

Bridge Booklet #1

Introduction

- *Dealing your first hand*
- *Playing the Cards*
- *The auction*
- *Basic Declarer play*
- *Basic Defence*
- *Use your memory*

Name

Date Started.....

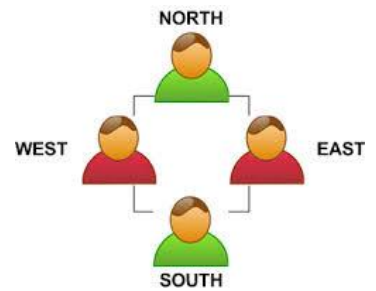


Dealing your first hand

Setup

Bridge is a game for four people, sat around a square table in two pairs:

Your **partner** is the person opposite you



Dealing the cards

One person should shuffle the cards, then deal them all out starting with the person on their left

No one touches their cards until they are all dealt

If the deal is done correctly, the dealer will give herself the last card

Sorting your cards

Check you have **13 cards**, then privately sort them into suits

The suits are: Clubs(♣) Diamonds(♦) Hearts(♥) Spades(♠)

Within each suit, arrange the cards in order, as shown here

Ace is the highest card, then **King, Queen, Jack, Ten, 9, 8, 7, 6, 5, 4, 3, 2**



Counting your points

Once the cards are sorted, privately count your **points**

Points are awarded for Aces, Kings, Queens and Jacks only

With experience this can be done very quickly

Ace	4 points
King	3 points
Queen	2 points
Jack	1 point

The auction

There is now an **auction**, where the players compete to decide the **trump suit** (top suit), and who is going to be the **declarer** (the person in charge of the deal)

But for your first hand, instead of an auction, just let the person with the most points be the declarer. He now chooses his **longest suit** (most cards), which becomes the **trump suit**

The partner of declarer becomes the **dummy**

The other two players are **defenders**

Now read *Playing the Cards* to see what's next

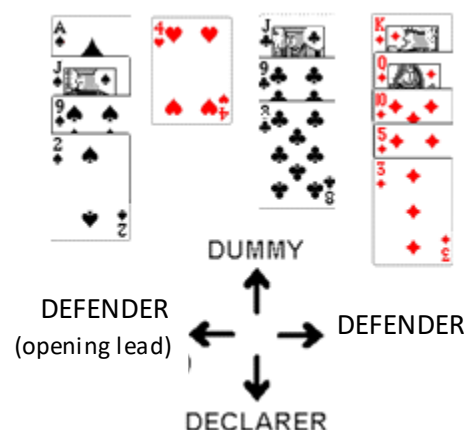
Playing the Cards

Starting the play

The person to the left of declarer plays the first card (anything he likes)

This first card is called the **opening lead**

After the opening lead dummy lays down all his cards in suits:



Playing the cards

Going round clockwise everyone plays a card of the suit that started the trick

This is called **following suit**. *You must always follow suit if you can*

If you can't follow suit you can play any card

Whenever it is dummy's turn to play, declarer picks up and plays a card for her (dummy is silent)

The four cards together are called a **trick**

The highest card of the suit that started wins the trick, except that trump cards beat all others

So you can win tricks by having the highest card, or playing a trump (but you must *always follow suit*)



In this example Diamonds are trumps

- North **leads** the Ten of Spades and so everyone must play a Spade if they have one
- East beats the Ten of Spades with the King, and is currently winning the trick
- South has no Spades so chooses to play a trump, and wins the trick with the Jack of Diamonds
- West also has no Spades but can't beat the Jack of Diamonds so throws a low Heart

Keeping score

Put your played cards face down in front of you – vertically if *your team* won, horizontally if they lost
Whoever wins starts the next trick, with whatever card they like



The aim is to win as many tricks as possible **in your team** (bridge is a team game)

The Auction

After the cards have been dealt, comes the **auction**

All four players bid in turn, starting with the dealer, and going **clockwise**

The aim is to determine the trump suit, the declarer, and how many tricks declarer's team needs

Bidding

A **bid** is a promise of how many tricks your team will win, with your chosen trump suit

You always try for more than half the tricks, so the smallest bid is 7 tricks out of the 13 tricks

- A bid of 1♥ says your team will win 7 tricks with Hearts as trumps
- A bid of 4♠ says your team will win 10 tricks with Spades as trumps
- A bid of 7♦ says your team will win all 13 tricks with Diamonds as trumps

In general you should bid more with a good hand (above 10 points), especially with lots of one suit

Order of the Suits

Each bid must be higher than the previous one (or you can **Pass**)

A higher bid is either a bid for more tricks, or a bid in a higher suit

The suits are ordered, going up, as **C**lubs, **D**iamonds, **H**earts, **S**pades (alphabetical order)

