

Minibridge Score Sheet

Minibridge Score Sheet				
North				
South				
East				
West				
Fill out the names of the players at the table.				
Dealer	Declarer	Trump	Tricks Won	
			North-South	East-West
Example 1	North	♠	10	3
Example 2	West	No Trump	6	7
1.				
2.				
3.				
4.				
5.				
6.				
7.				
8.				
		Total:		

Minibridge Score Sheet				
North				
South				
East				
West				
Fill out the names of the players at the table.				
Dealer	Declarer	Trump	Tricks Won	
			North-South	East-West
Example 1	North	♠	10	3
Example 2	West	No Trump	6	7
1.				
2.				
3.				
4.				
5.				
6.				
7.				
8.				
		Total:		

Minibridge Score Sheet				
North				
South				
East				
West				
Fill out the names of the players at the table.				
Dealer	Declarer	Trump	Tricks Won	
			North-South	East-West
Example 1	North	♠	10	3
Example 2	West	No Trump	6	7
1.				
2.				
3.				
4.				
5.				
6.				
7.				
8.				
		Total:		

Minibridge Score Sheet				
North				
South				
East				
West				
Fill out the names of the players at the table.				
Dealer	Declarer	Trump	Tricks Won	
			North-South	East-West
Example 1	North	♠	10	3
Example 2	West	No Trump	6	7
1.				
2.				
3.				
4.				
5.				
6.				
7.				
8.				
		Total:		

More about Bridge

You have now learned a simple form of bridge. The full game is more complicated than this and demands a longer education. Do you want to learn more about bridge? Contact your nearest bridge club! Information about national organizations can be found at [www.worldsbridge.org](http://www.worldsbridge.org)

Minibridge

Good luck, and welcome to the world of bridge!



There are more than a million people in the world who play duplicate bridge. All play by the same rules. In a few minutes, this folder will introduce you to this entertaining and challenging game.

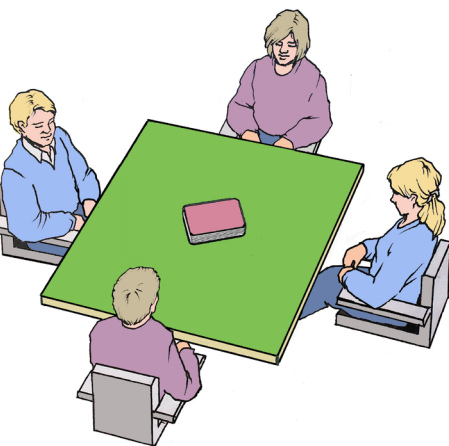


# What is the Goal of Bridge?

Bridge is a card game where the players aim to win as many points as possible. Some people may believe that duplicate bridge, like most other card games, depends on “being lucky with the cards.” In bridge, the luck factor is gone. We will later see how this is possible.

## Basics

- Bridge is a card game for four people.
- The players opposite each other belong to the same pair, and the two pairs play against each other.
- Bridge is played with a standard deck of cards (no jokers), and all 52 cards are used. Each player receives 13 cards.



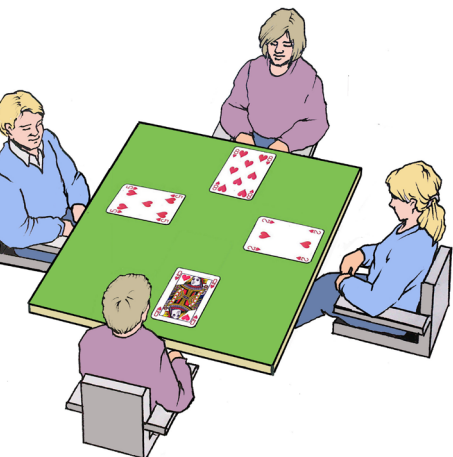
# Step by Step

The most efficient way to learn to play bridge is by beginning with a simplified version of the game. It is called Minibridge.

Every game (which is called a *deal*) consists of two phases. After the 52 cards have been dealt, there is the *bidding*. After that follows the *play*, which decides the result of the deal, and where points are awarded to the pairs.

During the bidding, all four players state how many points they have, to find out who will *declare* and who will *defend*.

Then comes the second step, the play, and then the points are awarded to the pairs. During the play, each of the four players play one card each (in clockwise order). This is called a *trick*. The one who plays the highest card wins the trick (together with partner). Since each player has 13 cards, there are a total of 13 tricks to compete for, in a deal.

