

Introduction to Bridge

Bridge is played by 4 people using a normal pack of 52 cards (excluding the Jokers)

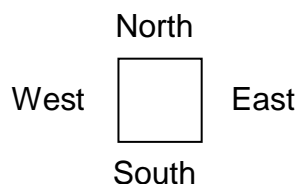
Ranking of the cards in a suit:

(highest) **A K Q J 10 9 8 7 6 5 4 3 2** (lowest)

Ranking of the suits (the word "suit" in these lessons *may* include No Trumps)

No Trumps	NT	
Spades	♠	} Spades and Hearts are known as the Major suits
Hearts	♥	
Diamonds	♦	} Diamonds and Clubs are known as the Minor suits
Clubs	♣	

Positions at the table are designated by the points of the compass



Bridge is a partnership game with **North-South** competing against **East-West**

If you are playing Bridge at home, the first thing you need to do is to choose who is North. This is accomplished by spreading a pack of cards, face down, across the table with each player choosing a card. The person with the highest card (see ranking of the cards above) is designated as North. If two cards of equal rank are chosen, the designation of North is made using the ranking of the suits (above)

At home, Bridge is generally played using two packs of cards. Once North has been chosen, North gets to choose which of the two packs will be used by North-South, the other pack is used by East-West

East shuffles the pack to be used by North-South, and places the shuffled cards on their right. North takes these cards and passes them to West who cuts the cards into two approximately equal piles, placing the second pile on top of the first pile. North takes the combined pile and commences dealing clockwise around the table, one card at a time, starting with East until all cards are dealt – each player receiving 13 cards. While this is occurring, South shuffles the East-West pack and places the cards on their right. North, being the Dealer, opens the bidding

At the end of the hand it will be East's turn to deal, with West shuffling the North-South cards

If you play at a **Bridge Club** the hands will be pre-dealt and will be contained in a **board** (see right) on which the position of the Dealer is nominated



Lesson 1a

Your first action should be to **count your cards** to make sure you have 13

The style of bridge played in a **Bridge Club** is known as **Duplicate Bridge**. The aim of Duplicate Bridge is to have the same deal played by all pairs; and, after scoring up, the pairs are ranked as to how well they handled each deal

There are 3 distinct phases to the game of **Duplicate Bridge**

The Auction The partnerships compete in the bidding to win the **contract**

The Play The winning partnership must now fulfil the contract

Scoring (for full details see lesson 11)

Naming a suit

Naming a suit (for example "spades") declares a wish for that suit to be **trumps**

Naming a suit as **trumps** means that if a player cannot follow suit and they play a trump, the person who played the trump wins the **trick**

No Trumps means that there is no dominant suit

(This is covered in more detail in Lesson 2)

What is a trick?

A **trick** is a collection of 4 cards, one from each player playing in turn clockwise

The person who plays the highest card of the suit played wins the trick

A player must follow suit if possible, otherwise they can play a **trump**

The lead to the next trick is made by the person who won the previous trick

Examples

North leads the 4♣ East plays the 10♣ South plays the Q♣ West plays the A♣
West wins the trick. West leads to the next trick

North leads the 4♣ East plays the 10♣ South plays the 6♥ (a trump) West plays the A♣
South wins the trick. South is to lead to the next trick

North leads the 4♣ East plays the 10♣ South plays the 6♥ (NOT a trump) West plays the A♣
West wins the trick. West is to lead to the next trick

Famous Bridge Hands #1a

This is the (infamous) Duke of Cumberland hand used in the film "Moonraker". The villain Drax was dealt this hand. James Bond opened 7♣, Drax Doubled, and Bond took all 13 tricks!

It cost the Duke £20,000 in the 1700's

