

## MINIBRIDGE SUMMARY

52 card deck (no jokers) and 4 players, those sitting opposite each other are partners.

**Dealing** – Deal all cards, one at a time moving clockwise.

**Sorting** – Sort your hand by suit and sequence cards within suit.

**Counting** – Count your high card points.

**Announcing** – Starting with the dealer each player announces their points, partnership with the most points becomes Declaring Team.

**Declaring** – Points determines Declarer and Dummy. Declarer chooses trump or notrump and game or part-score.

**Playing** – Player to Declarer's left leads first card and play is clockwise. After each trick, card is placed face down – vertical if trick was won, sideways if not. Winner of trick leads next.

**Scoring** – Count up tricks taken and score hand.



Patty Tucker is from Atlanta, Georgia. Having learned to play bridge at age eleven, Patty has extensive experience in playing and teaching bridge.

She is a Grand Life Master, American Bridge Teacher Association Master Teacher and ACBL and Better Bridge Accredited Teacher.

She has been recognized by ACBL for her work with youth bridge and as a volunteer at the local and national level. She was named an ACBL Honorary Member in 2016 and the ACBL Goodwill Member of the Year in 2011.



Bridge with Patty



@bridgewithpatty

# MINI BRIDGE

## Player Guide



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## DEALING

Shuffle and cut deck, draw cards and high card deals first hand.

Shuffle and cut each subsequent hand and deal passes clockwise.

## SORTING

The high card in each suit is the A and the low card is 2.



## COUNTING



All Aces = 4 pts.

All Kings = 3 pts.

All Queens = 2 pts.

All Jacks = 1 pt.

## ANNOUNCING

Team with the most combined points becomes the Declaring team.

If both teams have 20 high card points (HCP) then re-deal the hand. Total points in all four hands should be 40 HCP, if not recount.

## DECLARING

The Declarer is the player on the Declaring team with the most HCP, or if equal then the player who announced their points first.

The other player's hand becomes the dummy and is laid face up on the table in columns in front of that player.

The Declarer reviews the partnerships combined cards and decides:

- Trump (♠♥♣♦) OR Notrump
- Game or Part-score

### Deciding Trump or Notrump

A trump suit is usually declared if there are 8 or more cards in hearts or spades between the two hands.

Notrump is usually chosen if your hands have no suits with zero cards (a void) or no suits with only one card (a singleton).

### Deciding Game or Part-score

To determine 'game' or 'part-score' Declarer needs to estimate how many tricks the partnership can take.

*Part-score - 7 tricks*

*Game ♣♦ - 11 tricks*

*Game ♥♠ - 10 tricks*

*Game NT - 9 tricks*

A 'Game' contract is preferable as, if you are successful, you win a significant bonus for risking a higher level.

## PLAYING

The player to the Declarer's left leads the first card and play is clockwise. Each player must follow the suit led if possible. If you cannot follow suit, you will play any card in any other suit.

The highest card in the suit led wins the trick, except if you are playing in a trump suit and a trump is played.

## SCORING

Declaring team wins when they take the target number of tricks for declared contract. Scoring is as follows:

TRICKS	♣♦		♥♠		NOTRUMP	
	POINTS	BONUS	POINTS	BONUS	POINTS	BONUS
1-6	0		0		0	
7	20	Part-Score 50	30	Part-Score 50	40	Part-Score 50
8	20		30		30	
9	20		30		30	Game 300
10	20		30	Game 300	30	
11	20	Game 300	30		30	
12	20		30		30	
13	20		30		30	

### Trick Points (target/contract met)

♣♦ - 20 points/trick

♥♠ - 30 points/trick

NT - 40 points 1<sup>st</sup> trick then 30 pts/trick

### Bonus Points

Part-score bonus - 50 pts

Game bonus - 300 pts

Declaring team loses if they do not win the number of tricks for which they contracted. Defending team receives 50 points for each trick Declarer is short.