

A K A N B R I D G E

R U L E S A N D R E G U L A T I O N S

PRELIMINARIES

1. AKAN Bridge is played with an African-Centric deck of 52 unique playing cards. Objectives are to gain redemption and dominion in 184 African-Centric consumer markets via trade-rounds --- for thousands, tens of thousands, hundreds of thousands and millions of consumers.

2. There are 52 playing cards in an AKAN deck, divided into 4 different kentes (suits) plus 4 gold dominion credit cards. The face value of each playing card is in thousands of consumers. Totals are recorded in thousands of consumer gains and losses.

3. Each kente is distinguished by a characteristic AKAN symbol depicting spiritual values involved in the game of life.

4. The four kentes are:

Concepts --- The symbol supports an African concept of the Creator as the highest authority, grandeur, firmness and magnanimity.

Doctrines --- The symbol supports a doctrine that Africans in the motherland and diaspora are bound in life as in death.

Strategies --- The symbol supports requirements to foster abilities by Africans to face the difficulty in life.

Plans --- The symbol supports Pan-African objectives to recover self-government, authority and power by the universal African to pursue life, liberty and property/happiness for the African, by the African and of the African.

5. Each kente is made up of these 13 cards: Ghana (G); Asantehene (A); Queen Mother (QM); Omahene (O); 10,000; 9,000; 8,000; 7,000; 6,000; 5,000; 4,000; 3,000; and 2,000. Ghana is the highest ranking card and 2,000 is the lowest. Each player inherits a gold card equal to 18,017,960 dominion credits on theoretical deposit with Ghana Central Bank.

6. The regular rank of the cards in AKAN Bridge is affected by the existence of a trump kente. One of the four kente may be named as trumps.

7. Any card of the trump kente will gain over any card of the other three kentes, even a higher ranking card. Only a higher ranking card of the trump kente will triumph over a trump card.

8. AKAN Bridge is played by four players. Two of the players are partners competing against the other two brethren. As brethren, born of a common mother, they assume the names of Esau, Delany, Jacob and Douglass.

9. Partnerships are determined by cutting the cards. The deck of cards are spread out face down on the playing table and each player picks a card of his choice. Players turn their cards face up and the two players with the highest cards are partners against the players holding lowest cards.

10. Rank of the cards counts first, but if two cards of the same rank are drawn, then rank of the kente prevails.

11. The kente rank in cutting is as follows: Concepts, Doctrines, Strategies and Plans.

12. The two players with the highest cards become Esau and Delany, and choose their seats/stools sitting across the table from each other. Opponents take the other seats/stools.

13. It is the AKAN custom to have a blackened stool available for ancestral spirits present.

14. The player who cuts the highest card becomes Isaac, offers libation, and deals first. Players take turns being Isaac the Dealer, going from left to right of the first Isaac.

15. Libation is offered to commemorate the common ancestors of all players present.

16. After cards are shuffled, the player to the dealer's right cuts them.

17. Cards are dealt one at a time off the bottom of the deck, beginning with the player at the dealer's right and finally the dealer himself --- who is Isaac.

BIDDING AND THE PLAY

1. Players must bid for the right to name the Trump Kente.

2. The dealer has the first right to bid. He may bid or "Later".

3. The player at dealer's left has next turn to bid, or "Later".

4. If every player "Later", the bidding is over and cards are thrown in without play, for no contract has been named.

5. Whenever any bid is made, every player will get at least one more chance to make a higher bid, --- to become the Linguist.

6. Once a bid is made, the only way to keep a bidder from becoming the linguist is for another player to make a higher bid.

7. The rank of a bid depends first upon the number of tricks contracted for, and second on the rank of the trump kente.

8. Any bid can be overcalled by contracting for a greater number of tricks in the same trump kente or in any other trump kente.

9. Concepts are a higher kente than doctrines, doctrines are higher than strategies, strategies are higher than plans.

10. When a player bids notrump, he agrees to become Linguist at a contract in which there is no trump kente, every kente counting the same and the highest card led always gaining the trick.

11. It is against the rules to make any bid lower in rank than a bid already made.

12. Bidding ends when some bid has been made and the three other players in turn decide to "Later" rather than to make a higher bid. In such cases, a contract is said to "exist".

13. When the Linguist falls short of his contract, a penalty in the form of consumers is gained by the other side. The number of consumers they gain depends on number of tricks they have shorted the Linguist.

