

BEGINNERS' LESSONS

Welcome

Teacher: Douglas Russell

Telephone: 021 235 2220

Email: douglaskeithrussell@gmail.com



Lesson One

Introduction to Bridge



Bridge profile for Douglas Russell, North Shore Bridge Club Tutor

I was appointed by the North Shore Bridge Club in 2017 to take over the role of Class Tutor, and also to a new role designing, coordinating and managing a coherent teaching programme. This year's Improvers' series will start on Tuesday 14 February 2023. Here is a little about myself.

I am originally from the UK; my career was in the University sector, my last post being Professor of Chemistry at the University of Auckland. I retired in 2012. I hugely enjoyed the teaching aspects of the job, especially to First Year students; an example of my teaching style may be viewed at <https://www.youtube.com/watch?v=kL63MmZqEt8>. One of my obsessions outside my chosen subject has always been bridge. I have been playing competitively (with some breaks for career reasons) since the late 1970's, and I have represented New Zealand at the Seniors' level 11 times in 10 different countries. More recently, I have become involved with helping others learn this fascinating game, through teaching, assisting in supervised play sessions at the North Shore Club, partnering players eager to develop their skills in tournaments and club sessions, and training less experienced players for national and international competitions. Other hobbies include crosswords and other puzzles, gardening, tramping and most recently playing rock guitar, something I always wanted to do as a teenager but for which I did not have the time or resources.



Douglas Russell

NSBC Website page for resources

Link to North
Shore Bridge
Club [Website](#)

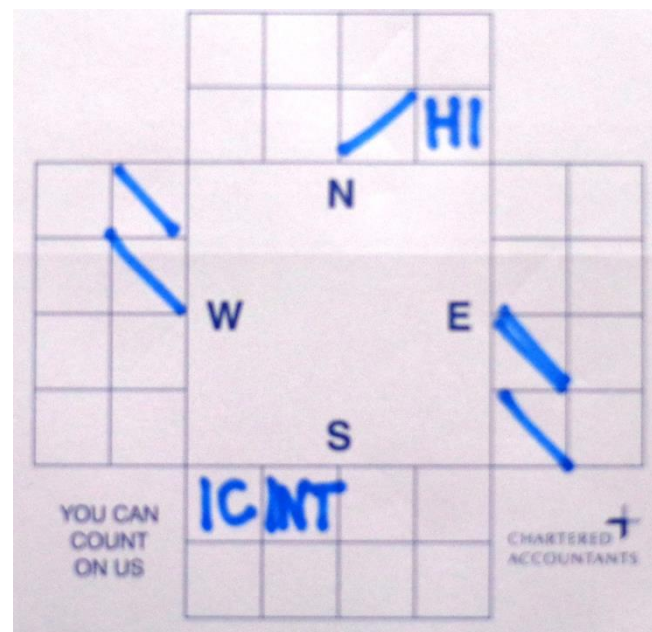


Lesson One – Introduction to Bridge

The Game of bridge is played in 2 distinct phases:

PHASE I

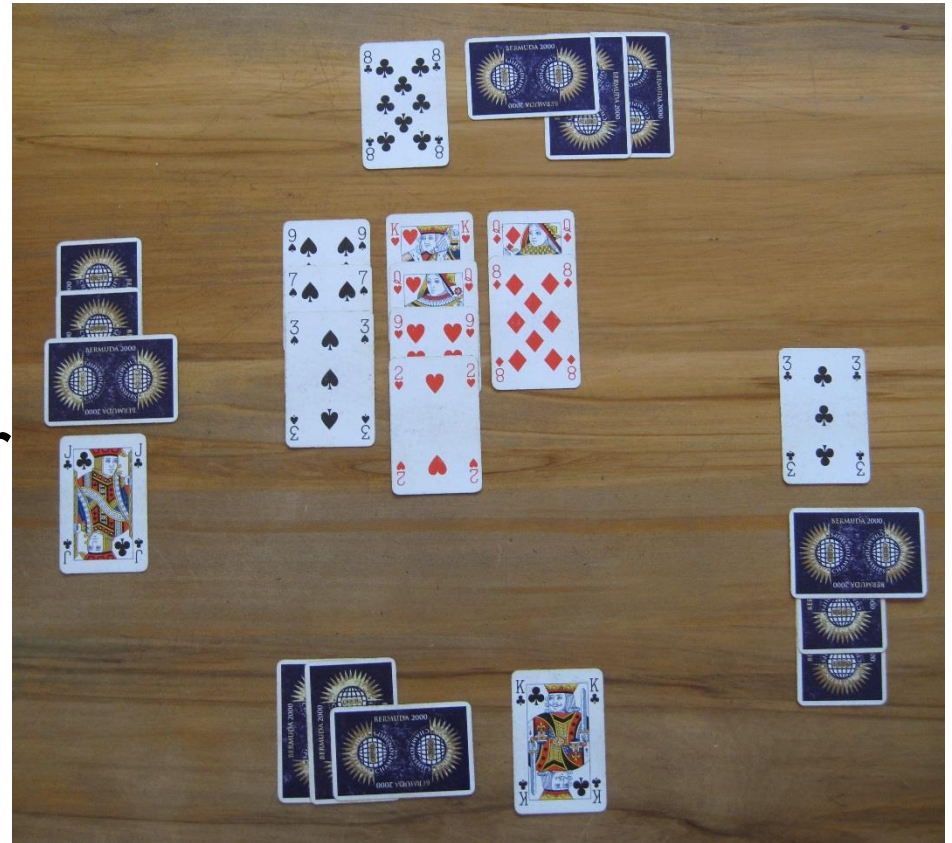
The Auction ... each person in the partnership 'talks' to each other to describe what they have in their hand to work out the **best contract**



