

Starting the Game

Dealing: 13 cards each, 1 at a time clockwise

Bidding: Each player makes calls (pass or bid) in sequence competing for right to declare hand. A bid consists of a number and a suit (1♣, 1♦, 1♥, 1♠)

Dealer: First player who has the opportunity to make a call (pass or bid).

Direction of bid and play: The bidding and playing proceed to the left (clockwise).

End of bidding: After 3 passes in a row

Declaring direction: The side that made the last **suit or NT** bid.

Contract: The last suit/notrump bid. If Suit it is called trump

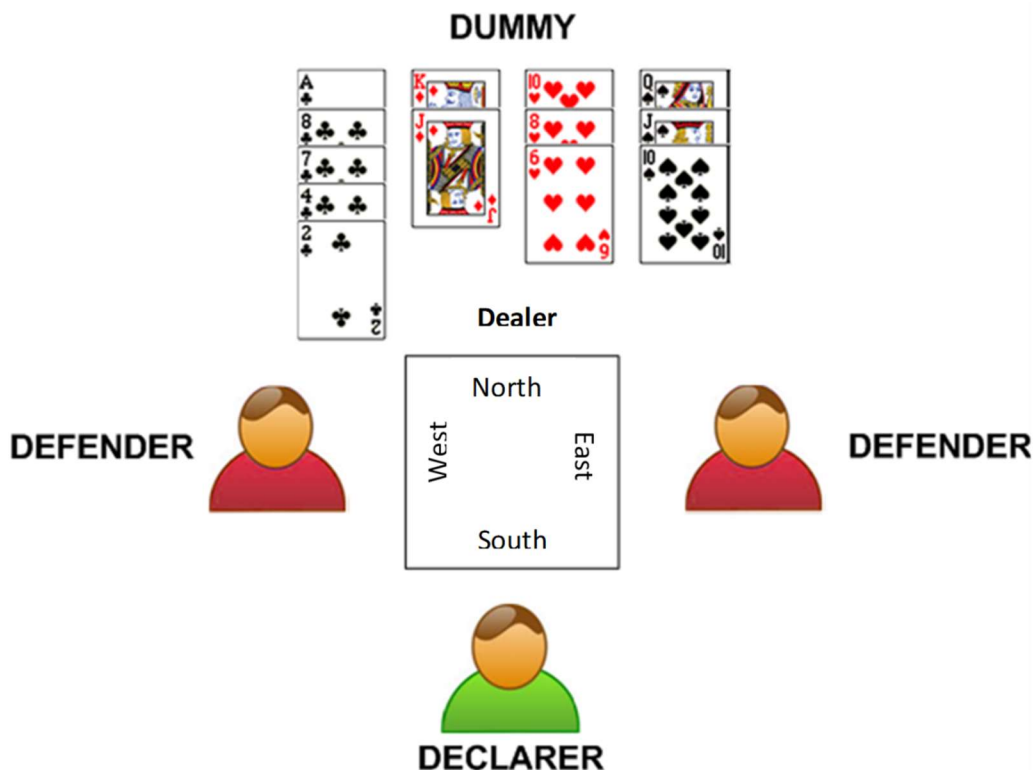
Declarer: First person to mention suit/notrump

Opening Leader: Defender to left of declarer

Dummy: After opening lead, hand of declarer's partner is tabled face up. Declarer specifies what cards are to be played from dummy

Trick: Clockwise play of 4 cards. Must follow suit if possible! Highest card wins. Winner leads next

Trumping: If void in suit led, any card can be played including trump. Highest trump wins



What is a contract?

1. Number of odd tricks (Tricks above 6) you are going to take = 1,2,3,4,5,6,7
2. Trump suit? = ♣, ♦, ♥, ♠
3. NoTrump (NT) = Only high card wins

Contract Examples

1♣ = 7 tricks with ♣s as trump

2♦ = 8 tricks with ♦s as trump

3♥ = 9 tricks with ♥s as trump

4♠ = 10 tricks with ♠s as trump

3NT = 9 tricks with no trump suit (only high card wins)

How do you arrive at a Contract?

1. Auction: Each player makes calls (pass or bid) in sequence competing for right to declare hand. A bid consists of a number and a suit (1♣, 1♦, 1♥, 1♠)
2. Bidding is a competition with each side battling to win the right to declare
3. The Auction End After 3 passes in a row
4. Declarer: First person to mention suit/notrump
5. The side that loses the bidding battle become the defenders with the goal to set the contract
6. *Bidding will not be taught until the next module. We will use other means to set the contract in this module*

The Goal of Bridge = Win as many points as possible on each hand under the contract chosen by the players for the hand

1. ON offense You can only win points if you make or exceed your **contract**.
 - a. Earn points for every trick above 6 (odd tricks)
2. Defenders win points by setting contract
3. Both sides have opportunities to win bonus points

Basic Play of the Hand Strategy

1. In NT Count you **SURE** winners
2. Identify resources for more tricks
3. Make a plan
4. Execute Plan

Play Strategy Practice - Contract is 2NT

DUMMY

♠ K 9 3

♥ K 7 4

♦ K 6 5

♣ 10 9 7 2

DECLARER

♠ A 7 4

♥ A Q 8 5

♦ Q 7 4

♣ Q J 6

1	2	3
4	5	6
7	8	9

How many tricks do I need? _____

Sure Winners _____

Sources of tricks 1. _____ 2. _____ 3. _____

What's my plan _____

Card Play Rule/Guidance #1

“Playing the honor card from the short side first” to avoid blocking the suit

Example:

	NORTH (DUMMY)	
	♦ A Q J 10 9 8	
	♣ 3 2	
WEST		EAST
♦ 7 3 2		♦ 6 5
♣ K 10 6		♣ Q J 7 4
	SOUTH (DECLARER)	
	♦ K 4	
	♣ 9 8 5	

Some common bridge terms you should know:

Void – no cards in that suit

Doubleton – two cards in a suit

Singleton – one card in a suit, (a “Stiff Ace,” means a singleton Ace.)

Stoppers – a stopper in a suit is a high card that will stop the opponents from running their suit.

Honor cards – Ace, King, Queen, Jack Ten (T)

Spot cards - any card below an honor card

LHO – Left-hand opponent

RHO – Right-hand opponent

Notations such as 3+ cards means 3 cards or more; 12+ points means 12 points or more.

“Ruff” – If a player “ruffs” a card, that means the player has a void and uses their trump card to take the trick.