



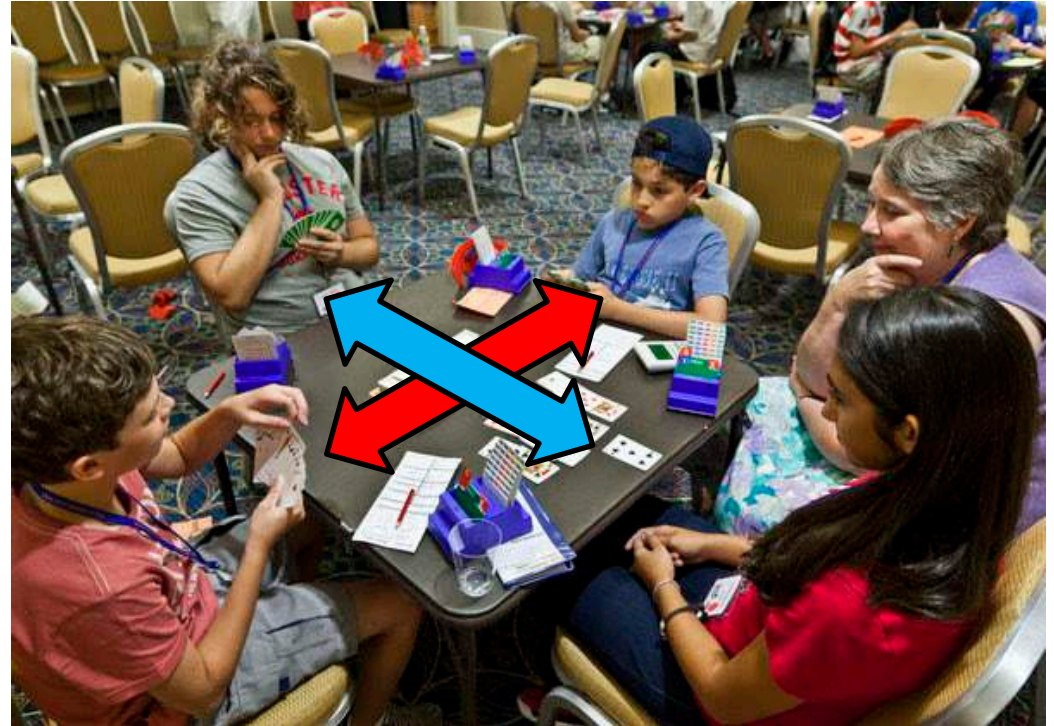
# Play MiniBridge!



# You have a partner!



**MiniBridge is a  
TEAM GAME**



**Two pairs competing  
against one another**

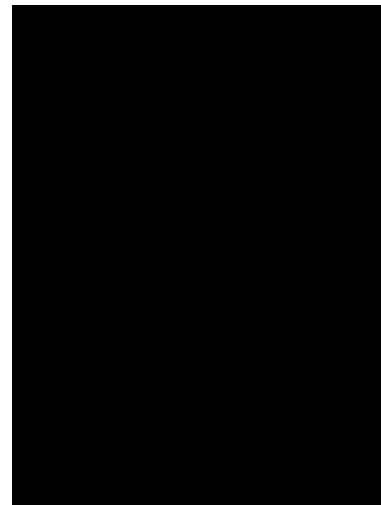
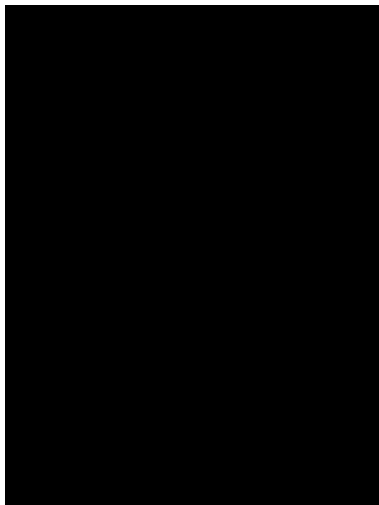
# The Cards



