

Boerenbridge

3-7 players

52 cards

Difficulty: Easy

Duration: Medium

Score the most points by correctly predicting the exact number of tricks you will take each round.

SETUP

- Use a standard 52-card deck for 3-7 players.
- Hand size changes each round (1 up to max, then back to 1).
- Turn up a card after dealing to determine trump.

SCORING

- Exact bid: 10 points plus 2 per trick won.
- Incorrect bid: 0 points for the round.
- Some groups add negative points for missed bids.

Tip: Bidding zero is strong with weak cards; the 10-point bonus for a correct bid adds up over many rounds.

ON YOUR TURN

- Bid how many tricks you expect to win.
- Dealer bids last and cannot make total bids equal hand size.
- Follow suit if possible; highest trump or led suit wins.

Boerenbridge, also known as 'Farmer's Bridge' in Dutch, is a popular exact-bidding trick-taking game where players must predict precisely how many tricks they will win each round. The hand size changes with each round, creating an evolving challenge.

Objective

Score the most points over multiple rounds by correctly predicting the exact number of tricks you will take. Both overbidding and underbidding result in penalties.

Setup

1. **Players:** 3 to 7 players.
2. **Deck:** Standard 52-card deck.
3. **Deal:** The number of cards dealt changes each round, typically starting at 1, increasing to a maximum, then decreasing back to 1.
4. **Trump:** After dealing, turn up the next card to determine the trump suit for the round.

Gameplay

1. **Bidding:** Each player bids how many tricks they expect to win. The dealer bids last and is restricted from bidding a number that would make the total equal the hand size.
2. **Trick play:** The player left of the dealer leads. Follow suit if possible; the highest trump or highest card of the led suit wins.
3. **Round progression:** After each round, the hand size changes and a new trump suit is revealed.

Scoring

- **Exact bid:** 10 points plus 2 points per trick won.
- **Incorrect bid:** 0 points for the round.
- **Bonus:** Some groups award negative points for missed bids equal to the difference between bid and actual tricks.

Variations

- **Fixed rounds:** Play only with a set hand size (such as 7 cards) every round instead of changing sizes.
- **No-trump rounds:** Occasionally play a round without any trump suit for added difficulty.

Tips and Strategies

- In small hand rounds (1-2 cards), prediction is largely about holding high trump cards.
- In larger hand rounds, careful suit management and counting become essential.
- Bidding zero is a strong option with weak cards, as the 10-point bonus is substantial.

Tips & Strategy

Adapt your strategy to the hand size. Small hands reward holding power cards, while large hands demand careful suit tracking and trump management.

The dealer's restricted bid creates guaranteed conflict every round. As dealer, plan your bid early in your analysis so you can pivot to an available number if your preferred bid is blocked.