

# Dumb-Bunny Bridge

(the Almaden Valley  
Kiwanis version!)

complete rules are at <http://www.almadenvalleykiwanis.org/dumb-bunny-bridge.html>

1. No bidding, no dummy, no honors counted. Forget almost everything you know about bridge.
2. Each trick taken counts as one (1) point.
3. Dealer rotates to the left after each hand.
4. Player to the left of dealer leads.

<i>hand</i>	<i>trump</i>	<i>specials</i>	<i>score</i>
1 <sup>st</sup>	none		
2 <sup>nd</sup>	spades	winners and losers trade scores	
3 <sup>rd</sup>	clubs	losers add 5 to score	
4 <sup>th</sup>	hearts	do not look at cards; play face down!	

STAY AT TABLE, BUT CHANGE PARTNERS.

5 <sup>th</sup>	none	losers take 3 points from winners	
6 <sup>th</sup>	diamonds	losers must get drinks for everyone	
7 <sup>th</sup>	club	tricks with face cards go to the losers	
8 <sup>th</sup>	spades	winners take all (winners 13, losers 0)	

KEEP PARTNERS, BUT WINNERS CHANGE TABLE.

9 <sup>th</sup>	none	do not look at cards; play face down!	
10 <sup>th</sup>	club	winners get the difference in scores, losers get zero	
11 <sup>th</sup>	hearts	winners add 4 points to score	
12 <sup>th</sup>	cut for trump	after the sixth trick, give your cards to the player to your left	

STAY AT TABLE, BUT CHANGE PARTNERS.

13 <sup>th</sup>	clubs	losers must give winners a massage	
14 <sup>th</sup>	spades	losers take all (losers 13, winners 0)	
15 <sup>th</sup>	red cards	do not look at cards; play face down! In the event of a trump tie, diamonds beat hearts.	
16 <sup>th</sup>	none	winners score 20; losers keep earned score	

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Name

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Total