Lesson One – Introduction to Bridge

PHASE 2

The Play ... the winning partnership now needs to fulfil their contract



PHASE I - The Auction

- The process of 'talking' to each other to describe the contents of your hand
- The **Dealer** is the first person to bid
- Bids must be made in the correct order
- Bids are made clockwise
- If you have nothing to say ...
you can **PASS !**



PHASE I – The Auction

- Bidding is written down
- The auction concludes when there have been 3 passes in a row
- The **Contract** is the last bid made before those 3 passes
- The player who bids the suit first will be the **Declarer**

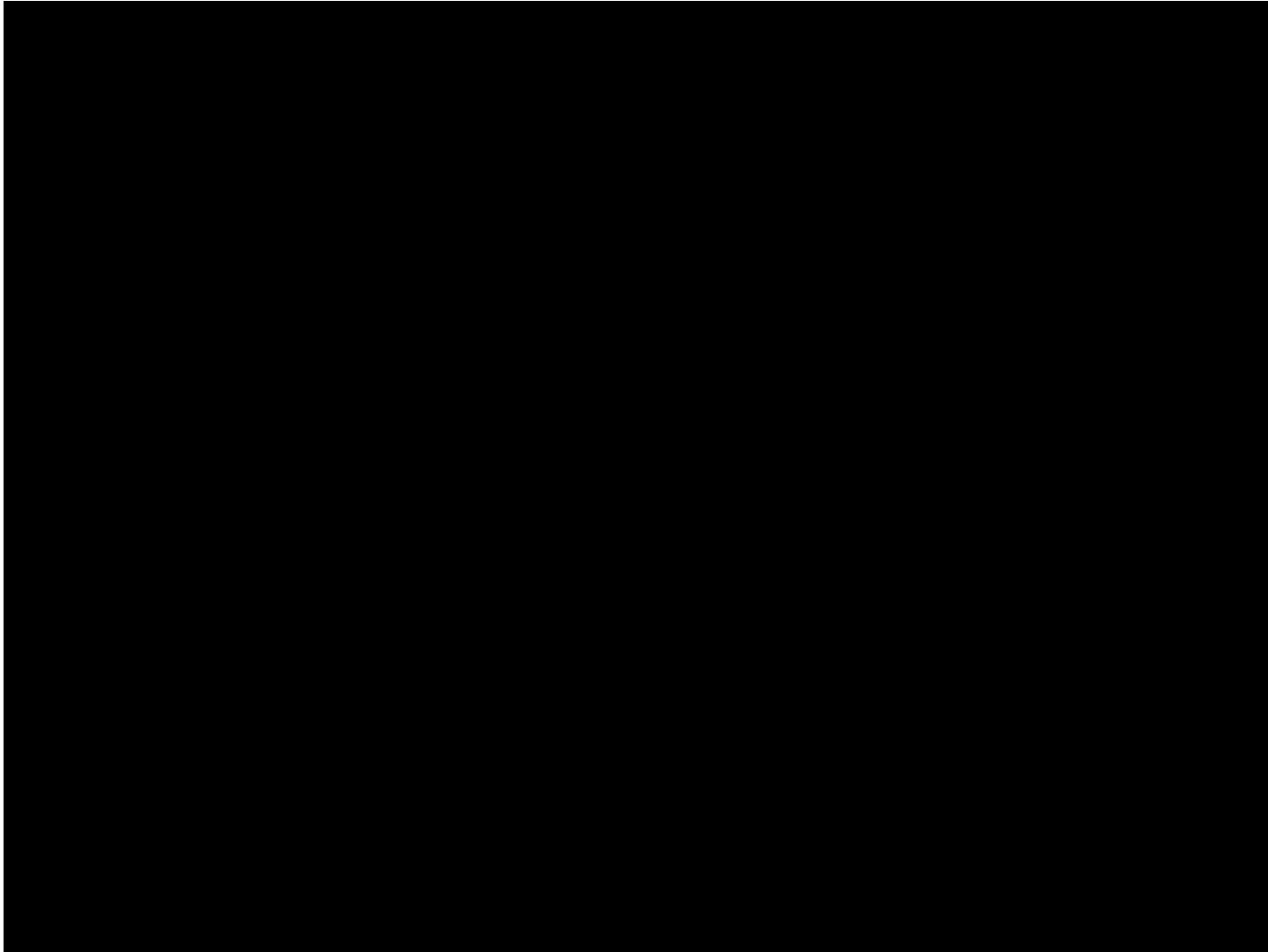


PHASE 2 – The Play of the Hand

- The **Declarer** is the person who plays the hand
- The **opening lead** is made by the person on Declarer's left