Played with a standard deck  
of 52 cards

All four suits ♠ ♥ ♦ ♣

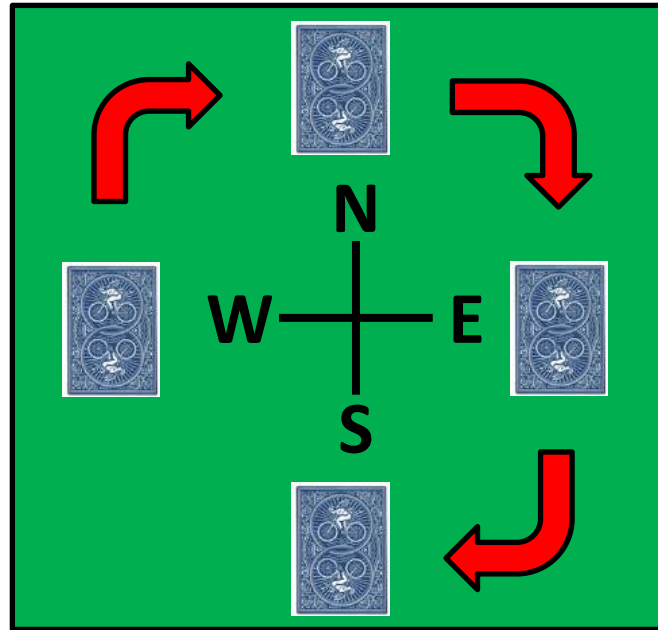
Ranked Ace (highest) to Deuce (lowest)



# The Deal



**Deal first card to player on your left**

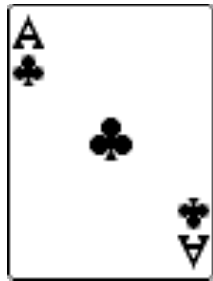


**Deal all 52 cards**

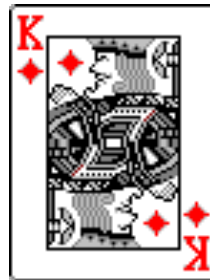
# How Good is Your Hand?



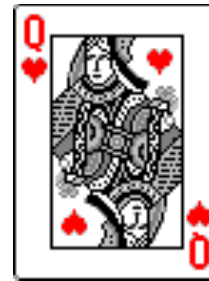
Count a value for each honor card so you can “rate” your hand:



