



American Contract Bridge League

Elementary School Bridge Lesson

Teacher Manual

Second-Fourth Grades

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with

**Extensive use of the ACBL Bridge Series
and English Bridge Union MiniBridge Materials**

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INTRODUCTION

Overview of Teaching Approach

This material is aimed at teaching bridge to a target age group of children 8 to 10. Our basic approach is to start with the game of War and quickly move into the game of Whist to learn the mechanics of card play and trick-taking. Then we use the ACBL Bridge Series hands (*Bidding, The Club Series*) and lesson material with the games of MiniBridge and Bridgelt for the second part of the course.

MiniBridge is bridge without bidding. All players announce their points in turn. The side with the most points plays the hand. The partner with the least points puts dummy down and their partner, declarer, chooses a contract while looking at the dummy. The scoring is as non-vulnerable at duplicate bridge.

Bridgelt is bridge with bidding for the contract based on knowledge of partner's distribution and high-card points as written on a form in front of each player.

Lesson Format

Each lesson is structured to last for an hour and 15 minutes. Elementary school after-school activities are usually one-and-a-half to two hours with a break for a snack. It is easy to stretch them out to last 10 or 15 minutes longer or cut them to an hour by eliminating the in-class use of the worksheet (just play four hands). The same format should be used each week. Students like a familiar structure. The format is:

- A very short interactive talk at the beginning (five minutes maximum). There are sample talks in this guide with each new term **bolded**.
- Play the two to four lesson deals included with the lessons.
- The worksheets are included in this manual and should be done as optional homework. (Note: If possible, arrange to give each student a deck of cards to use with the optional homework and a baggie with his name on it to store the cards.)
- Material in quotes indicates what the teacher might say and material in italics indicates instructions to the teacher.

Note: Depending on your particular school schedule, age group or class size, you may need more than eight lessons to complete this material. It is more important for the children to understand the material than to complete it in eight lessons.

E-Z Deal Cards (*Bidding course cards, The Club Series*) may be used with this age group but it is highly recommended that you use pre-dealt cards. Class time is limited in this class and the children tend to spend most of their time dealing out the hands when using E-Z Deal Cards rather than learning the concepts of the lesson material.

LESSON 1

The Deck of Cards and Taking Tricks

(Use “HELLO my name is” name tags for the first few lessons if that is okay with your sponsoring teacher. Have the students write their names as they come into the room. The arrival and seating of students needs to be discussed with your sponsor, as well as the setup of the room. If desks are to be used for card tables, usually four can be pushed together. See what works for your group. Local players may well be willing to contribute old bridge tables for a worthy cause. Teachers can usually store folded card tables behind cabinets or in big closets.)

Materials

- Bring two decks of cards for each expected table plus a few extra.
- Name tags.
- Card holders (you will find out right away if you will need them every week).
- Pencils or papers are not required for this lesson, but it is helpful to have them for Exercise 5: Predicting Your Winners. One pencil and one slip of paper for each student.

Objectives

- Recognize the four suits.
- Recognize the relative rank of cards.
- Shuffle and deal and sort the cards.
- Understand how a trick is won at notrump.

“Welcome to the Bridge Club. We are here to learn to play the best card game there is that can be played with a regular deck of cards. My name is *(your name)* and my teaching partner is *(their name)*. We will be your bridge teachers.

“Raise your hand if you think you already know how to play bridge. Raise your hand if you know a little bit about bridge or you have other family members who play. *(You can ask each who raised their hand something about their experience – keep it brief.)*

“How many of you have played other card games? Raise your hand if you’ve played Hearts? Spades? War? *(If most raise their hands, tell them that bridge is like four-person war.)* Rummy? Raise your hand if you have never played any card games at all. Who knows how many suits there are? *(Call on someone to answer this.)* Does everyone know the names of the suits? *(Call on someone to answer this.)*”

Exercise 1: Rank of the Cards

“Do you all know the rank of the cards? Which card beats all the others? *(Call on someone to answer this.)* What is the next highest card? And next? And after that? What is the lowest card? Does anyone know how many cards are in a full deck? *(Call on someone to answer this.)* How many cards are there in a suit? *(If no one raises their hand give them a hint – 52 divided by four is?)*

BIGGEST!

A

K

Q

J

10

9

8

7

6

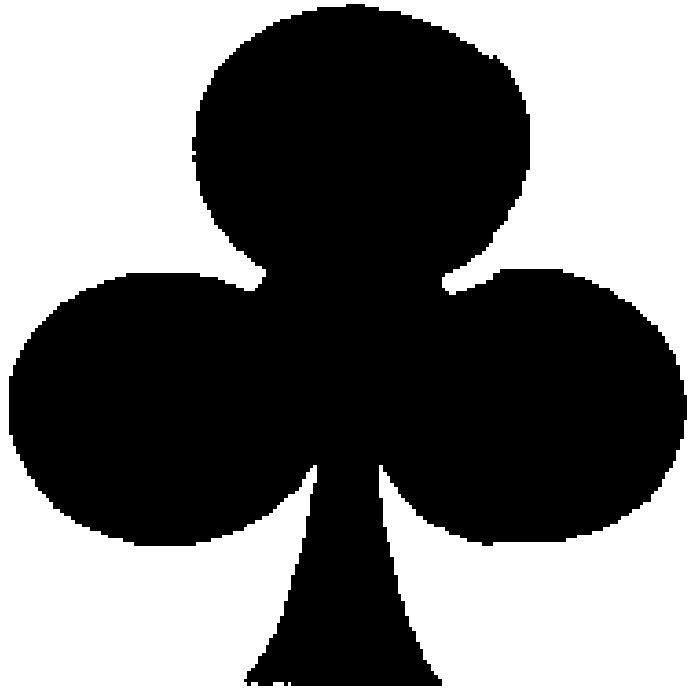
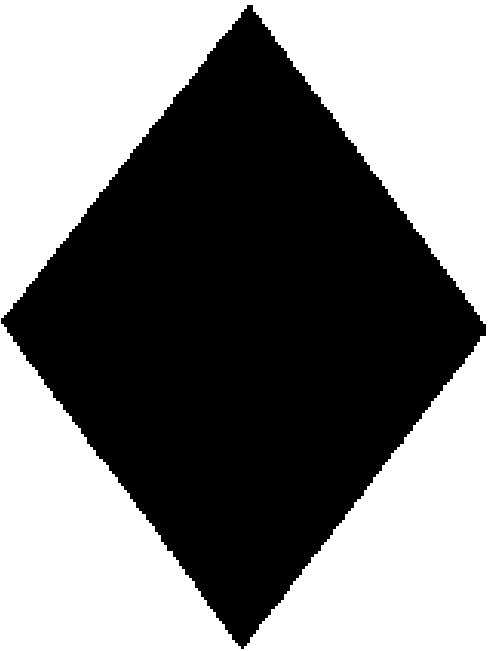
5

4

3

2

SMALLEST



THE GAME OF WAR

(2 People)

Shuffle & Deal

1. There are two methods of shuffling:
 - a. Hold half the deck horizontally and loosely in one hand and then push the second half into the first.
 - b. Lay cards face down on the table and mix the cards together.
2. Once the deck is shuffled, deal out all the cards face down, one at a time to each player, starting with your opponent until each person has 26 cards.
3. Stack your cards without showing them to the other player.

Taking Tricks

1. The dealer places one card face up in the middle of the table.
2. Her opponent places one card face up beside the dealer's card in the middle of the table.
3. The player with the highest-ranking card wins the trick and takes both cards and places them in a separate pile on her side of the table.
4. The player who won the trick places one card face up in the middle of the table. Then you repeat steps 2 through 4 until one player has all of the cards.

Rules

1. If the players put two cards of the same rank in the center of the table at the same time, then WAR is declared.
2. When WAR is declared, each player must place three cards face down on top of their original card and then one card face up. The player with the highest-ranking card of the new faced-up card wins all 10 cards!
3. If the two new faced-up cards are of equal rank, then WAR is declared again.