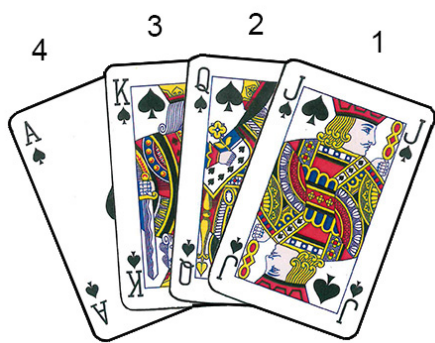


# The Bidding

## 1. Count Points

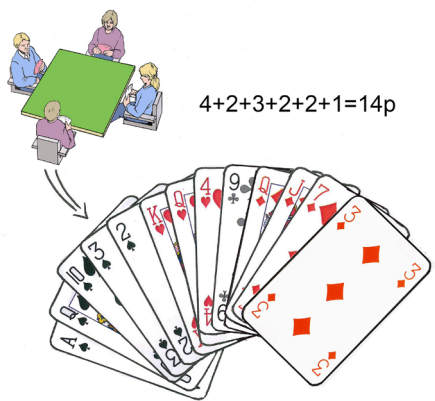
Before the bidding, the players count the *high-card points* in their hands. Points are counted for the highest cards in each suit: the ace, king, queen, and jack.

Count points for the high cards according to this:



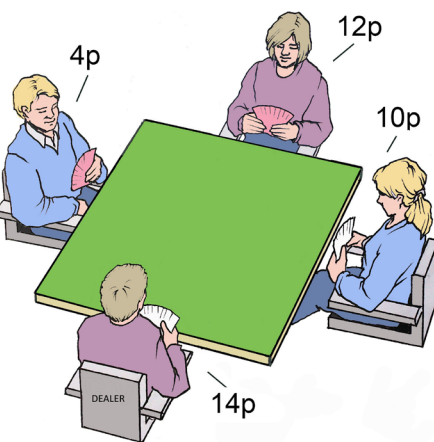
## 2. Bidding – Part 1 Which Pair Has More Points?

First, the players each state how many points they have. Below, there is an example where a player has 13 cards. These cards are worth 14 points in total.



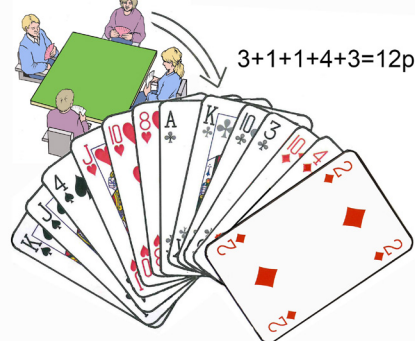
There are six points in spades, five in hearts, and three in diamonds, and 6+5+3 equals 14.

The *dealer* (who dealt the cards), starts by stating his number of points. Then the other players tell theirs, in a clockwise order.



The pair holding more points *together*, win the bidding. If the points of all four players are summed, they will add up to 40, (each suit contains 10 points).

The player's partner has this hand:



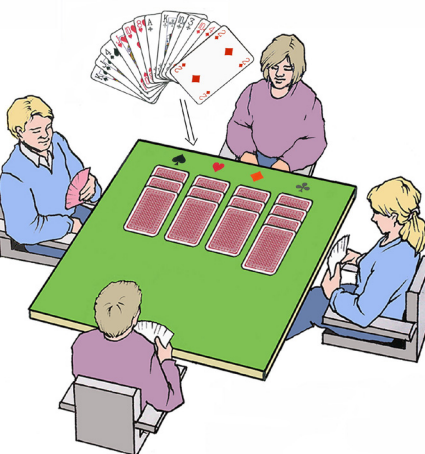
The partner now states that he has 12 points. This means that his side has 26 (14+12) points together and will win the bidding, (the opponents have 40-26 = 14 points combined).

Since the player's side hold more points than the opponents, they will now continue the bidding. If both pairs have 20 points, the cards are dealt again.

## 3. Bidding – Part 2 To Play Trump or Notrump?

The pair holding more points now continues the bidding. The next step is to decide whether to play with or without a *trump suit*. Playing with a trump suit means that if a player cannot follow suit, he can play a trump card and win the trick. More on this later on.

If a pair has eight or more cards together in a suit, they will play with it as trumps, and otherwise they will play without trumps. The player with fewer points in the pair that won the bidding, places his cards face down on the table, with spades to his right.



In the example, the stronger player has five spades and sees that partner has three. So they have eight spades together. The stronger hand ends the bidding by announcing that “spades will be trumps” (in this deal).

