

Declarer Challenge Handbook

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Declarer Challenge is a free bridge app from Bridge at Sea that puts you in the declarer's seat for tricky, hand-crafted contracts — timed and scored against computer defenders that play a real game.

What's in it

- **45 hand-crafted problems in 15 challenges, with more to come** — safety plays, hold-ups, eliminations, dummy reversals and more, across every suit
- **A full explanation after every hand** — trick by trick, showing exactly what the winning line was and why
- **Works offline** — install it once and play with no signal, ideal on a cruise ship or a plane
- **Cross-device** — register your scores once and they follow you between phone, tablet and laptop

Getting started

1. Open mikes-bridge-scorer.github.io/declarer-challenge in Chrome (Android) or Safari (iPhone/iPad) — no download or app store needed.
2. Optional but recommended: add it to your Home Screen using your browser's "Add to Home Screen" or "Install app" option. This gives you an icon, lets it work fully offline, and it updates itself automatically when you're online.
3. Tap the icon to open it any time. The first two challenges (six hands) are free to try with no sign-up.

Installing isn't required to play or to have your scores saved — that's a separate step (see **Saving your scores**, below). It's purely a convenience: an icon on your screen, offline play, and a full-screen view without browser toolbars.

Playing a hand

Each hand puts you in a contract as declarer with a specific problem to solve — a safety play, a hold-up, an elimination, a finesse you should refuse. Play the cards, and the app's computer opponents defend as well as the cards allow. They never give you a trick you have not earned, so only sound play succeeds. The "Show me how it is done" replay is played against the same defenders.

- You get **three attempts** per hand. Getting it right first time earns the most points; each further attempt earns less.

- After every hand — whether you succeed or not — you get a **full written explanation**, trick by trick, showing the winning line and why it works.
- Hands are grouped into **challenges of three hands each**. Finish all three to see your total score for that challenge.

Challenges and scoring

Hands per challenge	3
Attempts per hand	3 (most points on attempt 1)
Challenges free to try	First 2 (6 hands total)
What counts toward your total	Points across all 3 hands in a challenge, plus your total time

A challenge only counts as "complete" once you've played all three of its hands. Your challenge score is the points from all three hands added together; time is used as a tie-breaker (fastest wins) if two players finish with equal points.

Saving your scores

The first time you finish a full challenge, the app offers a one-time "**Save your score**" prompt asking for your name, town and email. This is entirely optional — you can skip it and keep playing.

- **If you register:** your scores sync to the server, you appear on the leaderboard, and your progress follows you if you play the same challenge again on another device.
- **If you skip it:** you can still play every hand and challenge — your results just stay on that one phone or browser and won't show on the leaderboard.

Whether or not you register, the app sends an anonymous note of each hand played: the hand number, the result and the time taken. It contains no name or email, and is used only to see which hands are being played.

Registering is unrelated to installing the app to your Home Screen — they're two separate, independent steps. You can register without installing, or install without registering.

Challenging a friend

Once you've finished a challenge, a "**Score**" button lets you send it to a friend with your score attached — they play the same three hands and find out if they can beat you.

1. After finishing a challenge (or reopening a past one from your results screen), tap **Score**.
2. Choose **Open email** (fills in a ready-made message and link in your mail app), **Copy message** (paste it anywhere — WhatsApp, text, another email address), or **Share...** (on devices that

support it, share directly to any app).

3. Send it to as many people as you like — there's no limit on how many friends you can challenge with the same link.

Anyone you send it to can just open the link in their own browser — they don't need to install anything first, and they don't need to have registered either, though they'll need to register if they want their own score to appear on the leaderboard.

The leaderboard

The leaderboard on the [Declarer Challenge page](#) shows the top 3 registered players for Challenge 1, updated live — no refresh needed, it pulls current results automatically.

Only players who've completed **all three hands** of the challenge and registered their scores appear. It's ranked by total points, with total time as the tie-breaker.

Pricing and licence

Option	What you get
Free	Challenges 1 and 2 (6 hands), no sign-up needed
£10/year	Every challenge, for one year
£25 one-off	Every challenge, for life — no renewal, ever

A licence unlocks the app on the device it's activated on. Because the app works offline, there's no remote account login — it's the same one-time "Save your score" registration used to check whether that device is unlocked.

Troubleshooting and FAQ

My scores didn't show on the leaderboard. Check you completed the registration prompt (name/town/email) after finishing a full challenge — not just one hand. Only registered players who've finished all three hands of a challenge appear.

Can I play on more than one device? Yes — register with the same email on each device and your progress follows you.

Does it work with no signal? Yes, once installed to your Home Screen it works fully offline. It quietly updates itself next time you're online.

Can I replay a challenge I've already finished, to send it to a friend? Yes — go to your results screen for any past challenge and tap **Score** to get the invite options again.

Do my friends need to install the app to accept a challenge? No — they can just open the link in any browser. Installing is optional for anyone.