Exercise 2: Shuffling and Dealing

One of the biggest problems for 10- and 11-year-olds is learning to sort the cards. Help them by offering at least one of the approaches below. Also bring some card holders for them to try.

“I am giving a deck of the cards to each table. Raise your hand if you are able to **shuffle** a deck of 52 cards. *(Get a few students to demonstrate ways of shuffling and/or shuffle one yourself.)* Does everyone know what the term shuffle means? There are two basic types of shuffle. One way is to divide the deck in half and then slowly riffle the edges of the two halves together, pushing them together as one deck again. The other way is to hold half the deck horizontally and loosely in one hand and then push the second half into the first. Studies have shown that it takes at least seven shuffles to fully randomize a deck of cards. *(Discuss what that means if it seems appropriate and there is time. A web site with a discussion of this is located at <http://www.nature.com/nsu/001005/001005-8.html>.)* In this class you will make do with two or three shuffles to save time.

“Once the deck is shuffled, deal out all the cards face down, one at a time to each player, starting with the player to your left. Do this by going around the table in turn until the cards are all dealt. How many cards will each player have? *(Call on someone to answer this.)*”

“Going around in that direction is known as **clockwise**. Raise your hand if you already know that term. Does anyone know why starting on your left and going around is called clockwise? *(Call on someone to answer this.)* The person who gives out the cards in a card game is known as the **dealer**. There should be no cards left over. Why? *(Call on someone to answer this if it seems appropriate.)* How many cards does everyone have? *(We hope 13, or else we will learn about misdeals.)* It’s a good habit to count your cards before you pick them up, so that if there is a problem with the deal, the person with too few cards can just pick a card from the one with too many. Does everyone have the right number now?”

Exercise 3. Sorting into Suits

“When all the cards are dealt out, I want you to each pick up your cards without showing them to the other players and hold them in one of your hands. Right-handed people usually hold the cards in their left hand and vice versa. Sort your cards into the four suits from highest to lowest. This isn’t all that easy when you have 13 cards.

“Now you have the challenge of holding 13 cards like a fan and sorting them into the four suits. For those of you who have never sorted this many cards before, I am going to give you a step-by-step technique for doing this:

Sorting Your Cards

1. Pick up the dealt hand and group all the cards together, with the backs of the cards facing out.
2. With one hand tightly on the bottom, use the thumb and first finger of the other hand to spread out the top corners of the cards, so that you can see the number or picture letter (J, Q, K or A) to form a fan shape.
3. Now take the lowest diamond from the hand and place it behind the other cards, so that you cannot see it any longer.
4. Take the next lowest diamond and place it behind all the other cards, so that you cannot see it any longer.
5. Continue with step (4) above with all the diamonds.
6. Repeat steps (3) to (5) with the club suit.
7. Repeat steps (3) to (5) with the heart suit.
8. Repeat steps (3) to (5) with the spade suit.
9. You will now be looking at the lowest diamond, the first card you moved to the back. Spread out the cards as you did at the beginning (in step 2 above) and your hand will be sorted.

Alternatively they can put the cards in the same order in a face down stack or even in separate suit piles (helpful to a sharp opponent). Give out the card holders at this point to anyone who is struggling.

Exercise 4: Taking Tricks

“You are about to play cards. Is everyone ready? The **player** – notice that you are all card players now – to the left of the dealer is going to go first. Remember, this is just an experiment. Take one of your cards, any card, and place it face up in front of you. This is called **leading**. Don’t put it in the middle like you would for other card games. Put it on the edge in front of you. Now the player to the left of the **opening leader**, please play a card of the same suit in front of you (yes, the first lead is called the opening lead). Then each player clockwise in turn plays a card of the suit led.

“Raise your hand if you played the card with the highest rank. Congratulations, you have won the first trick. A **trick** is when everyone has played one card. The game of bridge has a lot of special terms. If I use a word that hasn’t been explained yet just raise your hand and ask me.

“Turn the card you played face down in front of you slightly to the left. Players who lost the trick, place your card so that the long side is along the table’s edge; in other words, parallel to the side of the table. The player who won the trick, place your card the opposite way, so that it points to the middle of the table and to you. Since you won the trick, you get to lead to the next trick, so lead any card. (*Wait for the next comment until after the trick is played.*)

“Now that everyone has played a card, turn your cards over, overlapping a little more than half of the first card on the right side of it. Again, the winner turns their card so it points to the middle. Since you won the trick, you get to lead to the next trick, so lead any card. Your objective is to win as many tricks as you can.

“There are two main rules at this point. First of all, the card that wins the trick will be the highest card in the suit that has been led. The second rule is that you must play a card in the suit that has been led, if you have one. This is called **following suit**. When you can’t follow suit, you have to play a card of any other suit and it cannot win the trick. That is called **discarding**. Let’s play!”

Let them play the whole deal out. Do not help them other than to correct technical errors. Remind them that it is just an experiment at this point.

“Now let’s look at the cards that won tricks. Turn the winning cards face up. What do you notice about these cards? Now have a look at the cards that lost tricks. Turn them over. How do these cards differ?”

Ideally, not all the cards that won tricks are high cards so that the concept of long suits comes up – that is, low cards winning a trick when everyone else is out of that suit. Play another hand unless time is short.

“Okay, the player to the left of dealer please shuffle and deal the next set of hands. The new dealer is always the next person clockwise around the table. Let’s play this game again.”

If you have two decks per table, now is the time to introduce the idea that the person opposite the dealer should be shuffling the just-played deck while the fresh deck is being dealt.

THE GAME OF TRICKS

(Four People)

Shuffle, Deal & Sort

1. Hold half the deck horizontally and loosely in one hand and then push the second half into the first.
2. Once the deck is shuffled, deal out all the cards face down, one at a time to each player, starting with the player to your left.
3. Pick up your 13 cards without showing them to the other players and hold them in one of your hands. Sort your cards into the four suits from highest to lowest. See “Sorting Your Cards” handout.

Taking Tricks

1. The player to the left of the dealer is going to go first. Take one of your cards, any card, and place it face up in front of you. This is called leading.
2. The player to the left of the opening leader plays in a clockwise direction a card of the same suit in front of him.
3. Each player in turn plays a card of the suit led.
4. The person with the highest rank wins the trick.
5. Turn the card you played face down in front of you slightly to the left.
6. Players who lose the trick, turn their card so that the long side is along the table’s edge.
7. The player who won the trick, turns his card so that it points to the middle of the table.
8. The player who won the trick gets to play first to the next trick. Continue playing until all 52 cards are played and each player has 13 tricks in front of him.

Rules

1. The card that wins the trick will be the highest card in the suit that has been led, if you have a card in the suit led. This is called following suit.
2. When you can’t follow suit, you have to play a card of any other suit and it cannot win the trick. This is called discarding.

FUNWORK

Lesson 1

1. Practice shuffling your new deck of cards.
2. Tell your family and friends the names of the four suits.
3. Show your family and friends the highest ranking card in each suit.
4. Show your family and friends the lowest ranking card in each suit.
5. Practice dealing the cards to four players starting with the person to your left.
6. Practice sorting your 13 cards.
7. Teach your family and friends how to play TRICKS.
8. HAVE FUN!!!

LESSON 2

Trumps & Whist

Materials

- Two decks of cards for each expected table plus a few extra.
- Name tags if you are using them.
- No pencils and paper required for this lesson unless you plan to use Exercise 3: Whist Scoring.

Objectives

- Reinforce what you learned in Lesson 1 (you may have some new students this lesson):
 - How to shuffle,
 - Deal,
 - Sort a hand,
 - Take tricks at notrump.
- Take tricks with trumps.
- Cooperate with a partner.
- Learn to play with a dummy.

Exercise 1: Repeat the Trick-taking

When this is an after-school activity, you may have new students this lesson. In that case, you repeat the trick-taking exercise from last week before starting the new material.

