



JIG SAW

BRIDGE



**INSTRUCTION
SHEET**





INSTRUCTIONS



Jigsaw Bridge is a combination of Jigsaw and Bridge. It consists of a Jigsaw Puzzle divided into four sections, each containing a suit symbol—Spade, Heart, Diamond or Club.

The game is best played by four players, although three or two may play it. (If one person plays the entire game himself, it is called Jigsaw Bridge Solitaire).

HOW TO BEGIN:—

All of the pieces of the entire Jigsaw Bridge set are put haphazard in the center of the table. The four suit symbols are then extracted and assigned one to each of the four players.

The holders of the Heart and Diamond symbols sit opposite each other and are partners; likewise the holders of the Club and Spade symbols sit opposite each other and play as partners.

Each person places his suit symbol in an open portion of the table before him. Then at a given signal each person proceeds as quickly as possible to assemble his section of the puzzle. He attempts to find the pieces belonging to his section from among the pieces thrown together in the center of the table.

No player may keep before him for his own use any pieces which are unattached to another piece, or any pieces which he does not reasonably believe to belong to his section. Every player is entitled to pick up any piece, examine it, try to fit it to another piece which he reasonably believes belongs to his section, but he cannot retain any piece for an unreasonable length of time, or retain any piece for the purpose of simply delaying his opponents.

Whenever it happens that two players seize simultaneously upon one piece, both believing that the piece belongs to his respective section of the puzzle, if it can be determined who first seized the piece, that person is entitled to it for purposes of examination, trying it with other pieces, etc. If that cannot be determined, both persons must drop the piece in the center and pick up another piece before again picking up the piece in dispute.


Each player may pick up only one piece at a time. He may, however, place as many pieces in the space immediately before him as he reasonably believes belong to his section of the puzzle.

Any single piece, however, whether in the center of the table or in the space before any of the contestants is subject to seizure by any opponent who reasonably believes that that piece belongs to his section. If he finds that he is wrong he must at once return the piece—not to the center—but to the person from whom he seized it.

WINNING:—

As soon as the contestant has completed his section of the puzzle, he may then help his partner to complete his section.

As soon as either the Diamond and Heart partners or the Club and Spade partners have correctly completed both of their sections they call out "Jigsaw Bridge"! At that moment all further playing must cease. The two completed sections are then subject to inspection of the opposing partners. If the latter find any deficiencies or mistakes in either section of the partners claiming to be winners, the latter forfeit 20 points to their opponents and the game proceeds until two partners have correctly completed both their sections.



AUCTION JIGSAW BRIDGE:—

Scoring—The winning partners score 25 points for each piece which their opponents have failed to assemble correctly in a single connected sequence.

"Legs" and "Rubbers" are scored as in bridge. A Leg consists of 200 points and two Legs make a Rubber or game.

Successive Deals are played by changing symbols each time and, if you prefer, by changing partners also.

After four deals the contestants may have as their respective symbols the same symbols they used in the first deal.

Jigsaw Bridge may be played progressively by having either the winning partners or the losing partners move to another table, joining the losers or winners at that table and retaining the same partner or changing partners as they prefer.

CONTRACT JIGSAW BRIDGE:—

This way of playing Jigsaw Bridge calls for **bidding** by the contestants. Each player bids the amount of time in which he contracts to do his section. The partners who bid the smallest combined time score points or lose points as follows:

	Not Doubled	Doubled	Redoubled	Extra points for each unassembled piece in opponents' section.
For making Bid ———	100	200	400	20
Failure to make Bid—	40 per piece not assembled	80 per piece not assembled	160 per piece not assembled	20 points allowed for each opponents piece unassembled, in excess of those remaining unassembled by bidders.

Small prizes may be offered by the host or hostess as an incentive of the game to the contestants, but the excitement of the game itself makes unnecessary any additional inducement.

TWENTY-TO-ONE:—

This game proceeds as in Auction as described at the beginning of these instructions. The game differs however in the method of scoring. In 20-to-1 the score is kept for each player individually—each player assembling one of the sections—and the first player to complete his section wins. The winner receives 20 points for each piece not assembled in the other players sections—1000 points constitutes game.

VARIATIONS:—

Slightly different ways of playing some of the above described games may occur to devotees of Jigsaw Bridge. For example, any of the games may be begun by assigning to each contestant separately the pieces that go to make up his section, instead of having all contestants find the pieces belonging to their respective sections from a general pile in the center of the table.