



LESSON 1

Introduction to Bridge

The Game of bridge is played in 2 distinct phases

The Auction The partnerships compete to win the contract

The Play The winning partnership must now fulfil the contract

The Auction (More on the auction next week)

We use compass directions (NS/EW) for the four players.

The **DEALER** is the 1st player to call. A player may **PASS** or make a positive bid.

A positive bid **must** be higher than the previous bid.

The auction continues in a **clockwise** direction until there are 3 consecutive **PASSES**

The **CONTRACT** is the last bid made before those passes.

The player, who first bids this suit, will be the **DECLARER**

The Play of the Hand

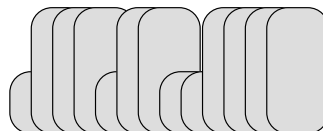
- The **DECLARER** is the player who plays the hand
- **DUMMY** (Declarer's partner) places their cards face up on the table
- The faced cards on the table are also referred to as the **DUMMY**
- The **OPENING LEADER** is the opponent on declarer's left
- Declarer makes **all** decisions in the play of the hand; **both their own and DUMMY's cards**
- Dummy cannot suggest a play to declarer
- A **TRICK** is a collection of 4 cards – 1 from each player in turn
- A player must follow suit if possible
- If a player can't follow suit, they can play any other card
- Highest card of the suit led wins the trick (unless a **TRUMP** is played)
- The next trick must be played from the hand which won the previous trick

How the Cards are Placed

The cards are placed individually in front of each player

The cards are placed vertically (towards us) if we win the trick

The cards are placed horizontally (towards opponents) if we lose



Ranking of Cards in a Suit

A K Q J 10 9 8 7 6 5 4 3 2

Ranking of the Suits

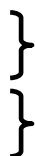
Notrumps NT

Spades ♠

Hearts ♥

Diamonds ♦

Clubs ♣



Spades and Hearts are also called the **MAJOR** suits

Diamonds and Clubs are also called the **MINOR** suits

Naming a suit

Naming a suit declares that suit to be **TRUMPS** (the dominant suit)

A card from the trump suit is more powerful than cards from any other suit

NOTRUMPS means that there is **no** dominant (trump) suit

Value of the Honour Cards (HCP – High Card Points)

A = 4

K = 3

Q = 2

J = 1

Each suit totals = 10 HCP

Each deal totals = 40 HCP

What is the Partnership looking for in a Contract?

Their aim is to find the best contract at the correct level. There are 3 levels to bid to:

Partscore combined points less than 25

Game combined points 25-32

Slam combined points 33+

What is Game?

You get a large bonus when you make a Game, but you must make a certain number of tricks to succeed. The number of tricks varies according to the trump suit or NT.

Game is:

- 3NT – 9 tricks
- 4♥/♠ – 10 tricks
- 5♣/♦ – 11 tricks

Rules of Mini-Bridge

Who Becomes Declarer?

Each player, starting with the **DEALER**, adds up their HCP.

The pair with the majority of points becomes the declaring side.

The player of the partnership with the most points is the **DECLARER**.

That is the end of the Auction phase at this stage.

What Happens Next?

The partner of the declarer, who is called **DUMMY**, places their cards in suits on the table.

Declarer studies the dummy cards and their own hand and then decides what the contract should be - one of the **SUITS** or **NOTRUMPS** (NT).

The partnership must try and find a **FIT** which is 8+ cards between the two hands.

If there is a **fit**, then declarer chooses this as the trump suit.

Trumps are then placed on dummy's right.

The partnership **MUST** always try for a **MAJOR fit** first.

If **no** good **fit** is possible, then they choose a NT or minor contract.

Declarer now decides whether to bid Game.

If the combined point tally of both hands is **25** or over, the contract is declared in Game. Otherwise declarer plays in a partscore and needs to make **7** tricks, which is the minimum number to make any contract.

Then What?

The opponent on declarer's left leads a card to start the play.

A **TRICK** is a collection of four cards – 1 from each player in turn.

The player who wins this first trick then leads to the second trick.

This continues until all 13 tricks have been played.