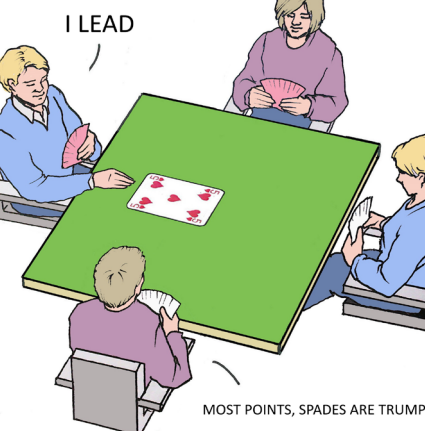


♠ 5+3=8 ♥ 3+3=6 ♣ 1+4=5 ♦ 4+3=7

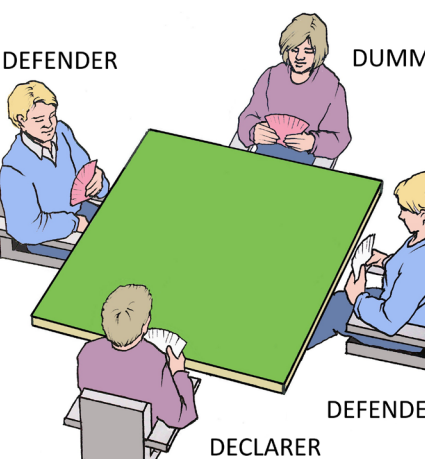
# The Play

When the bidding is over, its is known which suit that will be trumps or if there will be no trump suit. It is then time to play.

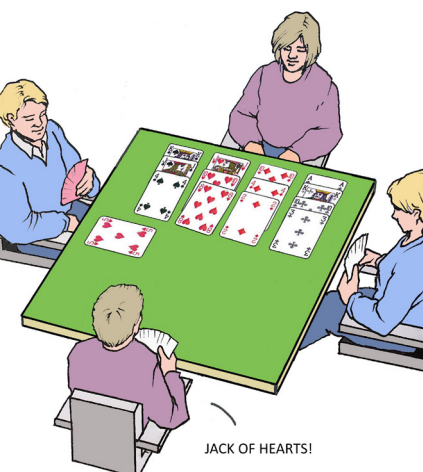
The strongest player, in the pair that won the bidding, is called *declarer*. The player to the left of declarer now plays the first card (makes the *opening lead*).



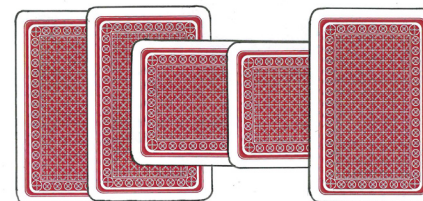
Declarer's partner is called *dummy*, and after the opening lead, he puts all his cards face up on the table. The other two players are called *defenders*.



When the defender to the left of declarer has played the first card, dummy puts all 13 cards face up on the table in nice columns. From now on declarer plays both hands. Dummy may not take part in the play, and is only allowed to follow declarer's instructions.

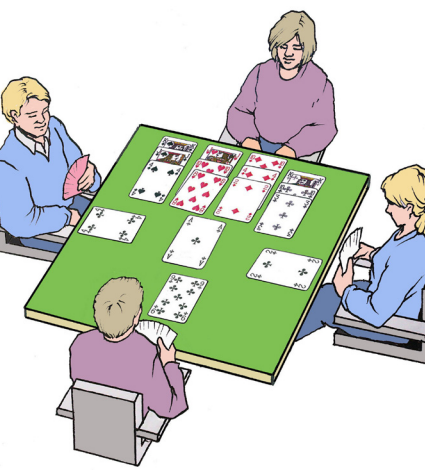


Each player plays one card to each trick, until all cards have been played. The players hold on to their own cards and place the played cards in front of them in a row (facing down), like a “one” if they won the trick and like a “minus” if they lost it.



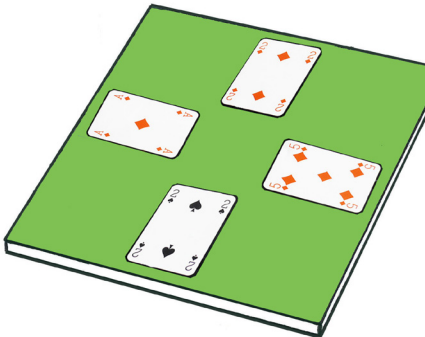
The player who won a trick plays the first card to the next trick.

In bridge, the ace is the highest card and the two (deuce) is the lowest. In each trick, a player may play any card (high or low) in the suit *lead* (played first in the trick).



If there is no trump, the highest card in the suit that was lead wins the trick. When there is a trump suit, a player can win the trick by playing a trump card, *if* he does not have any cards in the suit lead. If a player cannot follow suit, he may play any card he wants.

If several players play trump cards, the highest trump wins the trick. Note that players do not have to play trumps when they cannot follow suit. They may play any card they want from any suit.



# Winner

When all 13 tricks have been played, the deal number and the number of tricks for each side is written in a *score sheet*. Later, the result can be compared with the other pairs that have played the same deal. The winner is decided by which pair has won the most tricks in total.

On the next page, there is an example of a score sheet.

## A Game of Skill

In duplicate bridge, each deal is played at two or more tables. After each time it is played, the deal is preserved in a *board*, marked with North, East, South, and West.



In this way, all tables can play the exact same cards, compare the results, and see who won. This means that luck does not matter, and a player cannot blame his bad luck with the cards.