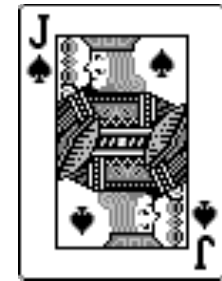
4



3



2



1

There are a total of 40 points to share  
10 points in each suit x 4 suits

# How Good is Your Hand?

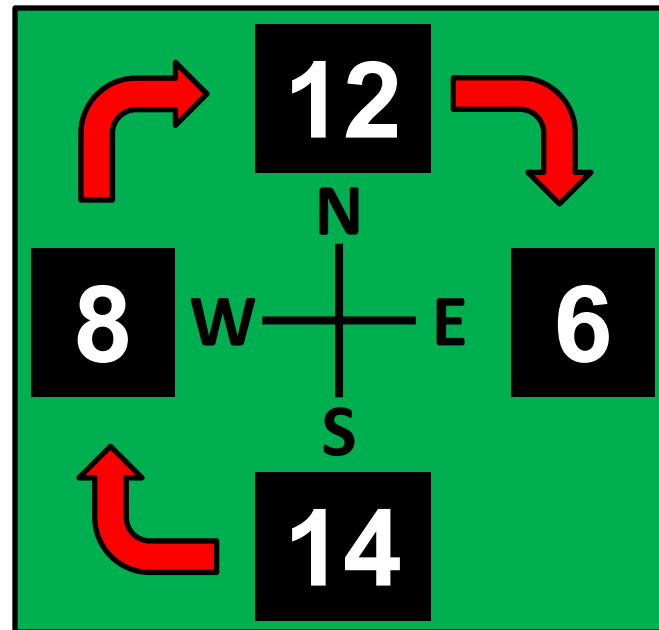


	Points
♠ AK3	7
♥ 96532	0
♦ QJ82	3
♣ 6	0
<hr/>	
Total	10

# Deciding Who Plays



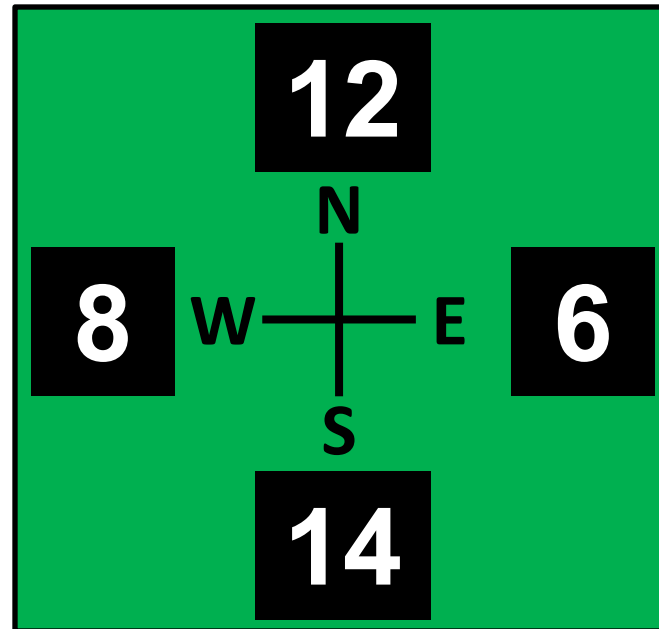
Dealer first, then everyone in order  
announces their points



# Deciding Who Plays



The team with the most plays the hand



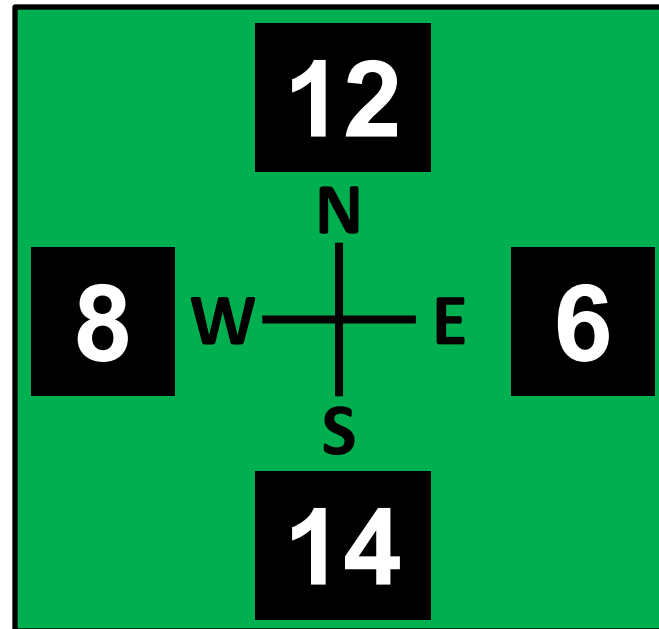
The player with the most of the winning side is declarer



