

## MINIBRIDGE

This is an excellent way to start you playing Bridge without having to know the rules and conventions of the bidding.

It has been tried and tested for 20 or more years and teaches you how to evaluate the strength of a hand in terms of counting High Card points (HCP), how to play the cards and gives you a basis for scoring.

1. All 52 cards are dealt one at a time to each of the 4 players in a clockwise manner, players sitting opposite to each other forming a partnership.
2. Each player evaluates his hand by adding up his HCP (Ace = 4, King = 3, Queen = 2, Jack = 1).
3. Dealer announces his HCP total followed by each of the other players in turn going clockwise around the table. The total of all four players should add up to 40.
4. The partnership with most HCP between them becomes the declaring side and the player within that partnership with most becomes Declarer and his partner becomes Dummy. If the combined total partnership HCP is 20/20 then re-deal. If both partners have the same number of HCP then Declarer is the one who announced their HCP first.
5. Dummy puts his hand down on the table face upwards for all to see in columns of suits highest cards at the top.
6. Declarer now refers to the table below as to how many tricks his partnership should make according to the partnership's combined HCP. For example if the combined HCP is 25 then the target number of tricks with a suit as trumps is 10 or 9 if there are No trumps. This is the Contract. He has to decide if the hand is better played in a Trump suit rather than No Trumps in order to make the required number of tricks (or more if possible).
7. Opponent to the left of the Declarer now makes an opening lead by placing a card from his hand in front of him face uppermost.
8. Play continues as in Whist with each partnership trying to win as many tricks as possible. Declarer controls the play of the cards from Dummy as well as his own hand. Dummy remains silent throughout and must not advise in any way. He plays cards from the table as instructed by Declarer. Each player plays a card in turn clockwise and whoever puts down the highest card wins the trick, a trump beating any card in other suits. The winner of a trick leads the first card to the next trick.
9. At the end of the hand players agree on the number of tricks won by each partnership and score accordingly.
10. Initially it is best to score each hand as a Win or Loss for your partnership, a Win being success in making the target number of tricks or more. Later after some practice we can score along the lines of real Bridge.
11. The deal rotates clockwise around the table.

High Card Points	No. of Tricks (No Trumps)	No. of Tricks with Trumps
21-22	7	8
23-24	8	9
25-26	9	10
27-28	10	11
29-30	11	11
31-32	11	12
33-36	12	12
37 +	13	13