

BEGINNERS' LESSONS

Welcome



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Lesson One

Introduction to Bridge



Lesson One – Introduction to Bridge

The Game of bridge is played in 2 distinct phases:

PHASE 1

The Auction – we will skip over this now and cover later from Module 3 onwards ...

each person in the partnership 'talks' to each other to describe what they have in their hand to work out the best contract.

PHASE 2

The Play – we will begin discovering about this right away – using a simplified version of the game called MiniBridge, which abbreviates the Auction Phase.



Ranking of Cards and Suits

Cards are ranked from highest to lowest

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

No **T**rumps

NT

Spades



Hearts



Diamonds



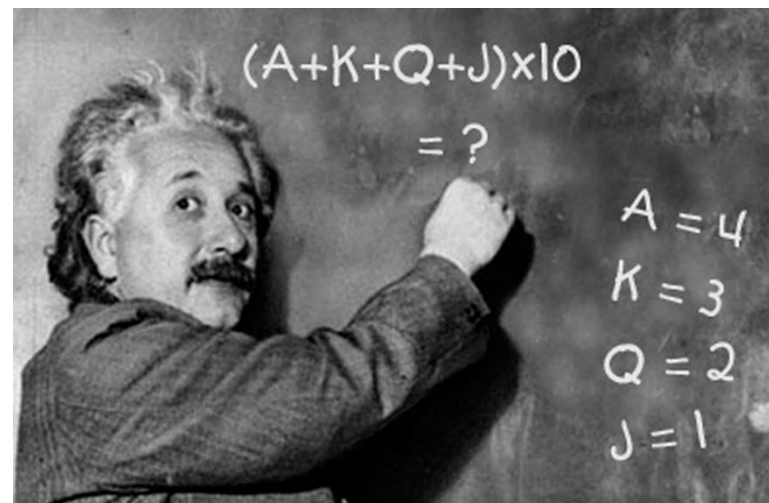
Clubs



Value of the Honour Cards

Add your **High Card Points** (HCP) together

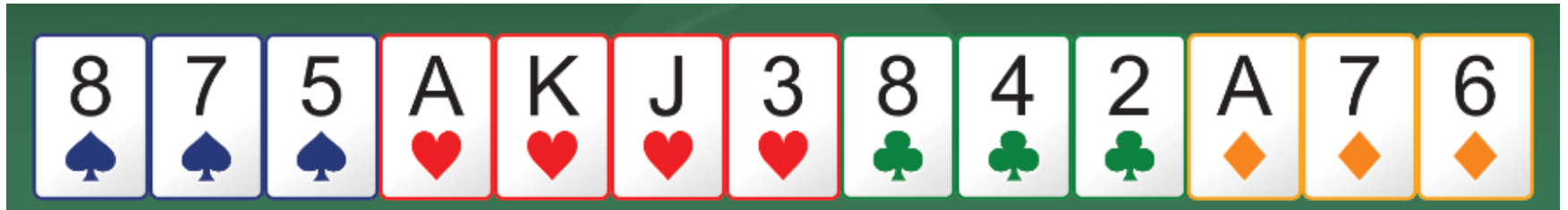
Ace	A	=	4 points
King	K	=	3 points
Queen	Q	=	2 points
Jack	J	=	1 point



Each suit total = **10** points Each deal total = **40** points



How many High Card Points?



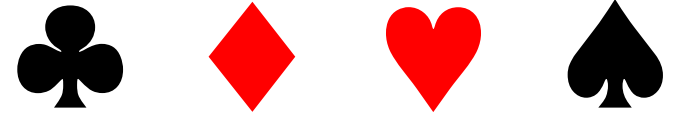
4 3 1

4

12



The contract Suit



- Naming a suit as the contract means the suit is to be **trumps**
- Trumps is the dominant suit
- A card from the trump suit is more powerful than any other card
- **NoTrumps** means that there is no dominant suit



Outline of MiniBridge

- Write down your total **High Card Points** on the bidding pad in the top left box
- The partnership with the most points between them becomes the **declaring** side
- Within that side, the person with the most points becomes **Declarer**
- **Dummy** is placed on the table face up (different from actual Bridge)
- Declarer chooses the contract in trumps (or NoTrumps)
- Opening lead comes from player on declarer's left (I will tell you what card to lead)