“Every table has a deck of cards. Please shuffle and deal. Last week you familiarized yourselves with the deck of cards. *(For the benefit of the new players ask, Who wants to name and describe the four suits?)* You learned to shuffle and deal out all 52 cards to the four players. Then the players learned to sort their hands into suits. How many cards did each player receive? The player to the left of dealer played the first card, which is called making the opening lead. After that, the highest card played in the suit led won the trick. Can someone explain what a ‘trick’ in bridge is for the new players?”

“You will be learning a lot of new terminology in this lesson, so please raise your hand any time I use a new word that I have not explained yet. For example, the term **rank** refers to how high or low a card is. That is to say whether it is an ace or a two.” *(Check that the new players know the card ranks if necessary. Continue on with the trick-taking exercise, then do it again with a trump suit. Get them used to the idea that the deal passes clockwise, and if you have two decks per table, have the person opposite the dealer shuffle the other deck for the next deal.)*

Exercise 2: Predicting your Winners

Pass out little slips of paper for them to write down the number of tricks that think they will take, or they can say it out loud starting with dealer around clockwise. Emphasize that this is just an experiment and that they do not have to be right. Do this exercise twice if there is time.

“This time try to estimate how many tricks you think you will take. This is hard, so don’t be surprised if you are off by a trick or two.”

After they finish play, ask them a few questions.

“Were there any surprises? Was anyone disappointed because a card that you thought would take a trick didn’t?”

*Students start to develop keener observation skills. A king didn’t win a trick because the ace was not in the right spot. This is **not** the time to mention that the ace was “offside.” The point is that the student is getting the experience necessary to understand the ideas of play of the hand and these experiences can be labeled at the appropriate time.*

“Was anyone surprised that a small card won a trick?”

Students can talk about why they won a trick with a card that at first glance didn't seem like a winner.

Exercise 3: Playing in a Trump Contract

“So far all the hands have been played in **notrump** – the highest card in the suit led wins the trick. Now you will have a **trump** suit. For this deal I am calling diamonds the trump suit. In the future you will pick your own trump suits.

“When you have a trump suit, you can use a trump to win the trick when you can no longer follow suit. In other words, instead of discarding, you may play a trump. The trump suit outranks all the other cards. So the deuce of trumps can beat the ace of another suit. If more than one trump is played on a trick, the highest trump wins. The trump suit can be led at any time just like any other suit. What makes it special is that you can win a trick with a trump, even though another suit is led, as long as you are out of that suit.” *(Play a hand. If there is time for another hand, have the dealer turn the last card over briefly. This is how trump is determined at Whist.)*

THE GAME OF TRUMPS

(4 People, Can be played with 2)

Shuffle & Deal

1. There are two methods of shuffling:
 - a. Hold half the deck horizontally and loosely in one hand and then push the second half into the first.
 - b. Lay cards face down on the table and mix the cards together.
2. Once the deck is shuffled, deal out all the cards face down, one at a time to each player, starting with your opponent on your left until each person has 13 cards.
3. Look at your cards without showing them to your opponent.

Taking Tricks

1. The dealer announces which suit will be trumps. A trump is the special suit picked for this individual game which is higher than any other card placed in the center of the table except a higher trump.
2. The dealer places a card face up on the table in front of her. Her opponent chooses a card that she thinks will beat the card on the table and places that card face up in front of her.
3. The player with the highest ranking card wins the trick, keeping in mind that the 2 of trumps is higher than the ace of any other suit.
4. The winner of the trick turns the card face down in front of her, facing the center of the table. The loser of the trick turns the card face down in front of her along the side of the table.
5. The winner of the trick then chooses the next card to be played. Then you repeat steps 2 through 5 until the 13 cards are gone.

Rules

1. High card wins the trick.
2. Trump cards beat high cards.

Exercise 4: Playing with a Partner

“Deal the next set of hands but don’t start playing the cards yet.

“How many of you know that bridge is a partnership game? Raise your hands. Good. From now on in this bridge club you will be playing with a partner. So smile fondly at the person across the table from you for that is your partner and you are now a team! When your partner wins the trick you also win the trick. So if your partner is going to win a trick, you don’t need to try to win the trick as well. In other words, don’t play your ace on your partner’s king if you can avoid it!

“When placing the cards on the edge of the table at the end of the trick, you turn your card the same way as your partner does. So you point it towards you and your partner if either of you won the trick.

“There is something you must be careful about now that you have a partner. In the game of bridge you are not allowed to talk to your partner, look at their cards or tell them what to lead during the hand. Sitting up straight and smiling when partner makes a good lead is not part of the game!

“Does anyone know what a ‘poker face’ is? *(Call on someone to explain that it is a face without expression.)* Let’s see some poker faces all around!

“Ready to start? You’re playing in notrump again, so the highest card in the suit led wins the trick and there is no trump suit.”

Let the students work with a partner to take tricks. They will block suits, win tricks twice, forget what partner led in the first place and generally have very little understanding about what is happening. Don’t feel uncomfortable about this. The instructor also has to remember that at this point the mechanics of following suit and playing with a partner are being introduced. This is only the second lesson.

“So what was different about playing with a partner? *(Call on a few to give their impressions of it.)* Was it more fun? More interesting? Let’s do it again. *(Play several hands at notrump, time permitting.)*

“Here’s a tip for playing with a partner. Remember what suit partner leads at their first chance. Usually they would like you to lead that suit back to them. Communication has to be through the cards partner plays and what has previously happened on this hand, not by smiling and nodding or making a face.”

Exercise 5: Picking a Trump Suit

Have the dealer name a trump suit or notrump (or possibly pass the decision to his partner). You can mention that Whist is played this way with the last card dealt being turned over briefly to set the trump suit.

“Are you ready for a new challenge? Dealer is going to get to pick a trump suit! Or if dealer can’t decide, he can pass this decision to his partner. After the trump suit is chosen, the person to the left of dealer makes a lead and you play.”

THE GAME OF WHIST

(Three to Four People)

Shuffle, Deal & Sort

1. Hold half the deck horizontally and loosely in one hand and then push the second half into the first.
2. Once the deck is shuffled, deal out all the cards face down, one at a time to each player, starting with the player to your left.
3. Pick up your 13 cards without showing them to the other players and hold them in one of your hands. Sort your cards into the four suits from highest to lowest. See "Sorting Your Cards" handout.

Taking Tricks

1. The player to the left of the dealer is going to go first. Take one of your cards, any card, and place it face up in front of you. This is called leading.
2. The player to the left of the opening leader now plays a card of the same suit in front of him.
3. Each player clockwise in turn plays a card of the suit led.
4. The person with the highest rank wins the trick.
5. Turn the card you played face down in front of you slightly to the left.
6. Players who lose the trick, turn your card so that the long side is along the table's edge.
7. The player who won the trick, turns his card so that it points to the middle of the table.
8. The player who won the trick gets to play first to the next trick. Continue playing until all 52 cards are played and each player has 13 tricks in front of him.

Rules

1. The dealer and his/her partner get to call the CONTRACT.
2. They can choose between NOTRUMP OR TRUMPS.
3. When you are playing in a NOTRUMP CONTRACT: The card that wins the trick will be the highest card in the suit that has been led, if you have one of the suit led.
4. When you are playing in a TRUMP CONTRACT: You can use a trump to win the trick when you can no longer follow suit. The trump suit outranks all the other cards. So the deuce of trumps can beat the ace of another suit. In other words, when you can't follow suit, you may trump the trick instead of discarding.
5. If more than one trump is played on a trick, the highest trump wins.
6. Trumps can be led at any time just like any other suit.
7. Whist is a partnership game, so don't trump your partner's ace!
8. If you have only three people, make the dealer's partner the dummy.

Scoring

You get 1 point for every trick your partnership takes after the first six.

FUNWORK

LESSON 2

1. Practice shuffling your deck of cards.
2. Practice sorting your 13 cards.
3. Tell your family and friends about honor cards:
Aces, Kings, Queens and Jacks
4. Tell your family and friends about trump cards.
5. Teach your family and friends how to play WHIST.
6. HAVE FUN!!!

