

Rules of MiniBridge

SET UP

4 players around a square table: players opposite each other play in partnership. All the cards are dealt out, giving thirteen to each player.

Players then sort their hands and **count their points** by giving a value to each high card in their hand:

Ace = 4; King = 3; Queen = 2; Jack = 1.

The dealer announces his points first and then the players follow clockwise around the table.

The partnership with the most points win the **contract** and the player of that partnership with the most points **plays** the contract - his partner lays his cards face-up on the table so all can see them. The winning player is called the **declarer** and his partner is called the **dummy**.

If both sides have equal points (20 each) the hand is abandoned and the cards redealt.

*If both players in the winning partnership have the same number of points, then the player who announced his points **first** plays the contract.*

PLAY

The **declarer** looks at his partner's hand (which has been laid out on the table) and nominates the **contract** - he chooses the **level** of the contract and the **denomination** (see below).

Once the contract is decided, his left hand opponent makes the opening lead. The play is made up of thirteen tricks: each of four cards (one from each player). The winner of each trick leads to the next trick.

A trick is won by the highest card of the led suit, or by the highest trump card (if it is a trump contract).

A player must follow suit if possible (play a card of the suit led).

Dummy's cards are played by the declarer.

The partnerships pool their tricks.

Declarer's aim in a contract is for six more than the level of the contract.

A **partscore** contract is at the 1-level and so contracts for seven tricks (6+1).

A **game** is at the 3-, 4- or 5- level depending on the denomination.

E.g. 3NT contracts for 9 tricks (6+3).

CHOOSING CONTRACT

Partscore: aiming to make seven tricks
and getting a bonus of 50 points if you make it.

Game: going for 100 trick points - if you achieve it you get
an added bonus of 250 points.

Game contracts: 3NT, 4♠, 4♥, 5♦, 5♣.

Eight or more cards in a suit to contemplate nominating trumps.

Game usually require 25+ points but in a minor suit (♦, ♣)
more strength might be required to make 11 tricks.

Always play in a **major suit** fit (8+ cards).

With a **minor suit** fit you can contemplate going for notrumps
if you have strength in every suit.

SCORING

When calculating the trick score the first six tricks are **not** counted.

Clubs/Diamonds	20 points per trick
Hearts/Spades	30 points per trick
Notrumps	30 points per trick + an extra 10 points for making a notrump contract.

Bonuses

Making any contract	50 points
Contracting for game and making it	250 points

[Game contracts: 3NT, 4♠, 4♥, 5♦, 5♣.]

Penalty for going down: 50 points per trick