Playing a MiniBridge Hand

- You can try out the play of a MiniBridge hand online
- You will need to choose the final contract – which should be 1NT for hand 1A, a contract for 7 tricks
- Use arrow keys (> or <) to scroll across the choice of bids to select 1NT and click on that contract
- The other players – robots – will pass
- The robots will lead and play the defensive hands, while you choose the from dummy and Declarer's cards to play
- Go to: <https://graemetuffnell.com/practice-hands> and scroll down to the heading **New Module 1** and select 1A, or click on:
<https://graemetuffnell.com/play/nzbridge/NewModule1/1A>



How Naming the Contract Works

1♣	1♦	1♥	1♠	1NT
2♣	2♦	2♥	2♠	2NT
3♣	3♦	3♥	3♠	3NT
4♣	4♦	4♥	4♠	4NT
5♣	5♦	5♥	5♠	5NT
6♣	6♦	6♥	6♠	6NT
7♣	7♦	7♥	7♠	7NT

The **1**-level bid means you plan to win 6+**1** tricks, ie 7

2-level 6 + **2** (8 tricks), 3-level 6 + **3** (9 tricks), etc



How Bidding Works

1♣	1♦	1♥	1♠	1NT
2♣	2♦	2♥	2♠	2NT
3♣	3♦	3♥	3♠	3NT
4♣	4♦	4♥	4♠	4NT
5♣	5♦	5♥	5♠	5NT
6♣	6♦	6♥	6♠	6NT
7♣	7♦	7♥	7♠	7NT

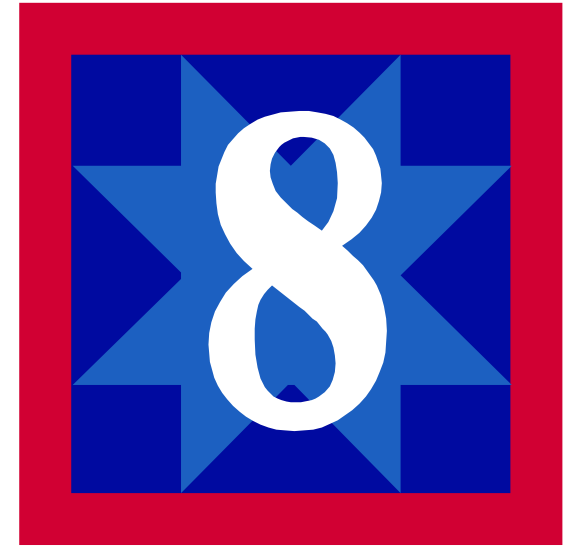
Game scores are worth a lot more !

NoTrumps Game is at the 3-level, Majors at the 4-level and
minors at the 5-level



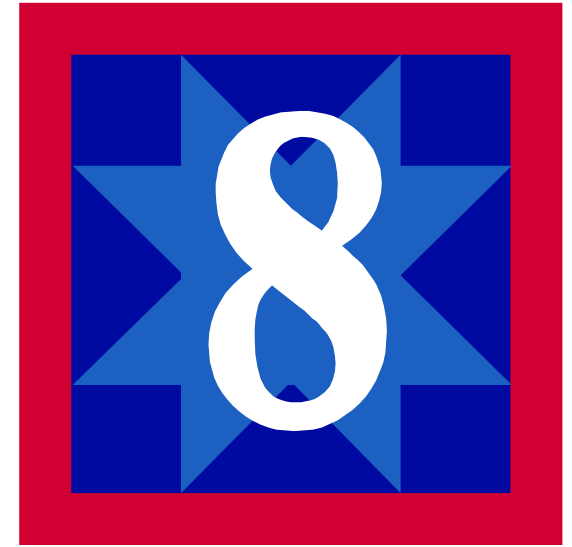
Finding a Fit

- A **Fit** is 8+ cards in one suit between the two hands
- If there is a fit in a **major** suit, then this will be the trump suit
- If there is no fit, then choose
NoTrumps



Finding a Fit

- If there is a fit in a **minor**, then you can choose whether to play in the minor or in NoTrumps
- The **quality** of the cards does not matter ... there just have to be 8 or more of them in the suit



What is GAME?