LESSON 3

MiniBridge Part 1

Materials

- Pre-made boards.
- Name tags if you are using them.
- Laminated table number cards showing the compass points. These are needed from now on.
- Bring a copy or two of the bridge column from the local paper.
- Poster with the values for aces, kings, queens and jacks on it. This can be added to every week once bidding starts.

Objectives

- Learn playing with a dummy.
- Learn picking a trump suit with partner.
- Learn scoring for Whist.
- Learn to count points.
- Learn to use the compass directions.
- Learn to use the E-Z Deal cards.
- Learn the basic rules of MiniBridge without the scoring.

When the bridge club is an after-school activity, you may have more new students this lesson. Again start with the trick-taking exercise using regular cards. Then play a hand in trumps with clubs as trump with a partner before starting the new material.

Exercise 1: Playing with a Dummy

“In the game of bridge, the person who named the trump suit or notrump gets to play both his hand and his partner’s hand, which is laid down on the table. This player is called the **declarer** and his partner, whose hand is on the table, is known as the **dummy**.”

“The term dummy is not a reflection on that player’s intellectual capacity. Back when this game was invented, dumb actually meant unable to speak. During the hand the dummy is not allowed to speak or help his partner. Dummy puts his hand face up on the table with each suit in a column facing his partner. Then, at his turn to play, he must play the card that his partner calls for. The trump suit is always placed on the right side from dummy’s point of view, the left side from everyone else’s.”

Exercise 2: Picking a Trump Suit with Partner

Have dealer discuss with partner which suit they prefer and come to a decision without telling exactly what their hands are. For example, “I like spades and can tolerate hearts and diamonds.” Have just dealer and his partner do this.

Exercise 3: Whist Scoring

“One thing you haven’t yet learned is how to keep score. In the game of Whist, you score 1 point for every trick your partnership takes after the first six. Why would that be? (*You have to take more than half the tricks to get any score.*)

“Today you are going to start to learn MiniBridge. The first step is to learn how to value your hand using the point-count system popularized by Charles Goren. You count your points so you can determine who has the best hand, because that person will get to be declarer. Can someone define the term 'declarer' for me?”

Exercise 4: Counting High-card Points

“Who can tell me what the best card is?” (*The ace.*) We are going to assign a point count value of 4 to an Ace. Any ideas what a king might be worth? (*Call on someone if appropriate.*) A king is worth 3 points. How about the queen? (*Call on someone – they should be able to guess this one.*) Yes that is right, 2 points. And last and not least, the jack is worth? (*One.*) *Put up the bridge poster now if you have one. Otherwise write the values of the cards on the board.*

“Here’s a challenge for you. How many points are available in a single suit, for example the spade suit? (*10.*) What are the total high-card points available in the deck? (*40.*)”

HIGH-CARD POINTS		
A	=	4
K	=	3
Q	=	2
J	=	1

Exercise 5: The First MiniBridge Hand

“In the game of MiniBridge, after the cards are dealt, each player, starting with the dealer, announces how many high-card points are in his hand. The total of all four hands should add to 40. If not, recount!

“The partnership with the most points is going to control the hand. The player with the most points in that partnership plays both their hand and their partner’s hand. This player is called 'declarer' and his partner will be the 'dummy.'

“Your objective is to take at least half the tricks. How many tricks would that be? (*Six and a half, which rounds up to seven.*) Player to the left of the declarer, please make an opening lead. You and your partner are called the **defenders**. Your objective is to foil declarer’s plan and take seven or more tricks yourselves. (*Note that this first hand is played in notrump. Mention that if they ask if there is a trump suit.*)

“Here are a few more rules. If both sides have 20 points, you redeal. Also, if both partners have the same number of points, then the first to announce their points is declarer. In this class, however, if one partner has declared before and the other has not, then we give the other partner a turn.”

Deal 1: (E-Z Deal Cards: #1, Deal 2)
 Dealer is North

Without Bidding: E/W 'Play' the hand:

Points	HCP	Dist.	Total		HCP	Dist.	Total
North:	7	N/A	7	East:	13	N/A	13
South:	4	N/A	4	West:	16	N/A	16
N/S:	11	N/A	11	E/W:	29	N/A	29

# of Cards	Spades	Hearts	Diamonds	Clubs
DECLARER	3	3	3	4
DUMMY	3	3	4	3
TOTAL	6	6	7	7

DECLARER	DUMMY HAND	TRUMPSUIT/ CONTRACT	DEFENDERS	OPENING LEADER	OPENING LEAD
WEST	EAST	NT / 3 NT	N/S	NORTH	♥K

(E-Z Deal Cards: #1, Deal 2)

Dealer: North

	♠ J 5 2	
	♥ K Q J 8	
	♦ 9 3	
	♣ 10 8 6 4	
♠ A K 8	N	♠ 9 7 3
♥ 10 7 5	W E	♥ A 9 3
♦ A K Q	S	♦ 7 5 4 2
♣ 9 5 3 2		♣ A K Q
	♠ Q 10 6 4	
	♥ 6 4 2	
	♦ J 10 8 6	
	♣ J 7	

If there is time have the class play:

Deal 2: (E-Z Deal Cards: #1, Deal 1)
 Dealer is North

Without Bidding: N/S 'Play' the hand:

Points	HCP	Dist.	Total		HCP	Dist.	Total
North:	13	N/A	13	East:	7	N/A	7
South:	11	N/A	11	West:	9	N/A	9
N/S:	24	N/A	24	E/W:	16	N/A	16

# of Cards	Spades	Hearts	Diamonds	Clubs
DECLARER	3	3	2	5
DUMMY	6	3	2	2
TOTAL	9	6	4	7

DECLARER	DUMMY HAND	TRUMPSUIT/ CONTRACT	DEFENDERS	OPENING LEADER	OPENING LEAD
NORTH	SOUTH	Spades	E/W	EAST	Low ♥

(E-Z Deal Cards: #1, Deal 1)

Dealer: North

<p>♠ 7 3</p> <p>♥ J 10 9</p> <p>♦ K Q J 4 3</p> <p>♣ Q 5 2</p>	<table border="1" style="margin: auto;"> <tr><td></td><td>N</td><td></td></tr> <tr><td>W</td><td></td><td>E</td></tr> <tr><td></td><td>S</td><td></td></tr> </table>		N		W		E		S		<p>♠ A 9 4</p> <p>♥ A 7 6</p> <p>♦ 9 6</p> <p>♣ A J 9 6 3</p>	<p>♠ 6 2</p> <p>♥ 8 4 3 2</p> <p>♦ A 7 5 2</p> <p>♣ K 10 7</p>
	N											
W		E										
	S											
		<p>♠ K Q J 10 8 5</p> <p>♥ K Q 5</p> <p>♦ 10 8</p> <p>♣ 8 4</p>										

THE GAME OF MINIBRIDGE

(Three to Four People)

1. The cards are shuffled and dealt, 13 each to the four players.
2. Points are counted and announced, starting with the dealer and taking turns clockwise, using the scale: Ace = 4 King = 3 Queen = 2 Jack = 1
3. The points for each partnership are totaled. The declaring side is the partnership with the most points, declarer is the member of his side with the most points, or the first to announce if equal. Declarer's partner's hand is placed face up on the table as dummy.
4. Declarer decides and announces the contract – the target number of tricks and choice of trumps suit or no trumps. Target numbers of tricks may be:
Part score: 7+
Game in no trumps: 9+
Game in spades or hearts: 10+
Game in diamonds or clubs: 11+
5. The opening lead is made by the player on declarer's left. Tricks are played out clockwise, cards face up. Declarer decides the play of the cards from the dummy.
6. After each trick has been completed, cards in that trick are turned face down. The winner of each trick leads the first card to the next trick.
7. At the end of play, the tricks won and lost are counted and agreed and the score is calculated.
8. For the next hand, the dealer is the next player clockwise.