14. Opponents may increase the number of penalty consumers gained by saying "Double" in cases where Linguist is not expected to make his contract, --- but they must do so when their turn to bid occurs. If the Linguist makes his contract the number of consumers gained will be doubled.

15. A double is a bid and you make it in regular turn just as in any bid once a double is made. All other players have a chance to bid again, just as though a fresh bid is made. If all three "Later" the double, then the auction is over and the hand is played at the last bid doubled.

16. Linguist's side may bid to redouble and gain or lose twice as much as would have been made or lost by simply playing the contract after it was doubled.

17. Players may only double bids of opponents, not their partners. And players may not redouble their own or partner's bid, --- except when an opponent has already doubled.

SCORING GAINS AND LOSSES

TRICK SCORE

Tricks bid for and made count toward a trade-round:

	If not doubled	Doubled	Redoubled
Each over 6,000:	30,000	60,000	120,000
	30,000	60,000	120,000
	20,000	40,000	80,000
	20,000	40,000	80,000
Notrump, 1st over 6,000	40,000	80,000	160,000
Each additional over 6,000	30,000	60,000	120,000
Over 6,000 made but not bid do not count toward trade-round:			

	Not vulnerable	Vulnerable
Undoubled, each	Trick value	Trick value
Doubled, each	100,000	200,000
Redoubled, each	200,000	400,000

First side to gain 100,000 consumers in trick-score gains the TRADE-ROUND. Having made a trade-round, a side is vulnerable. First side to gain two trade-rounds gains the PETROLEUM.

Gaining Petroleum, if opponents lack a trade-round	700,000	
Gaining Petroleum, if opponents have a trade-round		500,000
If Petroleum is unfinished, for gaining trade-round	300,000	
If Trade-Round is unfinished, for having a part-score	50,000	

PREMIUMS

	Not Vulnerable	Vulnerable
Bidding and making Small Slam	500,000	750,000
Bidding and making Grand Slam	1,000,000	1,500,000
Holding 4 trump honors in 1 hand	100,000	100,000
Holding 5 trump honors in 1 hand	150,000	150,000
Holding 4 Ghana in 1 hand, notrump	150,000	150,000
Making any doubled/redoubled contract	50,000	50,000

PENALTIES

If Linguist fails to make his contract, opponents gain:

	Not Vulnerable		Vulnerable	
	Not Doubled	Doubled	Not Doubled	Doubled
1 Down	50,000	100,000	100,000	200,000
2 Down	100,000	300,000	200,000	500,000
3 Down	150,000	500,000	300,000	800,000
Add for each additional trick	50,000	200,000	100,000	300,000

If redoubled, multiply doubled values by 2.

PLAYER'S JOURNAL

1. AKAN Bridge requires that each player make his own journal entries to record trick and kente gains and losses.
2. We suggest that players use a standard journal page to record the tricks and kentes gained or lost with each hand, --- sort of like keeping their own golf scores.
3. Journal pages must be signed by the partner before acceptance by the host and posting of gains and losses in the general ledger.

GENERAL LEDGER

1. Esau's ledger is the book of permanent entries maintained at the place and residence of the host. It is a summary journal of trade-round gains and losses by permanent players in the circle.
2. Each market center listed in Esau's Ledger is an account to be gained or

lost in the course of trade rounds and petroleums.

3. The far left column of each market center denotes estimated annual value of consumer patronage expressed in U.S. dollar equivalents. Expert players may want to periodically reevaluate based upon improved economic data and forecasts.

4. Market-centers listed include spaces beneath for listing up to nine (9) economic enclaves within, --- to record trade-round gains or losses that are less than total market center values and quantities. Examples would be the Brooklyn and Harlem enclaves, within New York City.

5. The quantity of African consumers, retailers, wholesalers and producers listed may be changed by agreement among the players with superior knowledge of African-Centric commerce and trade to increase or decrease the numbers as appropriate and timely. In such cases, the linguist must respond by pen changes.

6. Each player begins the first-trade round with an equal number of debits and credits as his inheritance. The linguist will record each player's gain or loss through trade-rounds as debits and credits. Only trade-rounds are recorded in the ledger.

7. Each debit (gain) and credit (dominions) by one side must be offset by debit and credit losses (transfers) from the opponent side. It is suggested that gains be recorded in green and the opponent's losses in red.

8. Partners share equally all trade-round and petroleum gains and losses.



