

Mini Bridge Score Sheet

Mini Bridge Score Sheet				
North				
South				
East				
West				
<small>Fill out the names of the players at the table.</small>				
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:				

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More about Bridge

You have now learnt a simple form of bridge.

The game is more complicated than this and demands a much longer education.

Do you want to learn more about bridge?

Contact your nearest bridge club!

Information about national organisations can be found at www.worldsbridge.org

Mini Bridge

Good luck, and welcome to the world of bridge!



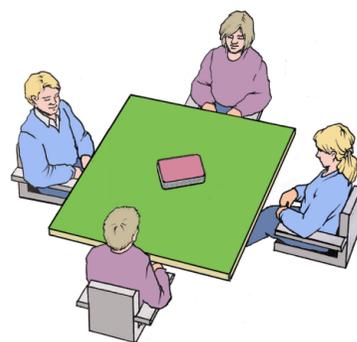
There are more than a million people in the world who play duplicate bridge. All play by the same rules. In a few minutes, this folder will introduce you to this entertaining and challenging game.

How do You Win in Bridge?

Bridge is a card game where you aim to win as many points as possible. Most people who play cards believe that duplicate bridge, like most other card games, is about "being lucky with the cards." In bridge, the luck factor is gone. We will see later how that can be.

Basics

- Bridge is a card game for four persons.
- 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 gets 13 cards.



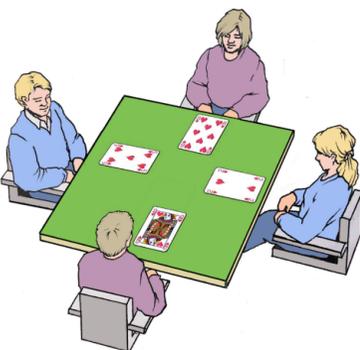
Step by Step

The best way to learn bridge is to begin with a simplified form of the game. We call this version Mini Bridge.

Every game (also called deal) consists of two steps. After the 52 cards have been dealt, there is the **bidding**. After that follows the **play**, where you find out how well you managed.

During the **bidding**, all four players tell how many points they have, to find out which role they will have, that is, who will declare and who will defend.

Then comes the second step, the **play**. You play, and points are awarded to both pairs. During the play, each player plays 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.

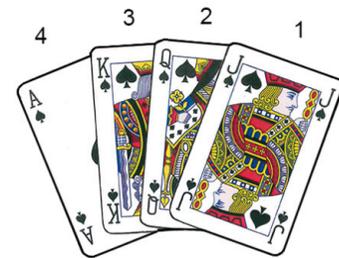


The Bidding

1. Count Your Points

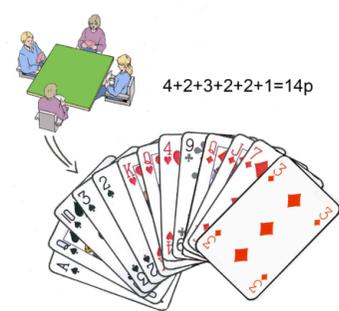
Before the bidding, the players count the high card points in their hands. You count points for the highest cards in each suit: ace, king, queen, and jack.

Count points for the high cards:



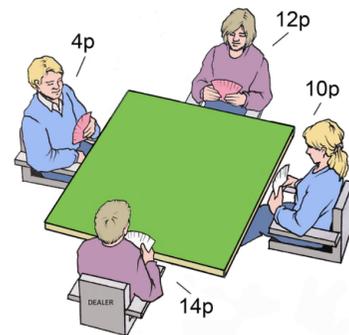
2. Bidding - Part 1 Who Has More Points?

First, the players tell how many points they have. Below, you see an example where a player has 13 cards. These cards are worth 14 points in total.



You have six points in spades, five in hearts, and three in diamonds. $6+5+3$ equals 14.

The dealer (the player who dealt the cards), tells the points first. Then the other players tell their points, in clockwise order.



The pair which has more points together, win the bidding. If you add the points of all the four players, the sum should be 40, since each suit contains 10 points.

Your partner has the following:



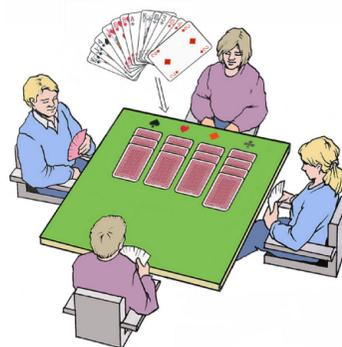
Your partner announces 12 points. This means that together your side has 26 (14+12) points and you win the bidding, since your opponents only can have 14 points (40-26) together.

Since you have more points than your opponents you will continue the bidding. If both pairs have 20 points, you deal the cards again.

3. Bidding – Part 2 Trump or No Trump?

The pair with more points will now continue 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 you cannot follow the suit played, you can play a trump card and win the trick. More later.