Note: See next page for scoring.

SCORING MINIBRIDGE

Contracts Made

Points for contracts made are won by the declaring side. The declaring side only scores points if they win the target number of tricks, or more.

No points are won for the first six tricks. For each additional trick, in making the contract, points are scored according to the contract as follows:

Diamonds or Clubs	20 points
Spades or Hearts	30 points
Notrump	40 points for trick 7, 30 points thereafter

Bonuses are awarded as follows

For partscore contract:	50 points
(At least 7 tricks)	
For a game contract:	300 points
(At least 9 tricks in notrump, 10 tricks in spades/hearts, 11 tricks in diamonds/clubs)	

Unsuccessful contracts

If a contract is not made (*i.e.*, the target number of tricks is not reached), the defending side scores points instead of the declaring side. The defenders score as follows, for each trick short of the target:

Per undertrick:	50 points
-----------------	-----------

Note: For younger children, an alternative method of scoring is to simply give the Declaring team 1 point for each trick taken if they make their contract. Give the Declaring team a bonus of 2 points if they bid and make game. If they do not make their contract, give the Declaring team 1 minus point for each trick they go down. The Defender's score is the opposite of the Declarer's score. If the Declaring team receives 8 points, the Defending team receives – 8.

MiniBridge Worksheet 1

These hands were dealt in a game of MiniBridge. The dealer was West.

	North	
	♠ A K 6	
	♥ 9 6 3 2	
	♦ A Q 4	
	♣ K 4 2	
West		East
♠ Q 7 4		♠ J 9 8
♥ 7 5		♥ Q J 10 8
♦ J 10 6		♦ 9 7 5 2
♣ Q J 9 7 6		♣ 10 8
	South	
	♠ 10 5 3 2	
	♥ A K 4	
	♦ K 8 3	
	♣ A 5 3	

1. How many points does each player have?
West = _____ North = _____
East = _____ South = _____
2. Who announces the points first? _____
3. Which pair are the declaring side? _____
4. Which pair are the defending side? _____
5. Who is declarer? _____ Who is dummy? _____
6. Which player makes the first lead? _____
7. How many tricks can declarer take? _____
8. Who will be the dealer for the next set of hands? _____

You may find it helpful to take a deck of cards and lay out the hand on the table.

MiniBridge Worksheet 1 – Answers

	North	
	♠ A K 6	
	♥ 9 6 3 2	
	♦ A Q 4	
	♣ K 4 2	
West		East
♠ Q 7 4		♠ J 9 8
♥ 7 5		♥ Q J 10 8
♦ J 10 6		♦ 9 7 5 2
♣ Q J 9 7 6		♣ 10 8
	South	
	♠ 10 5 3 2	
	♥ A K 4	
	♦ K 8 3	
	♣ A 5 3	

1. How many points does each player have?

West = 6
East = 4

North = 16
South = 14

- Who announces the points first? West
- Which pair are the declaring side? North-South
- Which pair are the defending side? East-West
- Who is declarer? North Who is dummy? South
- Which player makes the first lead? East
- How many tricks can declarer take? 9
- Who will be the dealer for the next set of hands? North

FUNWORK

LESSON 3

1. Practice shuffling your deck of cards.
2. Practice dealing 13 cards to each person.
3. Practice sorting your 13 cards.
4. Tell your family and friends about Honor Cards:
Aces, Kings, Queens and Jacks.
5. Tell your family and friends about Dummies.
6. Teach your family and friends how to play MINIBRIDGE.
7. HAVE FUN!!!

LESSON 4

MiniBridge Part 2

Materials

- Pre-made boards.
- Name tags if you are using them.
- Score pads and pencils are needed from now on.
- Sample Scoring Diagram
- Laminated table guide cards with NESW.
- Give out the MiniBridge summary cards this lesson or possibly next week

Objectives

- Learn to name a trump suit or notrump.
- Learn to count sure tricks.
- Learn to lead top of a sequence.
- Learn which are the minor suits and which are the major suits.
- Learn to score (without bonuses yet).
- Learn about contracts.

This is the first week where the students took home optional homework. You can use the time when they are all arriving to answer any questions about it. You can choose to collect it and return it with comments, corrections and gold stars the following week, or give them sheets with the correct answers to keep, or whatever seems to work best with your group.

Try to get all four deals played. Cut the teaching talk and save the scoring and contracts for next week if the first deal takes too long. 15 minutes per deal is fairly normal. By this lesson, the experienced players can now play three-handed if you do not have a number of students divisible by four. The table of three can play MiniBridge by announcing their points and then deducing the points in the unseen hand. Then the player whose hand is to become dummy moves to play the hidden hand.

Exercise 1: Review of the Mechanics of MiniBridge

“Play the following deal. North is the dealer and will be on the first hand every week. The deal will then move to the player on the left, namely East. (*Declarer can play notrump or with either minor as trump. Nine tricks should be estimated and taken.*)

“Let’s quickly review the mechanics of MiniBridge. First everyone announces their high-card points clockwise around the table. The partnership with the most points has control. The player in that partnership with the most points is declarer. His partner puts the dummy down on the table. Then declarer decides whether to play in notrump or with a specific trump suit and announces how many tricks he expects to take.”

Deal 3 (E-Z Deal Cards: # 2, Deal 1)
Dealer is North

Without Bidding: N/S 'Play' the hand:

	Points	HCP	Dist.	Total		HCP	Dist.	Total
North:	17		N/A	17	East:	10	N/A	10
South:	10		N/A	10	West:	3	N/A	3
N/S:	27		N/A	27	E/W:	13	N/A	13

# of Cards	Spades	Hearts	Diamonds	Clubs
DECLARER	2	3	4	4
DUMMY	2	3	4	4
TOTAL	4	6	8	8

DECLARER	DUMMY HAND	TRUMPSUIT/ CONTRACT	DEFENDERS	OPENING LEADER	OPENING LEAD
NORTH	SOUTH	Clubs or NT	E/W	EAST	♠ K

(E-Z Deal Cards: #2, Deal 1)

Dealer: North

♠ 8 4 3 2 ♥ Q J 10 4 ♦ 10 8 4 ♣ 10 8	<table border="1" style="margin: auto;"> <tr><td>N</td></tr> <tr><td>W E</td></tr> <tr><td>S</td></tr> </table>	N	W E	S	♠ A 7 ♥ K 5 2 ♦ A K Q J ♣ 6 5 4 2	♠ K Q J 10 9 ♥ A 9 6 ♦ 5 3 ♣ 9 7 3
N						
W E						
S						
♠ 6 5 ♥ 8 7 3 ♦ 9 7 6 2 ♣ A K Q J						

“When this deal is over, everyone please lay their hand out dummy-style on the table so we can have a general discussion.

“Table 1 dummy, how many tricks did your partner take? How many did he estimate? What were the total points for your side? Mark the box for those points and those tricks on your statistics sheet. Leave room for more marks in the future. Now let’s all look at this deal together.

“The opening lead of an *honor* card promises the next lower honor and perhaps the next one down as well. It communicates to your partner what your holding is and that you are interested in developing tricks in that suit. When you have a long suit with an honor or two that are not touching, you would lead a low card.”

Exercise 2: Keeping Score

“You are finally going to begin learning how to score. The declaring side must take more than half of the tricks to score. Thus only the tricks won after the first six count for their score. These first six tricks are known as the **book** in bridge terminology. On the other hand, the defending side gets 50 points for every trick that the declaring side is short of its declared goal.

“The points the declaring side scores vary depending on whether or not there is a trump suit or you play notrump. The lowest score is for playing in Diamonds or Clubs. Each trick after the first six tricks is worth 20 points. That’s why they are called the **minor suits**. For playing in hearts or spades you score 30 points per trick. They are known as the **major suits**. Finally in notrump you score 40 points for the first trick and 30 points for every trick afterward. What would the score be for this last deal? *(Get each table to report. The score is 60 if played in clubs or diamonds, and 100 if in notrump.)*

“Will the scoring affect what **strain** you choose? Strain is the term used to mean either notrump or a specific suit as trump. How many Norths chose a minor suit as trump on that last deal? Now that you know the scoring, do you wish you had chosen notrump?