- **Dummy** lays their cards out on the table with the trump suit on their right
- The cards laid on the table are also known as the **Dummy**



So how does this all look?



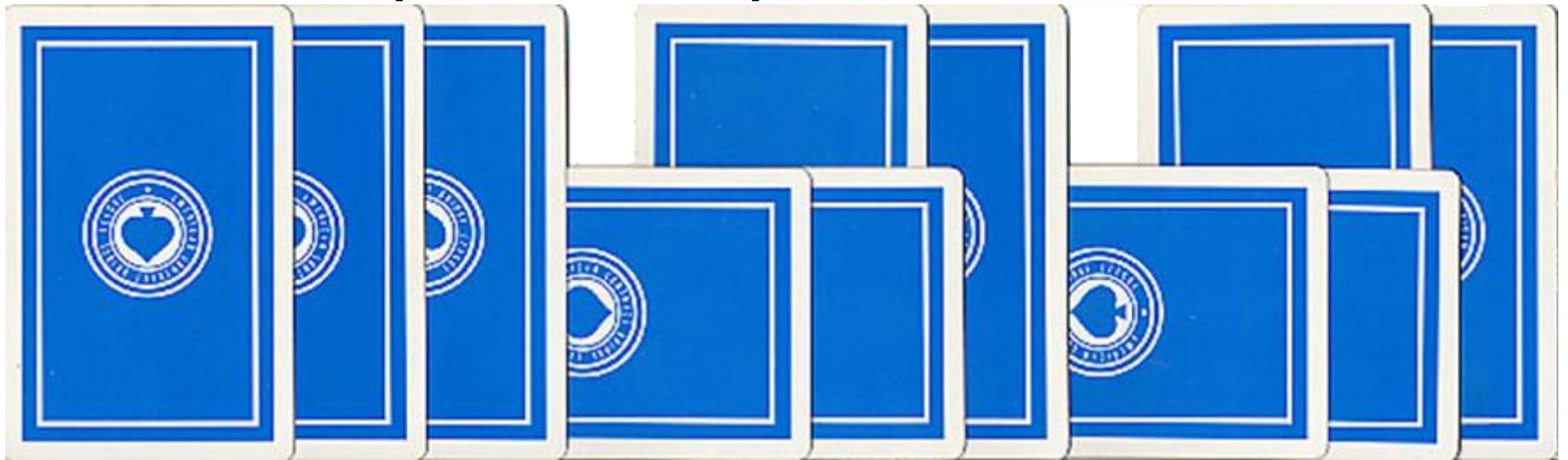
PHASE 2 - Play of the Hand

- Declarer plays their own cards AND 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



Ranking of Cards in a Suit

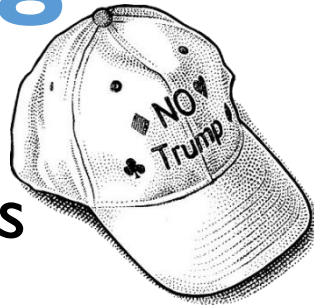
Cards are ranked from highest to lowest

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



Ranking of the Suits

No **T**rumps



Spades



Hearts



Diamonds



Clubs



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

The **1**-level bid means you plan to win $6 + 1$ tricks (**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

If bidding, your bid cannot be a lower ranked suit at the same level as the previous bid.



