## GorbyX Bridge™ Suit Rankings

In **GorbyX Bridge™** the normal ranking of no trumps (highest), spades, hearts, diamonds, clubs (lowest) is replaced using the “GORBY” methodology – meaning no trumps, **green**, **orange**, **red**, **yellow** to signify vegetables, fruits, proteins and dairy to promote a healthy diet.

For the purpose of this illustration the **brown** suit symbolizing carbohydrates has been removed from the deck to symbolize a no-carb diet.

## Card Ranks

In accordance to the naming system of the **GorbyX®** card pack, the rank of the cards of any suit is A (high) to 2 (low).

## Players and Cards

There are four players in two fixed partnerships. Partners sit facing each other. It is traditional to refer to the players according to their position at the table as North, East, South and West, so North and South are partners playing against East and West. The game is played clockwise.

## Deal

The cards are shuffled by the player to the dealer's left and cut by the player to dealer's right. The dealer deals out all the cards one at a time so that each player has 13. Turn to deal rotates clockwise.

## Bidding – The Auction

Next there is an auction to decide who will be the declarer. A bid specifies a number of tricks and a trump suit (or that there will be no trumps). The side which bids highest will try to win at least that number of tricks bid, with the specified suit as trumps.

When bidding the number which is said actually represents the number of tricks **in excess of six** that the partnership is offering to undertake in order to win. For example a bid of "two fruits" represents a contract to win at least 8 tricks ( $8 = 6 + 2$ ) with fruits as trumps.

For the purpose of bidding the possible trump suits rank as follows: no trumps (highest), green, orange, red, yellow (lowest) to signify vegetables, fruits, proteins and dairy (lowest). A bid of a larger number of tricks always beats a bid of a smaller number and if the number of tricks bid are equal, the higher suit beats the lower. The lowest bid allowed is "one dairy" (to win at least 7 tricks with dairy as trumps), and the highest is "seven no trumps" (to win all 13 tricks without trumps).

### **Doubling and Redoubling**

It is also possible, during the auction, to "double" a bid by the other side or to "redouble" the opponents' double. Doubling and redoubling essentially increase the score for the bid contract if won and the penalties if lost. If someone then bids higher, any previous doubles and redoubles are cancelled.

Note that doubling does not affect the ranking of a bid - for example a bid of two vegetables is always higher than two fruits, even if the two fruits bid has been doubled or redoubled.

### **Conducting the Auction**

The dealer begins the auction and the turn to participate in the auction passes clockwise. At each turn a player may either:

- **Bid**, which must be higher than the previous bid if any;
- **Double**, if the previous bid was by an opponent and has not already been doubled;
- **Redouble**, if the previous bid was by one's own side and has been doubled by an opponent, but not yet redoubled
- **Pass**, by saying "no bid" or "pass". This indicates that the player does not wish to bid, double or redouble at that turn, but a player who has passed is still allowed to bid, double or redouble at a later turn.

### **Passing Out**

If all four players pass on their first turn the hand is said to be **passed out**. The cards are thrown in and the next dealer deals.

## Making a Contract

If anyone bids, then the auction continues until there are three passes in succession, and then stops. After three consecutive passes, the last bid becomes the **contract**. The team who made the final bid will now try to fulfill their contract. The first player of this team who mentioned the denomination (suit or no trumps) of the contract becomes the **declarer**. The declarer's partner is known as the **dummy**.