(Hand out score pads or the special scorecards)

“From now on you are going to keep score, starting with that last deal. North always keeps the official score for the table in bridge and MiniBridge. Everyone may also keep a private score. This lesson I want each of you to take a piece of paper and keep score. You need three columns on your scorepad. The first column is for the deal number and the tricks estimated and who was declarer. The second column is for the plus scores for the North-South partnership. The third column is for the plus scores for the East-West partnership. Which side was plus on this last deal? *(North-South.)* Okay, let’s write their score in their column.”

Exercise 3: Contracts

“To the left of the score in the first column you are going to write information about the **contract** that was played. A **contract** is the commitment to take a specific number of tricks in the declared strain. You start by writing down the tricks estimated, using the number beyond the book of six, and the first letter of the strain. Thus nine tricks in diamonds would be written as 3D and the contract is called “three diamonds.” In the case of notrump, use NT, so nine tricks in notrump is written as 3NT. *(Make this last a question if appropriate.)* To the right of that trick estimate, you will write some more information if the **contract** did not make exactly. First of all, if the contract went down, you would next write minus and the number of tricks it was short. If the contract made extra tricks, you would write plus and the number of tricks above the contract that declarer made. Next write the single capital letter that stands for the direction of the player who was declarer.”

Contract	NS plus (We)	EW plus (They)
3D +1 N	80	
2S W		60
4H S - 1		50

Deal 4: (E-Z Deal Cards: #2, Deal 2)
Dealer is East

Without Bidding: E/W ‘Play’ the hand:

Points	HCP	Dist.	Total	HCP	Dist.	Total	
North:	8	N/A	8	East:	14	N/A	14
South:	9	N/A	9	West:	9	N/A	9
N/S:	17	N/A	17	E/W:	23	N/A	23

# of Cards	Spades	Hearts	Diamonds	Clubs
DECLARER	4	3	4	2
DUMMY	3	3	3	4
TOTAL	7	6	7	6

DECLARER	DUMMY HAND	TRUMPSUIT/ CONTRACT	DEFENDERS	OPENING LEADER	OPENING LEAD
EAST	WEST	Notrump	N/S	SOUTH	Low ♣ or ♦

(E-Z Deal Cards: #2, Deal 2)

Dealer: East

	♠ 10 7 4										
	♥ K J 9 5 2										
	♦ K 9										
	♣ J 9 3										
♠ Q 3 2	<table border="1" style="margin: auto; text-align: center; width: 40px; height: 40px;"> <tr><td></td><td>N</td><td></td></tr> <tr><td>W</td><td></td><td>E</td></tr> <tr><td></td><td>S</td><td></td></tr> </table>		N		W		E		S		♠ A K J 5
	N										
W		E									
	S										
♥ 7 4 3		♥ A 8 6									
♦ 8 5 3		♦ Q 6 4 2									
♣ A K 7 4		♣ 8 5									
	♠ 9 8 6										
	♥ Q 10										
	♦ A J 10 7										
	♣ Q 10 6 2										

East will be declarer. Ideally East and West will pick notrump and estimate seven tricks. This is a good time to introduce the idea of having eight trumps, since there is no eight-card fit. If South leads a diamond you can introduce the notion of third hand high, if you wish. Either a club or diamond is a fine lead, fourth best from the longest and strongest can be mentioned here. Tell them that a good way to set up tricks for their side is to lead a long suit. Maybe partner can help them get that suit set up. The opening leader is South.

Note that this is the hand where the adage “high card from the short side early” comes in. Declarer’s spades will get blocked if the queen is not played early on. Remind them to score. Walk around and help them.

Deal 5 (E-Z Deal Cards: # 2, Deal 3)
Dealer is South

Without Bidding: N/S 'Play' the hand:

	Points	HCP	Dist.	Total		HCP	Dist.	Total
North:	14		N/A	14	East:	9	N/A	9
South:	9		N/A	9	West:	8	N/A	8
N/S:	23		N/A	23	E/W:	17	N/A	17

# of Cards	Spades	Hearts	Diamonds	Clubs
DECLARER	4	3	3	3
DUMMY	5	3	2	3
TOTAL	9	6	5	6

DECLARER	DUMMY HAND	TRUMPSUIT/ CONTRACT	DEFENDERS	OPENING LEADER	OPENING LEAD
NORTH	SOUTH	Spades	E/W	EAST	♦ K

(E-Z Deal Cards: #2, Deal 3)

Dealer: South

	♠ A 7 6 4	
	♥ K 8 3	
	♦ J 5 2	
	♣ A Q 8	
♠ 8 2	N	♠ 9 3
♥ Q J 10 5	W E	♥ A 9 6
♦ A 9 4	S	♦ K Q 7 6 3
♣ J 7 3 2		♣ 10 6 5
	♠ K Q J 10 5	
	♥ 7 4 2	
	♦ 10 8	
	♣ K 9 4	

If the declarer on this deal has already been declarer, you will let their partner have a turn since this is a class not a competition.

“Have North let South be declarer since North played the first deal, or if you are making the boards, rotate the hands 180 degrees.”

Deal 6 (E-Z Deal Cards: #2, Deal 4)

Dealer is West

Without Bidding: E/W 'Play' the hand:

	Points	HCP	Dist.	Total		HCP	Dist.	Total
North:	9		N/A	9	East:	9	N/A	9
South:	5		N/A	5	West:	17	N/A	17
N/S:	14		N/A	14	E/W:	26	N/A	26

# of Cards	Spades	Hearts	Diamonds	Clubs
DECLARER	4	3	3	3
DUMMY	2	6	3	2
TOTAL	6	9	6	5

DECLARER	DUMMY HAND	TRUMPSUIT/ CONTRACT	DEFENDERS	OPENING LEADER	OPENING LEAD
WEST	EAST	Hearts	N/S	NORTH	♠ K

(E-Z Deal Cards: #2, Deal 4)

Dealer: West

♠ A 7 6 3 ♥ A K 7 ♦ K 10 6 ♣ K 8 2	<table border="1" style="margin: auto;"> <tr><td> </td><td>N</td><td> </td></tr> <tr><td>W</td><td> </td><td>E</td></tr> <tr><td> </td><td>S</td><td> </td></tr> </table>		N		W		E		S		♠ K Q 10 ♥ 4 ♦ 8 7 4 3 2 ♣ A 6 4 3	♠ 9 5 ♥ Q J 10 9 8 6 ♦ A Q 9 ♣ 7 5
	N											
W		E										
	S											
		♠ J 8 4 2 ♥ 5 3 2 ♦ J 5 ♣ Q J 10 9										

	Contract	Our Plus	Their plus
1			
2			
3			
4			
5			
6			

	Contract	Our Plus	Their plus
1			
2			
3			
4			
5			
6			

Scorecards to Use

Summary of MiniBridge

1. The cards are shuffled and dealt, 13 each to the 4 players (or taken from a pre-dealt board).
2. Points are counted and announced, starting with the dealer and taking turns clockwise, using the scale:
Ace = 4 King = 3 Queen = 2 Jack = 1
3. The points for each partnership are totaled. The declaring side is the partnership with most points, declarer is the member of this side with most points, or the first to announce if equal. Declarer's partner's hand is placed face up on the table as dummy.
4. Declarer decides and announces the contract - the target number of tricks and choice of trumps suit or No trumps. Target numbers of tricks may be:
Part score: 7+ Game in no trumps: 9+
Game in ♥ or ♠: 10+ Game in ♣ or ♦: 11+
5. The opening lead is made by the player on declarer's left. Tricks are played out clockwise, cards face up. Declarer decides the play of the cards from the dummy.
6. After each trick has been completed, cards in that trick are turned face down. The winner of each trick leads the first card to the next trick.
7. At the end of play, the tricks won and lost are counted and agreed and the score is calculated.
8. For the next hand, the dealer is the next player clockwise.

