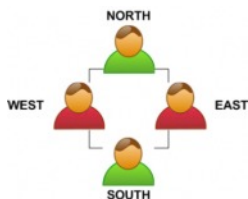


MiniBridge

THE RULES

Provided by Unit 174

MiniBridge is a simplified form of Bridge, the world's most popular partnership card game. **MiniBridge** is played with a standard pack of 52 playing cards with the jokers removed. There are four players, who sit round a table and are usually identified by the points of the compass: North, South, East and West. They play as two partnerships, North-South and East-West. Partners can be agreed or designated, or the cards can be cut to determine who plays with whom.



MiniBridge is distinguished from whist (and other similar games) by the existence of a "declarer" who decides the contract (which the choice of trump suit and a target number of tricks to be won by the partnership) and who specifies what cards are played by "dummy."

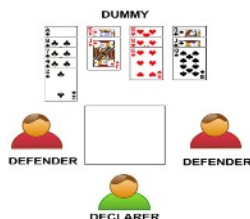
BIDDING

The cards are dealt clockwise beginning with the person to the left of the dealer, with 13 cards per player and the North and South players are partners and the East and West players are partners.

The contract must always be for at least 7 of the 13 tricks available, but a higher target, a game, can be set.

Every player counts his/her points (A=4, K=3, Q=2 and J=1) and in turn moving clockwise and starting with the dealer, mentions his point count. The pair that together holds the most points will play (in case both pairs hold 20 points, cards should be redealt).

Declarer becomes the player with the most points of the two. If the partners each have the same number of points, the one announcing points first is declarer. Declarer's partner becomes dummy and displays dummy's cards.



The declarer calculates how many tricks might be won in the combined hands and,

- a. Whether to play a notrump or trump contract and
- b. Whether to be in game or part-score.

In a **part-score**, declarer must win at least 7 tricks.

In a **notrump** game, declarer must win at least 9 tricks,

In a **suit contract game where spades or hearts are trumps**, it means 10 tricks,

In a **suit contract game where diamonds or clubs are trumps**, it means 11 tricks.

PLAY

The player to the left of the declarer starts by playing the first card (the opening lead), after which the play follows in a clockwise direction. The player who wins a trick leads to the next trick. Players are required to follow suit if they have any cards in the denomination led. If a player runs out of cards in that suit, he or she may discard a card from another suit (which cannot win the trick), or in a **trump** contract can choose to play a **trump** (which will win the trick unless it is beaten by a higher trump).

SCORING

Whatever the contract, the first six tricks won do not count towards the score. The seventh trick is the first scoring trick, and for each scoring trick, points are won depending on the contract chosen, as follows:

| | |
|---------------------------|---|
| Notrump contracts | 40 for the first scoring trick, 30 for each subsequent trick |
| Spade or Heart contracts | 30 for each scoring trick |
| Diamond or Club contracts | 20 for each scoring trick |

Partscore Contracts -

When a part score contract is won, declarer's partnership scores their trick points plus 50 bonus points.

Examples:

With Clubs as trumps, the trick score for 8 tricks is 40 points plus 50 for the partscore for 90 points.

With Spades as trumps, the trick score for 10 tricks is 120 points plus 50 for the partscore for 170 points.

In Notrump, the trick score for 9 tricks is 100 points plus 50 for the partscore for 150 points.

Game Contracts -

To win a game contract, declarer must achieve 100 trick points or more and the objective must be 'bid' before the play.

Game in Notrump

Requires 9 tricks, i.e. $40 + (2 \times 30) = 100$ points. A game bonus of 300 is then added, so the total points earned are 400. If more than 9 tricks are won, each overtrick scores an extra 30. (When calculating the score for a notrump contract, it is often easier to multiply each trick won by 30, then add 10 points at the end.)

Game in Spades or Hearts

Requires 10 tricks, i.e. $30 \times 4 = 120$ points. A game bonus of 300 is then added, so the total points earned are 420. If more than 10 tricks are won, each overtrick scores an extra 30.

Game in Diamonds or Clubs

Requires 11 tricks, i.e. $20 \times 5 = 100$ points. A game bonus of 300 is then added, so the total points earned are 400. If more than 11 tricks are won, each overtrick scores an extra 20.

Example:

A game score contract in hearts, 10 tricks are made:
Score 30 for the scoring tricks in hearts (4) = 120
Plus the bonus of 300 = 420

Unsuccessful Contracts -

If declarer doesn't win the number of tricks required to make the contract, the declaring side gets no score and the defending side earns 50 points for every undertrick.

Example:

The contract was game in spades and declarer made only 8 tricks, the declarer is 'down 2' and the defending side would score 100 points.

Thank you for joining our party! We would like to invite you to learn and discover more about the world's most popular partnership card game.

Please join us for more free **MiniBridge** events:

Clear Lake Bridge Club 281-480-1911

11614 Sea Lark, Houston 77062

<http://d16acbl.org/U174/clearlak/clean-blue-working/clearlake.html>

Bridge Club of Houston 281-651-6550

1609 Spring Cypress, Spring 77388

<http://www.bridgeclubofhouston.com/NewFrontPage.html>

Westside Bridge Academy 713-777-0333

9000 SW Freeway Suite 290, Houston, 77074

<http://www.westsidebridgeacademy.com/>

To find other **MiniBridge** events, local bridge lessons and connect with local players, please go to:

<http://www.acblunit174.org/>

To learn more about duplicate Bridge please go to:

<http://www.acbl.org/>



American Contract
Bridge League