

receiving the pass by passing high cards (so they win many more tricks than their bid) or passing low cards (so they win many fewer tricks than their bid). The players then sort their cards again.

THE PLAY

The game is scored by hands (tricks taken). The player on the dealer's left makes the opening lead and play continues to their left. The players must follow suit of the first card played if possible. If a player cannot follow suit, they may play a Trump or another card. The Trump suit cannot be the first card to be played in any trick, unless a trump has already been played in a prior trick this hand or the player to lead has nothing but Trump cards in their hand. The trick is won by the player who plays the highest Trump, or if no Trump was played, the player who played the highest card in the suit led. The player who wins the trick leads next. Play continues until none of the players have any cards left.

HOW TO KEEP SCORE

For making the contract (the number of tricks bid), the player scores 5 points.

For each player who is on the Brink so that the number of tricks taken is one less or one more than the number of they bid, then 2 points is scored. Otherwise 0 is scored.

For example, if the player bid is 4 and they make 4 tricks, their score would be 5. If the bid was 4 and the player won 5 or 3 tricks, their score would be 2 points. For any other number of tricks their score is 0 points. Thus, the object is always to fulfill the player's bid to get 5 points, or to be on the Brink and score 2 points.

One of the players is the scorer and writes the bids down, and during playing the hands the scoring, this information will be available to all the players. When a hand is over, the scores should be recorded next to the bids, and a running score should be kept so that players can readily see each other's total points.

THE WINNER

After the last hand is played, the player with highest total points wins the game.

If there are more than one player with the highest total there is a tie.

Version 46



Created and Copyright 2023 by Ian Sadler.

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CONTENTS

A deck of 52 cards, 3 dice (one for determining Trump, one for determining pass Direction, and one for determining the Number of cards to pass), rules and a score sheet pad.

Once you have run out of score sheets a printable pdf of the score sheet is available at brinkbid.com You can purchase copies of Brink Bid there too.

Game Type: Trick Taking

Age: 10+ Players: 2 - 6.

THE PLAYING CARD DECK

The standard 52-card pack is used. Jokers are not used.

RANK OF CARDS

A (high), K, Q, J, 10, 9, 8, 7, 6, 5, 4, 3, 2.

OBJECT OF THE GAME

The object of the game is to score the highest total of points after playing a set number of hands. In each hand, a player scores as follows: if the player gets exactly the number of version tricks they bid, they score 5 points, or if they are on the Brink - one below or above the number of tricks bid - they score 2 points.


TRICKS


Once every player has played a card out of their hand, the played cards are called a trick.


THE DICE


The Trump die determines the Trump for the hand which, above the other cards, have the power to take tricks. If "No Trump" is indicated, there are no cards with this power.

 Spades is Trump.

 Diamonds is Trump.

 Clubs is Trump.

 Hearts is Trump.


 There is no Trump suit.

The Number die determines the number of cards to pass when passing cards, or in the case of "No Pass" no cards are passed.


1 1 card will be passed.


2 2 cards will be passed.


3 3 cards will be passed.

 No cards will be passed.


The Direction die determines the direction the pass will take: to the left of the player, to the right or across.

 Pass direction is to the left, clockwise.

 Pass direction is to the right, counterclockwise.

 If there is an even number of players pass is to the player directly across from you.

Otherwise with an odd number of players the pass is to the left, clockwise.

 If there is an even number of players pass is to the player directly across from you.

Otherwise with an odd number of players the pass is to the right, counterclockwise.

THE DEAL

The first dealer is chosen by a draw for high card. If there is a tie, the tied players draw again until there is a highest card. Thereafter the turn to deal proceeds clockwise. The dealer then shuffles the cards.

In first hand 4 cards are dealt to each player beginning on the dealer's left, continuing clockwise face down. The players then pick up their cards and arrange them by suits.

Subsequently the number of cards dealt for each hand increases by 1 until each player is dealt a final hand with the following number of cards:

For 2, 3 and 4 players the game finishes after the hand where 13 cards are dealt.









For 5 players the game finishes after the hand where 10 cards are dealt.

For 6 players the game finishes after the hand where 8 cards are dealt.

DETERMINING THE TRUMP AND PASS

The 3 dice are rolled once each hand by the player to the left of the dealer to determine Trump and pass. Note that the actual pass of cards does not occur until after the Bidding.

The meaning of the dice is as follows:

- the Trump is one of the following things: if , ,  or  is the Trump suit then that suit has the power to take tricks above the other cards (see THE PLAY below). 'No Trump' means no suit has this special power.
- the Number of cards to pass number is 1, 2 or 3 cards. The pass happens after bidding. 'No Pass' indicates there is no pass.
- pass Direction is to the right  of the player, to the left  of the player, or across:  or . If there are an even number of players (2, 4 or 6 players) and the pass is Across, the pass is to the player across; if there are an odd number of players (3 or 5 players) the pass is either to the Right or to the Left as indicated by the Direction die.

THE BIDDING

Each player declares how many tricks they will be able to take. The player to the dealer's left starts the bidding and, in turn, each player declares how many tricks they expect to win. There is only one round of bidding, and the minimum bid is 0. Every player must make a bid. Players may not change their bids once their bids have been made for that hand.

THE PASS

After the bidding the pass takes place as according to the pass Direction and Number dice. The pass is made face down and players may not pick up the cards passed to them until they make their pass. This is a chance to improve the player's hand or sabotage the player