Summary of MiniBridge

1. The cards are shuffled and dealt, 13 each to the 4 players (or taken from a pre-dealt board).
2. Points are counted and announced, starting with the dealer and taking turns clockwise, using the scale:
Ace = 4 King = 3 Queen = 2 Jack = 1
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Part score: 7+ Game in no trumps: 9+
Game in ♥ or ♠: 10+ Game in ♣ or ♦: 11+
5. The opening lead is made by the player on declarer's left. Tricks are played out clockwise, cards face up. Declarer decides the play of the cards from the dummy.
6. After each trick has been completed, cards in that trick are turned face down. The winner of each trick leads the first card to the next trick.
7. At the end of play, the tricks won and lost are counted and agreed and the score is calculated.
8. For the next hand, the dealer is the next player clockwise.

Summary of MiniBridge Cards

MiniBridge Scoring



Contracts made

Points for contracts made are won by the declaring side. The declaring side only scores points if they win the target Number of tricks, or more.

No points are won for the first 6 tricks. For each additional trick, in making the contract, points are scored according to the contract as follows:

♣ or ♦	20 points
♥ or ♠	30 points
No trumps	40 points for trick 7, 30 points thereafter

Bonuses are awarded as follows:

For part score contract: 50 points
(at least 7 tricks)

For a game contract: 300 points
(at least 9 tricks in no trumps, 10 tricks in ♥ or ♠, 11 tricks in ♣ or ♦)

Unsuccessful contracts

If a contract is not made (ie the target number of tricks is Not reached), the defending side scores points instead of The declaring side. The defenders score as follows, for each trick short of the target:

Per undertrick: 50 points

MiniBridge Scoring



Contracts made

Points for contracts made are won by the declaring side. The declaring side only scores points if they win the target number of tricks, or more.

No points are won for the first 6 tricks. For each additional trick, in making the contract, points are scored according to the contract as follows:

♣ or ♦	20 points
♥ or ♠	30 points
No trumps	40 points for trick 7, 30 points thereafter

Bonuses are awarded as follows:

For part score contract: 50 points
(at least 7 tricks)

For a game contract: 300 points
(at least 9 tricks in no trumps, 10 tricks in ♥ or ♠, 11 tricks in ♣ or ♦)

Unsuccessful contracts

If a contract is not made (ie the target number of tricks is not reached), the defending side scores points instead of the declaring side. The defenders score as follows, for each trick short of the target:

Per undertrick: 50 points

MiniBridge Scoring

MiniBridge Worksheet 2

These hands were dealt in a game of MiniBridge. The dealer was North.

	North	
	♠ A K 6	
	♥ 9 3 2	
	♦ A Q 6 4	
	♣ 5 4 2	
West		East
♠ Q 7 4		♠ J 10
♥ K Q 7 6		♥ A J 10 7 4
♦ J 10		♦ 9 7 5
♣ Q J 9 7		♣ 10 8 6
	South	
	♠ 9 8 5 3 2	
	♥ 8	
	♦ K 8 3 2	
	♣ A K 3	

1. How many points does each player have?

West = _____ North = _____

East = _____ South = _____

- Who announces the points first? _____
- Which pair are the declaring side? _____
- Which pair are the defending side? _____
- Who is declarer? _____ Who is dummy? _____
- What should the contract be? _____
- Which player makes the first lead? _____
- How many tricks can declarer take? _____
- Who will be the dealer for the next set of hands? _____

MiniBridge Worksheet 2 - Answers

	North	
	♠ A K 6	
	♥ 9 3 2	
	♦ A Q 6 4	
	♣ 5 4 2	
West		East
♠ Q 7 4		♠ J 10
♥ K Q 7 6		♥ A J 10 7 4
♦ J 10		♦ 9 7 5
♣ Q J 9 7		♣ 10 8 6
	South	
	♠ 9 8 5 3 2	
	♥ 8	
	♦ K 8 3 2	
	♣ A K 3	
	♣	

1. How many points does each player have?

West = 11
East = 6

North = 13
South = 10

- Who announces the points first? North
- Which pair are the declaring side? North-South
- Which pair are the defending side? East-West
- Who is declarer? North Who is dummy? South
- What should the contract be? 4♠
- Which player makes the first lead? East
- How many tricks can declarer take? 10
- Who will be the dealer for the next set of hands? East

BRIDGE BASE ONLINE

(The online mini-bridge club)

- 1. Go to www.bridgebase.com**
- 2. Click “here” for free download**
- 3. Click “here” to get to our download page**
- 4. Load Program**
- 5. Click “new member”**
- 6. Fill in information box**
- 7. Click on “main bridge club”**
- 8. Set up a table for MiniBridge**
- 9. PLAY MINIBRIDGE!**

You may not find anyone online ready to play MiniBridge unless you make a date to meet at the Bridge Base site with three people from your class. Most of the people playing online will be playing bridge. You will have to download the site's software to play there, so leave some time for that if you make a date. You can also watch (kibitz) any game in the Main Bridge Club. Enjoy!

FUNWORK

LESSON 4

1. Practice shuffling your deck of cards.
2. Practice dealing 13 cards to each person.
3. Practice sorting your 13 cards.
4. Teach your family and friends how to SCORE at MINIBRIDGE.
5. Teach your family and friends about Trump Suits, Notrump and Contracts.
6. Teach your family and friends about Major Suits and Minor Suits
7. Teach your family and friends about leading Top of a Sequence
8. HAVE FUN!!!

LESSON 5

Game Contracts and Promotion

Materials

- Pre-made boards (*When you make the boards, change Deal 4 by having North give East the ♣K in return for the ♣6*).
- Name tags if you are using them.
- Score pads and pencils.
- Laminated table guidecards with NESW.
- Give out more MiniBridge laminated summary cards in this lesson, if needed.

Objectives

- Learn which are the minor suits and which are the majors if that was not covered the week before.
- Learn actual bridge scoring with game bonuses.
- Learn to give up the lead to promote tricks.

Distribute one guide card, pre-made boards, one score pad or special score sheet, to each table.

Exercise 1: Contracts

“In the past few lessons declarer has estimated how many tricks they expected to take and had to go for a minimum of seven tricks. The bridge term for being held to your estimate is ‘making your **contract**.’ Since you count only the tricks after six in the scoring, the name of the contract includes only the number of tricks after six, plus the “strain” that declarer has called. Does everyone remember the term “strain” from the last lesson? Can someone define it for me? (*“Strain” is the word you use to indicate the selection of a trump suit or notrump.*) So if declarer committed to take eight tricks with spades as trump, the contract would be called 2♠. This is the way you have been writing it down already on your score sheet. What would seven tricks in notrump be called? (1NT.) What about nine tricks in clubs? (3♣.) And 11 tricks in diamonds? (5♦.)

“Let’s play the first deal. This time declarer will announce the contract after seeing dummy.”

Deal 7 (E-Z Deal Cards: #3, Deal 1)

Dealer is North

Without Bidding: N/S 'Play' the hand:

	Points	HCP	Dist.	Total		HCP	Dist.	Total
North:	17		N/A	17	East:	9	N/A	9
South:	10		N/A	10	West:	4	N/A	4
N/S:	27		N/A	27	E/W:	13	N/A	13

# of Cards	Spades	Hearts	Diamonds	Clubs
DECLARER	3	3	4	3
DUMMY	3	3	4	3
TOTAL	6	6	8	6

DECLARER	DUMMY HAND	TRUMPSUIT/ CONTRACT	DEFENDERS	OPENING LEADER	OPENING LEAD
NORTH	SOUTH	Notrump	E/W	EAST	♣ K

(E-Z Deal Cards: #3, Deal 1)

Dealer: North

	♠ K 6 5				
	♥ A 9 7				
	♦ K Q J 10				
	♣ A 7 5				
♠ J 9 4 2 ♥ Q J 10 8 ♦ 9 8 3 ♣ 4 2	<table border="1" style="margin: auto;"> <tr><td style="text-align: center;">N</td></tr> <tr><td style="text-align: center;">W E</td></tr> <tr><td style="text-align: center;">S</td></tr> </table>	N	W E	S	♠ Q 10 8 ♥ 5 4 3 ♦ A 6 ♣ Q J 10 9 8
N					
W E					
S					
	♠ A 7 3				
	♥ K 6 2				
	♦ 7 5 4 2				
	♣ K 6 3				

After the deal has been played, have everyone lay the hands out dummy-style. Did they make the contract? We often learn more from mistakes than successes. Discuss the promotion aspect of this deal. The ♦A had to be knocked out right away. A good rule of thumb is that when you need to do something to set up your tricks, go about it right away. Don't postpone it.