- You get a large bonus for bidding and making a **GAME** contract
- The number of tricks required to make game depends on the trump suit or NoTrumps

3NT - 9 tricks

4♥/♠ - 10 tricks

5♣/♦ - 11 tricks



What is Declarer looking for?

- **STEP ONE:** Find a fit
- **STEP TWO:** Decide the level to play the contract

Partscore

Total Points Less than **25**

Game

Total Points **25 – 32**

Slam

Total Points **33+**



Declarer Chooses the Contract (in MiniBridge)

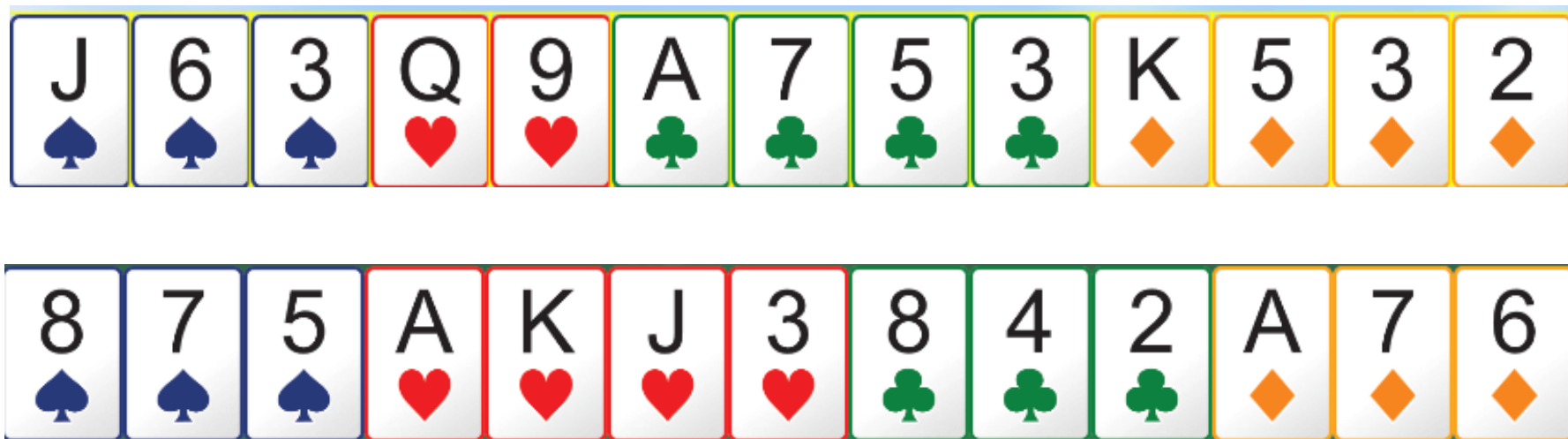
- Declarer, after first looking at dummy, chooses a trump suit, or to play in no trumps (NT)
- If there is an 8+ card fit in a **Major** suit (♠ or ♥) Declarer plays in that suit and names it as trumps
- Then Declarer decides whether to play in a **game** contract, which attracts a large score bonus
- With 25+ HCP play in game in 3NT, 4♠ or 4♥, otherwise play in a contract as low as possible.



Which suit has a fit? 8+ cards between the two hands



MiniBridge Practice Hand One



Is there a fit? **8+ cards between the two hands?**

Should Declarer choose 3NT game or partscore 1NT?



PHASE 2 – The Play of the Hand

- The **Declarer** is the person who plays the hand
- The **opening lead** is made by the person on Declarer's left



MiniBridge Practice Hand One

What is the best opening lead on this hand?