So for example if dealer bids 1♦ the next person can bid 1♥ or 1♠ but not 1♣ (they'd have to bid 2♣)

No Trumps

There is a fifth suit in bridge higher than all the rest – **No Trumps (NT)**

For example if dealer opens the bidding with 1NT the next player must bid at least 2♣ (or Pass)

With No Trumps it is always the highest card of the suit lead that wins the trick

End of the auction

The auction ends once everyone passes, however long it takes

The final bid becomes the **contract**

The rule for who is declarer is this: whoever on the winning team first bid the final suit is declarer

West	North	East	South
1♥	1♠	2♥	Pass
Pass	Pass		

In this example West becomes declarer in a contract of 2♥

His team wins and scores points if they get at least 8 tricks; defence wins if they get at least 6 tricks

East is the dummy; North makes the opening lead

Quiz

1. South is the dealer
 - (a) Who bids first? _____
 - (b) Who bids next? _____

2. Complete the table by filling in all the empty boxes

Contract	Trump Suit	Tricks Declarer Needs	Tricks Defence Needs
2♠			
3NT			
4♥			
6♣			
	Diamonds	10	

3. In each case circle which bids are allowed

- (a) Once the bidding has reached 2♠ 2♣ 2♦ 2♥ 2♠ 2NT
- (b) Once the bidding has reached 3♠ 1♦ 2♦ 3♦ 4♦ 5♦
- (c) Once the bidding has reached 4♥ 3NT 4♦ 4♥ 4NT 5♥

4. In each case say if declarer or the defence wins:

- (a) South bids 4♥ and makes 10 tricks _____
- (b) South bids 5♦ and makes 12 tricks _____
- (c) South bids 6♣ and loses 2 tricks _____

5. In each auction, what is the contract and who is declarer?

W	N	E	S
1♦	Pass	1♥	2♣
Pass	Pass	Pass	

W	N	E	S
1♠	2♥	2NT	Pass
3NT	Pass	Pass	Pass

- (a) _____
- (b) _____

Score

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Basic Declarer play

Being declarer means looking after two hands at once – your hand and dummy
You have to be alert as its always your turn to play next

Remember that if dummy wins a trick the next trick starts from dummy

Declarer has an advantage over the defence – she can see her partner’s hand

Drawing trumps

In the example suppose Clubs are trumps

Dummy: ♠x ♥AQxx ♦Axx ♣QJxxx
Your hand: ♠xxx ♥KJxx ♦x ♣AKxxx

Declarer has ten trumps in total, out of thirteen

That means the defence have only three

Declarer should play two (or three) rounds of trumps until both defenders are out

This is called **drawing trumps**

Once the defence have no trumps left it will be safe for declarer to win his tricks in other suits

It would be a mistake to play Hearts before drawing trumps – the defenders might **ruff** your winners

Using the trumps in dummy

Declarer can see what suits dummy is **short** in (doesn’t have many cards in)

He can then trump cards in dummy in that suit, called **ruffing**

In the hand above declarer **deliberately loses** a trick in Spades, then **ruffs** two Spades in dummy

Using high cards

Dummy: ♠Kx ♥Qxxx ♦Axxx ♣QJx
Your hand: ♠Qx ♥JT9x ♦Kxx ♣Kxxx

Declarer should try and develop extra tricks in the suits where he is missing the Ace

In this example declarer gets one trick in Spades, by using the King to force out the Ace

He also gets two tricks in Hearts, by forcing out the Ace and King

Counting cards

There are 13 cards in every suit – that’s all you need to know!

Declarer should count how many trumps the defenders still have

He should also keep track of when defenders run out of other suits

For example, suppose three tricks are played in Diamonds and everyone follows suit

There is only one Diamond left, so it is automatically a **master** (highest one left)

Quiz

1. You are declarer:

Dummy: ♠x ♥AJxxx ♦Axxx ♣QJx
 Your hand: ♠A ♥KQ ♦Kxxx ♣Kxxxxx

How many trumps does declarer have altogether, and the defence have, if the trump suit is

- | | | |
|--|--|---|
| (a) Hearts:
Declarer _____

Defence _____ | (b) Diamonds:
Declarer _____

Defence _____ | (c) Clubs:
Declarer _____

Defence _____ |
|--|--|---|

2. Declarer has 9 trumps altogether, so the defence have 4. How many round must declarer play if:

- (a) The defender's trumps split 2-2 _____
- (b) The defender's trumps split 3-1 _____
- (c) The defender's trumps split 4-0 _____

3. Spades are trumps:

Dummy: ♠xxxx ♥xx ♦x ♣xxxxxx
 Your hand: ♠AKQJT ♥Axx ♦xxx ♣AK

- (a) How many Hearts can declarer ruff in dummy? _____
- (b) How many Diamonds can declarer ruff in dummy? _____
- (c) If all goes to plan, how many tricks will declarer win in total? _____

4. Spades are trumps:

Dummy: ♠xxx ♥Kxx ♦Ax ♣Kxxxx
 Your hand: ♠AKQJx ♥QJx ♦Kxx ♣Qx

How many tricks will declarer **lose** in each suit?