# Deciding Who Plays



The team with the most plays the hand

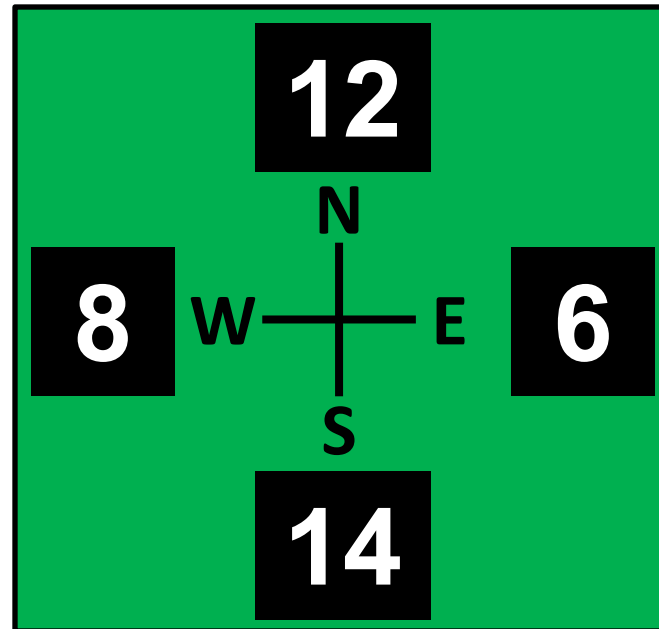


**N-S hold 26 and E-W hold 14**

# Deciding Who Plays



The team with the most plays the hand

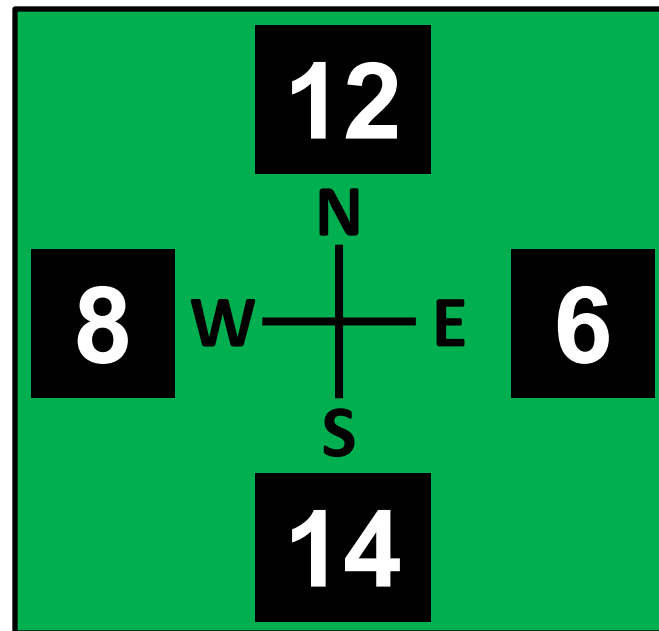


**N-S plays the hand**  
**E-W defends the hand**

# Deciding Who Plays



The team with the most plays the hand

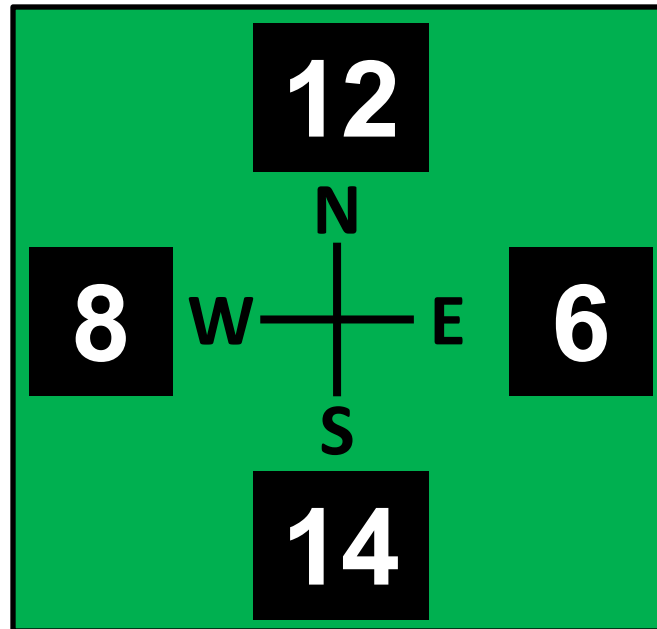


**S has more than N and so  
plays the hand**

# Deciding Who Plays



The team with the most plays the hand



**N is the “dummy”**

# The Dummy



**The smaller hand is the dummy and puts the hand face up on the table for all to see.**



# Deciding the Contract



**Declarer looks at both hands  
and chooses:**

**To name a suit as trump or play  
with no trump suit**

# Deciding the Contract



**Declarer looks at both hands  
and chooses:**

**To only try for a partscore which  
requires 7 tricks,**

**or .....**

# Deciding the Contract



**Declarer looks at both hands  
and chooses:**

**To try for a game contract  
Get BONUS points!**



**9 tricks in no trump**

**10 tricks if the trump suit is ♥ or ♠**

**11 tricks if the trump suit is ♣ or ♦**



# Lead to the First Trick



**The defender to the left of declarer  
leads to the first trick**

