

Chicago

Chicago is a popular alternative to rubber bridge. With rubber bridge, the length of a rubber is indeterminate, it could be as short as two quick games in succession or up to hours! – until one side has successfully bid and made two games. To overcome this varying time span we have Chicago. There are simply 4 hands. Vulnerability and dealer are as follows: -

Hand No.	Dealer	Vul
1	N	none
2	E	E-W
3	S	N-S
4	W	both

It is possible to play Chicago with partscores, but normally the scoring is similar to duplicate (50 for a partscore, and 300 or 500 for games).

And the tactics at Chicago? Exactly the same as teams. It really is a different game to rubber bridge