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

EXAMPLE

if someone bids 1♦ the next person CANNOT bid 1♣

If they want to bid clubs, they would have to bid 2♣



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



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

Slam scores are better still !

Slam

Grand Slam



The contract Suit



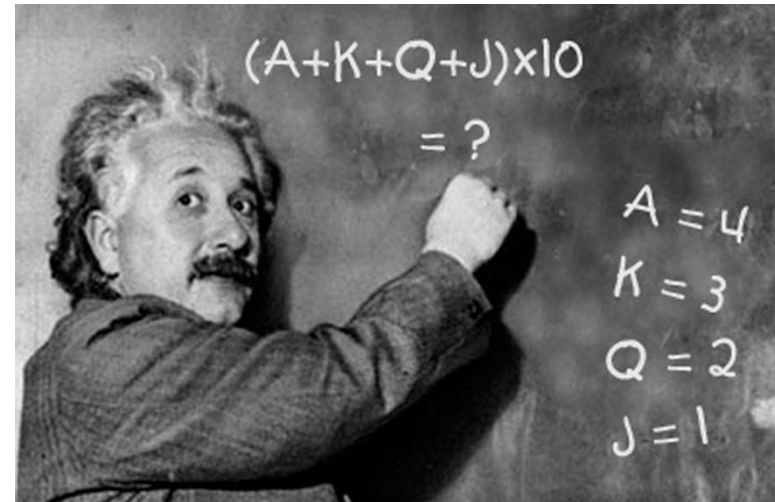
- Naming a suit as the contract is the suit to be **trumps**
- Trumps is the dominant suit
- A card from the trump suit is more powerful than any other card
- **NoT rumps** means that there is no dominant suit



Value of the Honour Cards

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

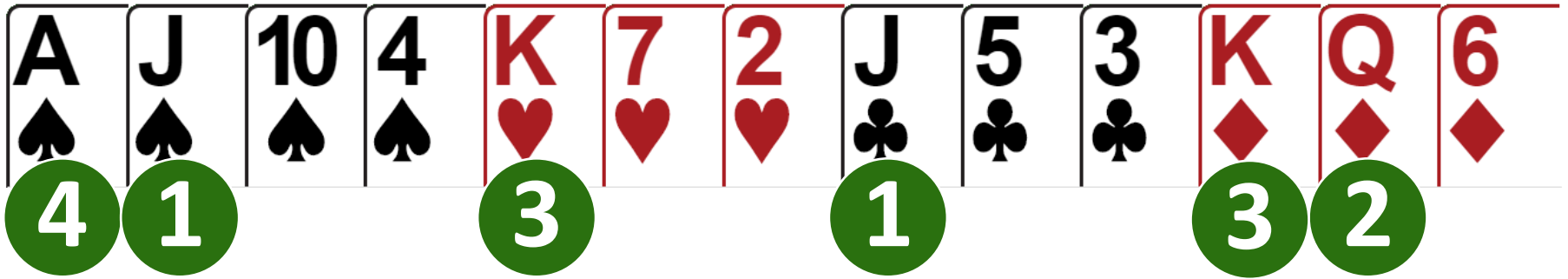
Ace	A	=	4 points
King	K	=	3 points
Queen	Q	=	2 points
Jack	J	=	1 point



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



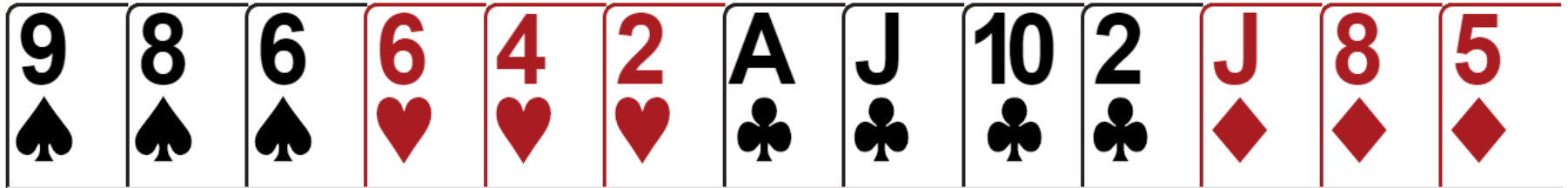
How many High Card Points?



14



How many High Card Points?



6



How many High Card Points?