# The Declarer

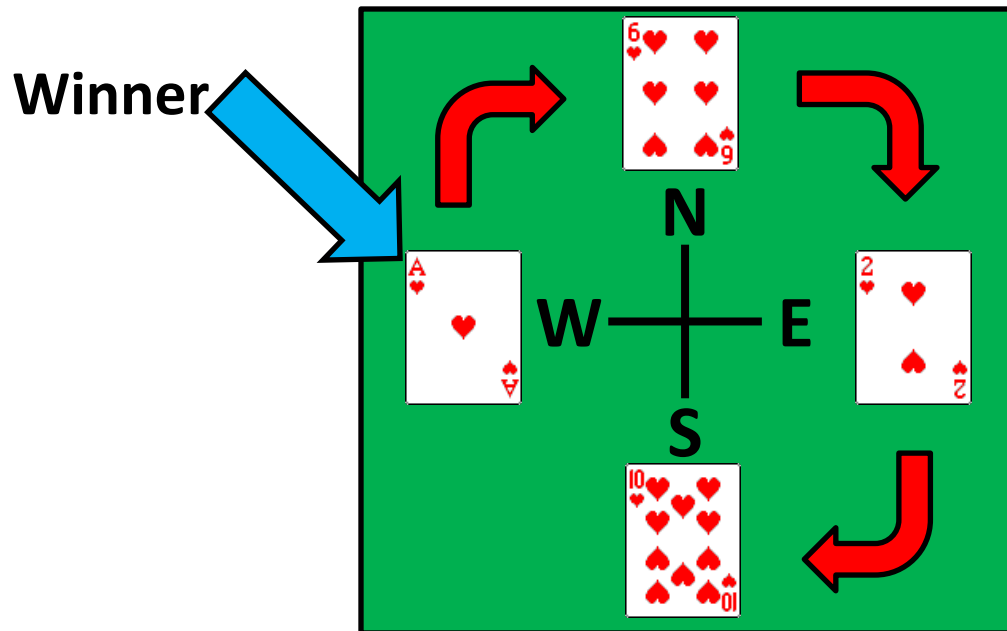


**The “declarer” chooses the card played from both hands each in turn**

# Following Suit



Must play a card *of the same suit*

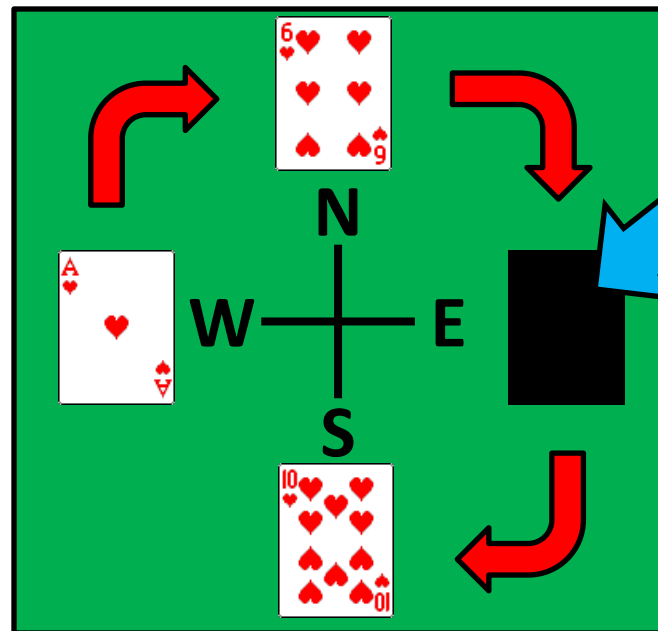


Highest card wins the trick

# Trump or No Trump



Must play a card *of the same suit*



Winner if  
spades  
are  
trump

*If you are out of the suit you can use a trump and win the trick!*

# Winner of the Trick



**The hand that wins the trick leads to  
the next trick**

# Keeping Track of the Tricks



Keeping track of won/lost tricks  
*by your team*



Trick # ~~10~~ ~~West~~

# Scoring Points



**Declarer wins points if enough tricks  
are won to fulfill the contract**

# Winner of the Trick



**If you decided on a partscore you need  
7 tricks ...**

***but you get credit for extras!***



# Winner of the Trick



**If you decided on a game you need ...**

**9 tricks in no trump**

**10 tricks if the trump suit is ♥ or ♠**

**11 tricks if the trump suit is ♣ or ♦**

***but you get credit for extras!***

# Scoring Points



**Defenders get 50 points for every trick that declarer is short of the contract**