Rule for opening leads:

- **With a sequence of honours, lead top of the sequence – i.e. ♠A on this hand**
- **For example, lead K from KQJ+, lead Q from QJT+ J from JT9+**



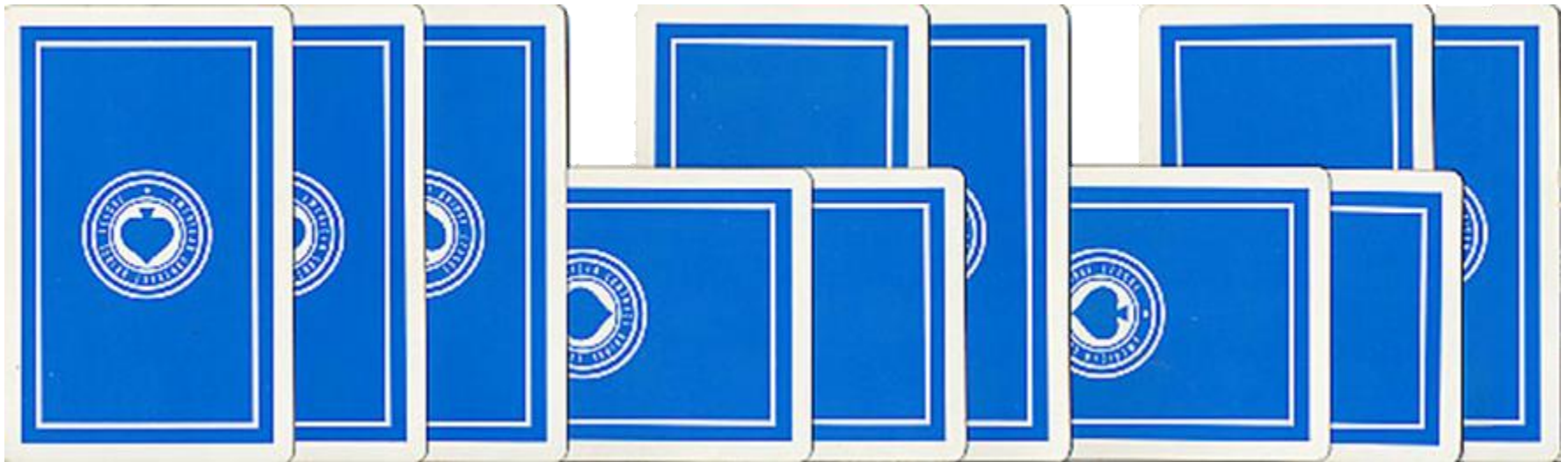
PHASE 2 - Play of the Hand

- Declarer plays their own cards AND calls for dummy's cards
- A **trick** is a collection of 4 cards – one from each player
- A player must follow suit where possible
- The highest card of the suit led wins the trick UNLESS a **trump** is played
- If you win the trick, you lead to the next trick.



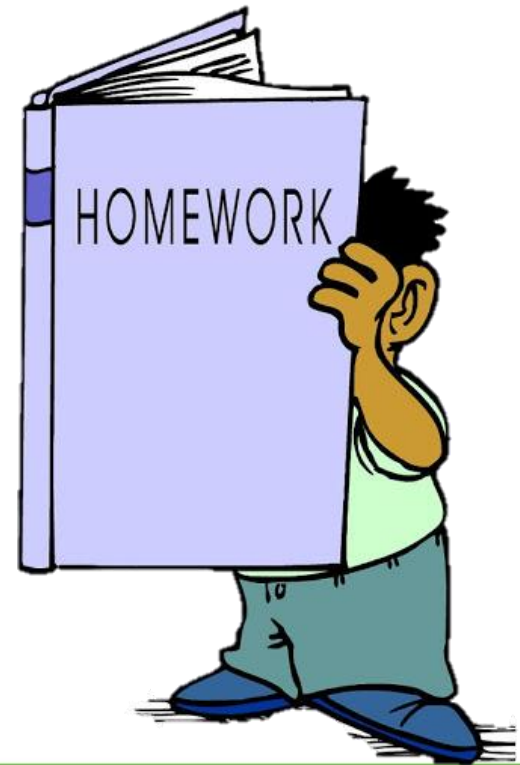
How the Cards are Placed

- Each player keeps their own cards in front of them
- If you win the **trick** the card is placed vertically in front of you
- If you lose the **trick** the card is placed horizontally in front of you
- Leave a 5cm margin between played cards & the table edge



Practice and Review

- **Review** tonight's lesson notes as soon as possible
- **Review** lesson notes again before next week's lesson
- Do your **homework** – Quiz I
..... Please



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