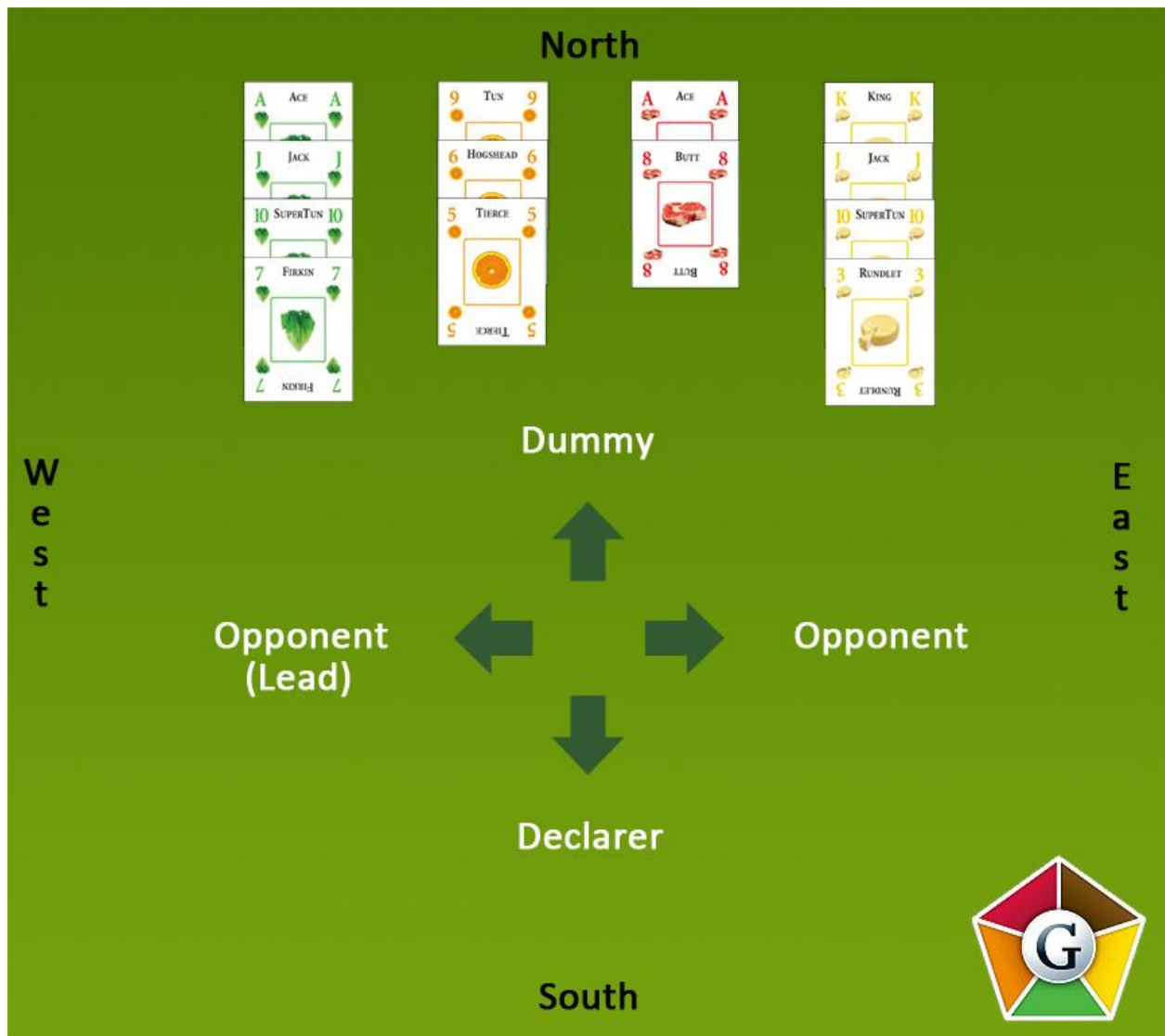
Example of an auction (South dealt):

<b>South</b>	<b>West</b>	<b>North</b>	<b>East</b>
pass	1 fruit	double	3 fruits
3 vegetables	pass	4 vegetables	pass
pass	pass		

North-South will try to win at least 10 tricks with vegetables as trumps; South - who mentioned vegetables first, is the declarer. North's double of one fruit was cancelled by East's bid of 3 fruits.

## The Play

The player to the left of the declarer leads to the first trick and may play any card. Immediately after this opening lead, the dummy's cards are exposed. The dummy should arrange them neatly in suits, the cards of each suit arranged in rank order in an overlapping column, pointing towards the declarer, so that all the cards are clearly visible. The trump suit if any should be to dummy's right (declarer's left); in the diagram, vegetables are trump.



### Laying Cards

Play proceeds clockwise. Each of the other three players in turn must, if possible, play a card of the same suit that the leader played. A player with no card of the suit led may play any card. A trick consists of four cards, one from each player, and is won by the highest trump in it, or if no trumps were played, then by the highest card of the suit led. The winner of a trick leads to the next, and may lead with any card.

Each trick is gathered together and turned face down when complete, but you may ask to see the cards and ask who played which card until you or your partner has played to the next trick. The tricks won are arranged neatly in front of one member of the winning side, so that they can easily be counted.

## The Dummy

Dummy takes no active part in the play of the hand. Whenever it is dummy's turn to play, the declarer must say which of dummy's cards is to be played, and dummy plays the card as instructed (provided that it is legal). Dummy is not permitted to offer any advice or comment on the play. When dummy wins a trick, the declarer specifies which card dummy should lead to the next trick. If when calling for a card the declarer specifies the suit only, dummy is to play the lowest card of that suit.

It is also legal, and not unusual, for the declarer to play dummy's cards by physically taking them from dummy's hand rather than just calling for them. This allows the dummy player to leave the table during the play of the hand.

## Scoring

**GorbyX Bridge™** is scored the same as rubber bridge, meaning the game is played in **rubbers**. A rubber is the best of three **games**. A game is won by the first team to score 100 or more **points** for successful contracts, over several deals if necessary.