- | | |
|------------------|--------------------|
| (a) Spades _____ | (c) Diamonds _____ |
| (b) Hearts _____ | (d) Clubs _____ |
- (e) How many tricks should declarer win in total? _____

(f) What could go wrong? _____

Score

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Basic Defence

Defence is the hardest part of the game

Teamwork is essential – think about your partner winning tricks and not just yourself!

Know your target

You should always be aware of how many more tricks your partnership needs to beat the contract

For example, if the contract is 4♥ your team needs starts off needing four tricks

As you win tricks keep updating your target of how many more your side needs

Building Tricks

It's easy to win tricks with Aces. The skill in bridge is in developing extra winners

- By **force** - If you have ♦K and ♦Q leading the ♦K (loses to the ♦A) sets up the ♦Q as master
- By **length** – in NT keep playing one suit until you are the last one with any left
- Using **trumps** – play one suit until you've none left, then you can trump that suit

Remember, tricks partner wins are just as good

So you should also try and set up winners for her too, either by force, length, or using trumps

The Opening Lead

The opening lead is the most important card

Some good opening leads are shown in the table

Top of a sequence of high cards, like ♣K from ♣KQJ The suit your partner bid A singleton or doubleton (against a suit contract) A trump (against a suit contract) 4 th highest from a long suit (especially against NT)

Aces are for killing Kings

Don't waste your high cards – if you start a trick with an Ace you will only beat low cards

Instead, save your high cards to beat declarer's high cards

Only start a trick with a high card if you have a block of them (like ♠AK) or if partner has bid that suit

Second hand low, third hand high

There are four people in each trick

In general, the first and second people play low, and the third and fourth try and win the trick

That saves you wasting your high cards

Think about all four hands

You are allowed to look at dummy!

This will help you work out what partner has, and what declarer has

It's often good to continue playing a suit your partner started, and avoid the suit declarer is playing

Quiz

1. You are defending and about to make the opening lead ♠Ax ♥KQx ♦QJT98x ♣xx

(a) Against 7NT: Tricks needed _____ Lead _____

(b) Against 6NT: Tricks needed _____ Lead _____

(c) Against 3NT: Tricks needed _____ Lead _____

2. Fill in the missing words:

(a) _____ are for killing _____

(b) _____ hand low _____ hand high

3. In this example South is declarer, and leads the ♥2
How many Heart tricks will declarer win in total if:

(a) West plays the ♥A on the ♥2? _____

(b) West plays low on the ♥2? _____

♥K54

♥A76 ♥JT98

♥Q32

4. In this example South is declarer, and West leads the ♣T
How many Club tricks will declarer win in total if:

(a) East plays the ♣K on the ♣T? _____

(b) East plays low on the ♣T? _____

♣654

♣QT987 ♣K32

♣AJ

5. This is your hand ♠Q2 ♥7 ♦KQ54 ♣Q86432
Suggest an opening lead against each contract, with a reason why

(a) Against 4♠, lead _____ why _____

(b) Against 3NT, lead _____ why _____

(c) Against 4♥, with partner having bid Spades during the auction
_____ why _____

♦xxx

♦KJx ♦xxx

♦AQTx

6. For this Diamond suit, how many tricks will East-West win:

(a) If East starts each Diamond trick? _____

(b) If West starts each Diamond trick? _____

Score

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Use your memory

These simple strategies apply if you are declarer or defender
If you get into the habit of paying attention every hand they will become automatic

Start of the hand

Before any cards are played, memorise your own hand
Try to remember the number of cards, and the high cards
"5 Spades to KQ, 3 Hearts to KQ, 2 small Clubs and 3 Diamonds to the Ten"



Think in hand patterns

Everyone has 13 cards
The **shape** of a hand is how the 13 cards are divided between the suits

Sometimes this is given longest suits first: ♠A ♥KT9652 ♦32 ♣AK32 can be called 6421 shape
Sometimes it is given in exact suit order: ♠A ♥KT9652 ♦32 ♣AK32 can be called 1624 shape

Watch the high cards

Remember, bridge is played with all 52 cards
Once an Ace has been played, the King is the highest, then Queen, Jack etc.