If you have eight or more cards together in a suit, you will play with it as trump, and otherwise you will play without trump. The player with less points in the pair that won the bidding, places the cards upside down on the table, with spades to the right.



In our example, the stronger hand has five spades and sees that partner has three spades. So there is an eight-card suit. The stronger hand ends the bidding by announcing that "spades will be trump" in this deal.

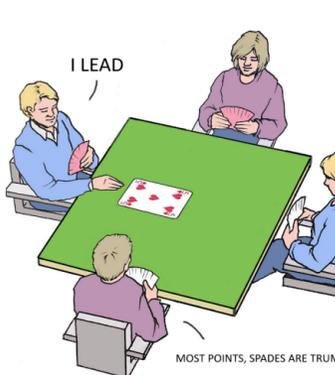


♠ 5+3=8 ♥ 3+3=6 ♣ 1+4=5 ♦ 4+3=7

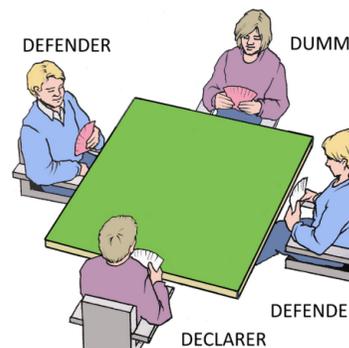
The Play

When the bidding is over, we know which suit will be trump or if there will be no trump suit. It is then time to play the cards.

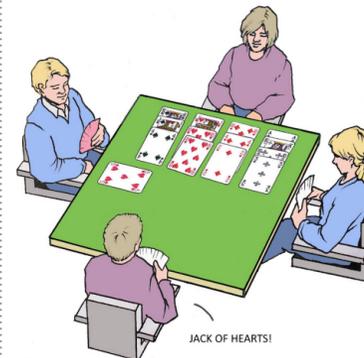
The player to the left of the strongest player in the pair that won the bidding, plays a card (makes the opening lead).



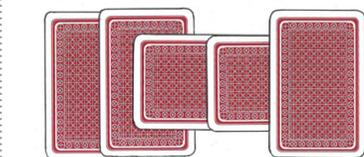
Bridge uses a declarer and a dummy. The declarer is the player who has most points. Declarer's partner is called dummy and puts all cards visible on the table. The other two players are called defenders.



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. Declarer plays both hands. Dummy may not take part in the play, and may only follow declarer's orders.

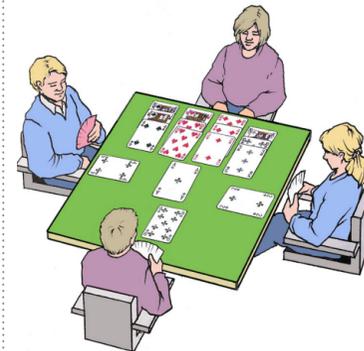


Each player plays a card to each trick, until all cards have been played. The players keep their own cards and places the played cards in front of them in a row (facing down), like a one if they won the trick and like a minus if they lost it.



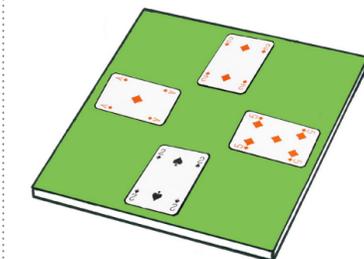
The player who won a trick plays the first card to the next.

In bridge, the ace is the highest card and the two (deuce) is the lowest. In each trick you 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 lead wins the trick. When there is a trump suit, you can win the trick by playing a trump card, if you do not have any cards in the lead suit. If you cannot follow suit, you may play any card you want.

If several players play trump, the highest trump card wins the trick. Note that you do not have to play trump when you cannot follow suit. You may play any card you like, from any other suit.



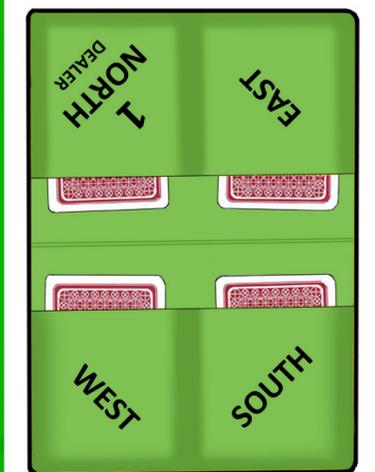
Winner

When all 13 tricks have been played, you write the deal number and the number of tricks for each side in a score sheet. Later, you can compare your result with the other pairs that have played the same deal. The winner is decided from which pair has won the most tricks in total.

On the next page, there is a score sheet.

A Fair Game

In duplicate bridge, each deal is played at two or more tables. If you use a board, marked with North, East, South, and West, you can save the deal after the play.



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 you cannot say that you got "bad" cards.