A side which has already won one game towards the current rubber is said to be **vulnerable**. A side which has not yet won a game is **not vulnerable**. A side which is vulnerable is subject to higher bonuses and penalties than one that is not.

## The Score Sheet

The score is kept on a piece of paper divided into two columns headed WE and THEY, for the two teams, with a horizontal line part-way down (see below). Scores for successful contracts are entered **below the line**, and count towards winning a game. Other scores, such as bonuses for tricks made in excess of the contract (*overtricks*) or penalties for tricks short of the contract (*undertricks*) are entered above the line and do not count towards winning the game.

We	They

## Making the Contract

For a successful contract, the score **below the line** for each trick (in excess of 6) bid and made is as follows:

Trick Score (below the line)		Score
Dairy or Protein (Minor Suits)	Each trick bid	20
Fruits or Vegetables (Major Suits)	Each trick bid	30
Notrump	First trick bid	40
	Each additional trick bid	30
If contract is doubled, multiply the trick score by two.		
If contract is redoubled, multiply the trick score by four		

As noted above, because of the difference in score, Dairy and Protein are called the **minor suits** and Fruits and Vegetables are the **major suits**.

## Bonuses

When completing a contract there are a variety of bonuses that are applied to the score as listed below.

### Doubled and Redoubled Bonuses

The declarer's side scores an extra 50 points above the line if they succeed in a doubled contract. This is sometimes known as "50 for the insult". For making a redoubled contract the bonus is 100 above the line.

### The Slam Bonus

A contract to make 12 tricks is known as a **small slam**. A contract to make all 13 tricks is called a **grand slam**. For bidding and making a slam, declarer's side get an extra bonus above the line, depending on their vulnerability, as follows:

### Honors (optional)

The top five trumps (A K Q J 10) are called honors. If one player holds all five of these cards, that player's side scores a bonus of 150 above the line. Four honors in one hand score 100. If there are no trumps, and a player holds four aces, that player's side scores 150 for honors.

Scores for honors are to be claimed at the end of the play. As there is no skill in scoring for honors, players often agree to play without the honor bonuses.

Bonuses	Not vulnerable	Vulnerable
Game (trick score of 100 or more)	300	500
Slam, bid and made	500	750
Grand slam, bid and made	1000	1500
Making a non-game bid on 4th deal	n/a	100
Making a doubled contract	50	
Making a redoubled contract	100	
Any four trump honors in one hand	100	
All five trump honors in one hand	150	
All four aces in one hand at notrump	150	

### Score for Overtricks

If the declarer's side wins more tricks than were bid, and were not doubled, then in addition to the score below the line for the contract, they score for the overtricks above the line at the same rate as for bid tricks - i.e. 20 per trick if a minor suit was trumps; 30 per trick in a major suit or no trumps.



If the contract was doubled or redoubled, the bonus for overtricks does not depend on the trump suit, but does depend on whether the declarer's side was vulnerable as follows:

Overtricks	Not vulnerable	Vulnerable
Not doubled each overtrick	Trick score value	
Doubled, each	100	200
Redoubled, each	200	400

### Penalties for Undertricks

If the declarer's side win fewer tricks than they bid, neither side scores anything below the line, but the declarer's opponents score above the line. This score depends on the declarer's side's vulnerability, and whether the contract was doubled or redoubled, as follows:

Undertrick Penalty	Not vulnerable	Vulnerable
Not doubled each undertrick	50	100
Doubled first undertrick	100	200
Doubled 2 <sup>nd</sup> and 3 <sup>rd</sup> undertrick	200	300
Doubled subsequent undertrick	300	300
Redoubled undertricks cost twice as much as doubled undertricks		

### Winning the Game

A side that accumulates 100 points or more below the line has won a game. A new line is drawn under the scores. Anything the opponents had below the line does not count towards the next game - they start from zero again.

It is important to note that, starting from zero and in the absence of doubles, to make a game in one hand you need to succeed in a contract of at least three no trumps, four vegetables, four fruits, five protein or five dairy.

### **Winning the Rubber**

The side which first wins two games wins the rubber. For this they get a bonus of 700 if they won it two games to zero, or 500 if it was two games to one. Both sides' scores are then totaled and if the game is being played for chips, the side with the higher score wins an amount proportional to the difference in scores from the side with the lower score.

If play ends for any reason with a rubber unfinished, then a side with a game gets a bonus of 300 points, and a side with a **part score** (i.e. a score below the line towards an uncompleted game) gets a bonus of 100.

### **Variants**

When it comes to a well-established game like Bridge, there are many variants. Keep in mind that the **GorbyX**® card pack has been designed to make all variations easily attainable. Feel free to apply the rules of your favorite game of bridge or even invent your own!