Watch the number of each suit

There are 13 cards in each suit
You should be able to work out how a suit is distributed between the four players
Look at your hand, and at dummy, and notice when someone runs out of a suit

The most important suit to watch is the trump suit
Both declarer and defenders should always **count trumps**

Remember the auction

In defence, knowing what partner has bid will help you with the opening lead
Knowing what declarer bid will help you with the defence

As declarer, knowing what the defenders bid will help you to play the hand

W	N	E	S
1♦	1♥	3NT	Pass
Pass	Pass		

In the example above South should remember the auction and lead a Heart (his partner's suit)
As declarer East should be aware that North has lots of Hearts

Quiz

1. Describe each shape starting with the longest suit (e.g. ♠J3 ♥K7653 ♦Q43 ♣J43 is 5332)

(a) ♠J62 ♥K765 ♦Q43 ♣J43 _____

(b) ♠AKT965 ♥ ♦AK43 ♣932 _____

2. Clubs are trumps. Declarer follows suit twice in Spades then ruffs, follows three times in Hearts then ruffs, and follows once in Diamonds before ruffing

(a) How many Clubs did he start with? _____ (b) Have left? _____

3. This is your hand ♠KQ2 ♥JT5 ♦K73 ♣9752

On the first trick your ♠K loses to the ♠A

On the second trick the ♥Q loses to the ♥K and ♥A

On the next tricks declarer plays the ♣A, ♣K then ♣Q, on which partner plays the ♣J and ♣T

Which of your cards are now masters? _____

4. You're defending 4♣, and your last two cards are the ♥5 and the ♦A
Declarer has just ruffed a Diamond in his hand and is about to lead for the final trick

Which of your two cards should you keep? _____ why? _____

5. You are West defending 4♥ and North is dummy (South is declarer):

(a) The auction suggests declarer started with four Spades

How many Spades does partner (East) have? _____

(b) The auction suggests declarer started with 12-14 points

How many points does partner have? _____

(c) You start by winning the ♦A then the ♦K

Then you play another Diamond, which dummy ruffs and partner **overruffs**

How many Diamonds did declarer start with? _____

♠	K J 8 5	<table style="margin: auto; border-collapse: collapse;"> <tr><td></td><td>N</td><td></td></tr> <tr><td>W</td><td></td><td>E</td></tr> <tr><td></td><td>S</td><td></td></tr> </table>		N		W		E		S	
	N										
W			E								
	S										
♥	J 10 2										
♦	J 8										
♣	A J 10 4										
♠	10 6										
♥	A 6 4 3										
♦	A K 10 5 2										
♣	Q 2										

6. Consider this auction:

(a) Who is declarer, who is dummy? _____

(b) West bid Spades, Clubs, Hearts. Estimate how many Diamonds he has

_____ why _____

W	N	E	S
1♠	Pass	2♥	Pass
3♣	Pass	3♥	Pass
4♥	Pass	Pass	Pass

Score

/20

Glossary

Auction – after the cards are dealt, a way of deciding who is declarer and what the trump suit is

Bid – a bid of 2♥, for example, means your team must win eight tricks with Hearts as trumps

Contract – the winning bid. For example if the winning bid is 2♥ that becomes the contract

Counting – keeping track of how many cards are left in a suit

Declarer – the winner of the auction, who does double work when the cards are played

Defenders – the partnership that is trying to stop declarer

Doubleton – two cards in a suit, such as the ♣J2 here: ♠AK752 ♥AKQ32 ♦3 ♣J2

Drawing trumps – when declarer plays trumps to remove the defenders' trumps

Dummy – the partner of the declarer, who does nothing when the cards are played

Following suit – playing a card of the same suit that started the trick

Force – developing tricks with high cards, such as playing ♦K to lose to ♦A so your ♦Q is master

Long suit – a suit with many cards, for example Clubs here: ♠AKT ♥A43 ♦K3 ♣87542

Master – the highest card remaining in a suit. For example, after ♣A and ♣K are played ♣Q is master

No Trumps – a fifth suit, ranked higher than the other four, where nothing is trumps

Opening lead – the very first card played, by the defender on declarer's left

Overruff – ruff with a higher trump, e.g. if someone ruffs ♣A with the ♥3 then you beat it with ♥4

Pass – the same as 'no bid'

Points – how good is your hand? Give yourself 4 for an Ace, 3 for a King, 2 for a Queen, 1 for a Jack

Ruff – use a trump card to win a trick (*trump* is a noun, *ruff* is a verb)

Sequence – a block of high cards, like ♣KQJ. The top of this sequence is the ♣K

Shape – the number of cards in each suit, for example this has 5431 shape: ♠AK752 ♥AK32 ♦3 ♣AJ2

Short suit – a suit with few cards, for example Clubs or Diamonds here: ♠AK752 ♥AKQ32 ♦3 ♣J2

Singleton – only one card in a suit, such as the ♦3 here: ♠AK752 ♥AKQ32 ♦3 ♣J2

Trick – a card from each player makes up a trick

Trump suit – the suit that beats all the others. If Hearts are trumps, for example, ♥2 beats the ♣A!

Notes

