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No other game is as versatile and universal as a pack of 52 playing cards. Perhaps no country or culture is devoid of card games, played over centuries in thousands of forms. While the origin of playing cards is itself obscure – with some experts laying its source on China or India – there is one card game that has a fascinating recorded history. That game is Bridge.

Derived from whist, which originated in 17th-century England, the game of Bridge Card became popular in the US and the UK in the 1890s. While retaining the essential features of whist, bridge has acquired a loyal following over the time. There are now bridge clubs in all major cities and towns and local and international contests are held all over the world.

The origin of the word whist is also interesting. It comes from the Middle English interrogatives “hist” or “hush”, which means enjoining silence. Quietness is therefore an essential element of bridge the game of skill and chance. The popularity and reach of bridge card is gauged from the fact that besides chess, it is the only game recognized as a “mind sport” by the International Olympic Committee.

Today one can play online bridge on the internet or install a program and play against computers. However, nothing can beat a real game. Whatever the rules and process of auction or bidding, playing and scoring, it is quite engaging to watch people quietly playing and enjoying the game. Apart from the skills and experience of the players, one thing that makes bridge interesting is the element of randomness.

The beauty of bridge the game is that it sees no discrimination as to age, gender, religion, race or class. In fact, the game increases social interaction. Anyone can enjoy the game at homes, clubs, tournaments or even online bridge. As for learning the game, there are umpteen numbers of sources from which to learn and play, including books, dedicated magazines, digital media and the internet. However, experience is the most appropriate teacher. As one goes on playing, he or she learns the nuances of the game. One thing is certain: once hooked to this beautiful game, it is highly addictive but not in a harmful way.

A pack of cards may have other uses like divination and conjuring, but it is the king of card games, bridge, where its versatility becomes obvious. All said and done, bridge is the game of skill, chance, tactics, expertise, experience and teamwork. Nothing really beats a good game of bridge.

Conclusion:

With a history of many centuries, bridge the game is the most popular of card games. Played by millions in various formats and forums the world over, including online bridge, it is a matchless game of silence, skill, chance, concentration and memory and mind development.

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