

Introduction



♠ The Game

Bridge is a game for 4 players. It is always played in partnerships. North/South play against East/West. A full pack of cards is used. Each player has 13 cards; aces are high and twos are low. There are no jokers.

♣ The Play

Each round of 4 cards is called a *trick*. Cards are played in clockwise rotation.

The highest card of the suit led wins the trick unless a trump is played. In that case, the highest trump wins. You can play a trump if you have run out of the suit being led.

The *declarer* plays the hand. The opening lead is made by the player on the left of declarer.

After the lead is made, declarer's partner, who is called *dummy*, puts her hand face up on the table with trumps on the right. Declarer chooses which cards to play from dummy.

Dummy's task is to make sure that declarer plays from the right hand. Declarer must lead from the hand where the last trick was won.

The cards are stacked individually in front of each player once the trick is over. They are vertical if the trick is won and horizontal if the trick is lost.



♦ The Players

Declarer - plays the hand

Dummy - declarer's partner, whose cards are face up on the table

Opening lead - comes from the player on the left of the declarer

♥ The Suits

NT	notrumps
♠	spades
♥	hearts
♦	diamonds
♣	clubs

Spades and hearts are called *majors*

Diamonds and clubs are called *minors*

♣ Hand Evaluation - High Card Points

Look at the top cards in each suit so that you can describe the quality of your hand to your partner.

HCP= high card points

Ace = 4 HCP

King = 3 HCP

Queen = 2 HCP

Jack = 1 HCP



There are 14 HCP in this hand

One of the most important skills a bridge player must develop is that of being a *good partner*. "Well done" or "bad luck" are the best comments to make. If you're declarer it is polite to say, "thank you, partner" when the dummy goes down - regardless of whether you approve of it.



Well done,
Partner!