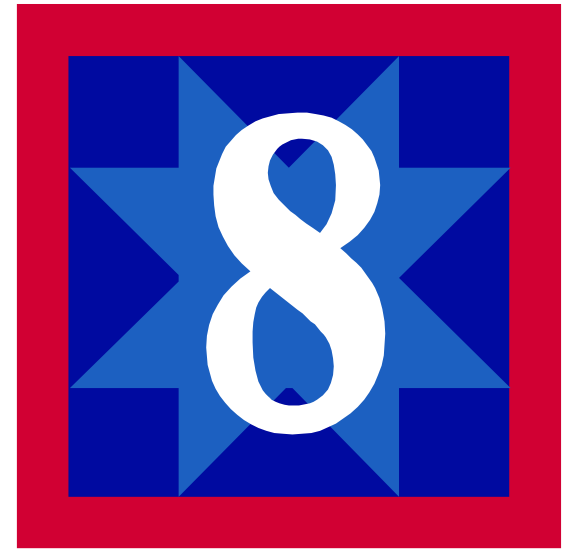


19



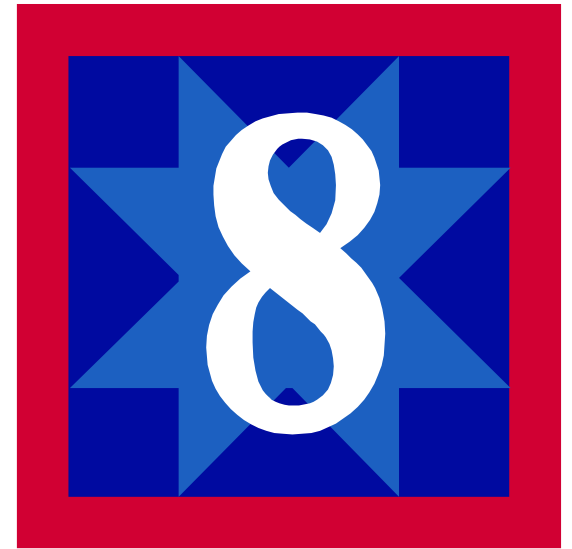
Finding a Fit

- 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



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



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



What is the Partnership looking for?

STEP ONE: Find a fit



or more cards in the **same suit**
between both hands



What is the Partnership looking for?

- **STEP TWO:** Decide the level to play the contract at

Partscore Total Points Less than **25**

Game Total Points **25 – 32**

Slam Total Points **33+**



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



GAME Contracts

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 Rules of Mini-Bridge

- Write down your **High Card Points** on the bidding pad ...
Dealer goes first
- The partnership with the most points between them becomes the **declaring** side
- Within that side, the person with the most points becomes **declarer**
- Opening lead comes from player on declarer's left (I will tell you what card to lead)
- **Dummy** is tabled
- Declarer chooses trumps (or No Trumps)
- **Declarer then chooses the level they want to play (partscore or game)**



Homework (sorry)

LESSON 1 QUIZ

NZBbridge

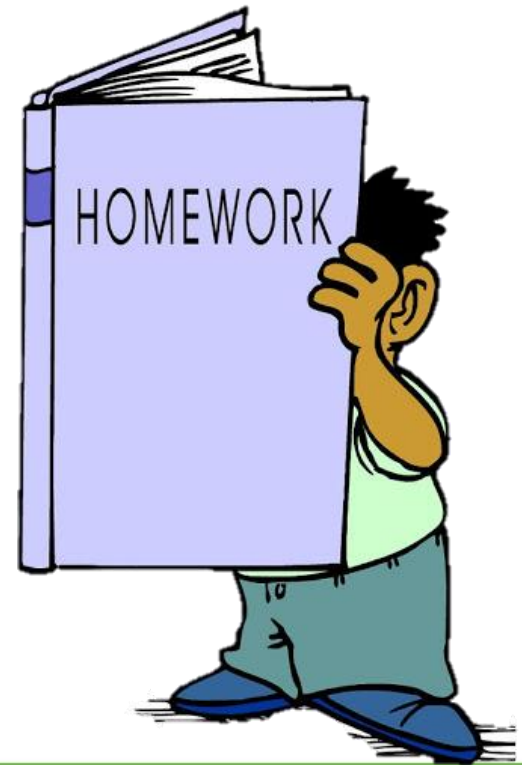
Introduction to Bridge

1. Who starts the auction? _____
2. How do you decide the contract? _____
3. What do you need to bid game? _____
4. What are the game contracts? _____
5. What is a trick? _____
6. What do you need to choose a trump suit? _____
7. When do you bid no trumps? _____
8. What is the minimum number of tricks you need to make a contract? _____



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



BEGINNERS' LESSONS

Welcome

Teacher: Douglas Russell

Telephone: 021 235 2220

Email: douglaskeithrussell@gmail.com