Exercise 2: Scoring with Game Bonuses

If majors and minors were covered last week, use something like the following; otherwise cover majors and minors now.

“There is more to know about scoring. First let’s review what you already know. Which suits are the minors? (*Clubs and diamonds.*) How many points for each trick after the first six when a minor is trump? (*20.*) How many points for each trick in the majors? (*30.*)

“In bridge and MiniBridge, bidding and making a contract that scores at least 100 points is called making **game**. You get a 300-point bonus for bidding and making a game. You score a 50-point bonus if you make a contract that is less than game. That is known as a **partscore**.”

(If they ask, tell them that the old way of scoring let you carry forward your partscore, so if the next partscore got you to 100, you got a game bonus.)

“How many tricks do you need to make a game in a minor suit? (*11.*) And those contracts would be? (*5♣ and 5♦*) How many tricks do you need in a major suit? (*10 to get to 120 points.*) And those contracts would be? (*4♥ and 4♠.*) How many tricks do you need in notrump? (*9.*) And that contract would be? (*3NT.*)

“Did you bid and make game on that last deal? If so, add the game bonus in now. What is the score? (*400 points for 3NT.*) Let’s play the next deal.”

Deal 8 (E-Z Deal Cards: #3, Deal 2)

Dealer is East

*This a good time to introduce the idea that declarer should play trump until the opponents are out of them, so that they cannot trump declarer's good tricks. This is called **drawing trumps**.*

Without Bidding: E/W 'Play' the hand:

Points	HCP	Dist.	Total		HCP	Dist.	Total
North:	10	N/A	10	East:	16	N/A	16
South:	6	N/A	6	West:	8	N/A	8
N/S:	16	N/A	16	E/W:	24	N/A	24

# of Cards	Spades	Hearts	Diamonds	Clubs
DECLARER	3	3	4	3
DUMMY	6	3	2	2
TOTAL	9	6	6	5

DECLARER	DUMMY HAND	TRUMPSUIT/ CONTRACT	DEFENDERS	OPENING LEADER	OPENING LEAD
EAST	WEST	Spades	N/S	SOUTH	Low ♥

(E-Z Deal Cards: #3, Deal 2)

Dealer: East

♠ QJ10987 ♥ 842 ♦ AJ ♣ 54	<table border="1" style="margin: auto;"> <tr><td>N</td></tr> <tr><td>W E</td></tr> <tr><td>S</td></tr> </table>	N	W E	S	♠ K 2 ♥ A 7 ♦ 9 8 6 4 ♣ QJ 10 9 7	♠ 6 5 3 ♥ K Q J ♦ K 7 5 2 ♣ AK 6
N						
W E						
S						
		♠ A 4 ♥ 10 9 6 5 3 ♦ Q 10 3 ♣ 8 3 2				

Deal 9 (E-Z Deal Cards: #3, Deal 3)
Dealer is South

Without Bidding: N/S 'Play' the hand:

Points	HCP	Dist.	Total		HCP	Dist.	Total
North:	8	N/A	8	East:	4	N/A	4
South:	18	N/A	18	West:	10	N/A	10
N/S:	26	N/A	26	E/W:	14	N/A	14

# of Cards	Spades	Hearts	Diamonds	Clubs
DECLARER	4	4	2	3
DUMMY	3	3	4	3
TOTAL	7	7	6	6

DECLARER	DUMMY HAND	TRUMPSUIT/ CONTRACT	DEFENDERS	OPENING LEADER	OPENING LEAD
SOUTH	NORTH	NT / 3 NT	E/W	WEST	♠ Q

(E-Z Deal Cards: #3, Deal 3)

Dealer: South

♠ Q J 10 8 ♥ K 10 ♦ A 6 2 ♣ 10 8 5 3	<table border="1" style="margin: auto;"> <tr><td>N</td></tr> <tr><td>W E</td></tr> <tr><td>S</td></tr> </table>	N	W E	S	♠ 7 6 2 ♥ 8 7 3 ♦ K J 10 3 ♣ A 4 2 ♠ 9 4 ♥ Q J 9 5 ♦ 9 8 7 4 ♣ J 9 7
N					
W E					
S					
♠ A K 5 3 ♥ A 6 4 2 ♦ Q 5 ♣ K Q 6					

Promoting High Cards: *To make the contract on this deal, South has to knock out the ♦A by playing the queen first (honor card from the short side first).*

Deal 10 (E-Z Deal Cards: #3, Deal 4)

Dealer is West

Without Bidding: N/S 'Play' the hand:

	Points	HCP	Dist.	Total		HCP	Dist.	Total
North:	10		N/A	10	East:	1	N/A	1
South:	11		N/A	11	West:	18	N/A	18
N/S:	21		N/A	21	E/W:	19	N/A	19

# of Cards	Spades	Hearts	Diamonds	Clubs
DECLARER	4	4	3	2
DUMMY	3	3	2	5
TOTAL	7	7	5	7

DECLARER	DUMMY HAND	TRUMPSUIT/ CONTRACT	DEFENDERS	OPENING LEADER	OPENING LEAD
SOUTH	NORTH	NT / 1 NT	E/W	WEST	♠ A

(E-Z Deal Cards: #3, Deal 4)

Dealer: West

♠ A K 5 2 ♥ A K 7 ♦ 8 4 ♣ A 9 3 2	<table border="1" style="margin: auto;"> <tr><td style="padding: 2px;">N</td></tr> <tr><td style="padding: 2px;">W E</td></tr> <tr><td style="padding: 2px;">S</td></tr> </table>	N	W E	S	♠ 7 4 3 ♥ J 8 3 ♦ K 2 ♣ K Q J 10 8	♠ 9 6 ♥ 6 5 4 ♦ J 10 9 7 6 5 ♣ 6 4
N						
W E						
S						
♠ Q J 10 8 ♥ Q 10 9 2 ♦ A Q 3 ♣ 7 5						

When setting up this board, give East the ♣ K in return for the ♣ 6 in North's hand, and then the deal works. Alternatively, just have West declare, since at this point students may assume that the person with the most points, rather than the partnership, determines who the declarer is. To make this contract, West has to knock out the three top diamonds, which are trump.

SCORING MINIBRIDGE

Sarah and David play Kim and Jason at MiniBridge. The table below summarizes what happens. What are the scores for each partnership on each deal?

Deal	Declarer	Contract	Tricks made	Score S & D	K & J
1	Kim	Game in ♥	10		
2	David	Partscore in ♠	11		
3	David	Game in NT	8		
4	Sarah	Partscore in ♣	8		
5	Kim	Partscore in ♦	6		
6	Sarah	Game in ♦	11		
7	Jason	Game in NT	9		
8	Kim	Partscore in ♠	9		
9	Jason	Game in ♣	12		
10	David	Partscore in NT	7		
11	Sarah	Game in ♥	9		
12	Kim	Partscore in ♦	9		

SCORING MINIBRIDGE - ANSWERS

Sarah and David play Kim and Jason at MiniBridge. The table below summarizes what happens. What are the scores for each partnership on each deal?

Deal	Declarer	Contract	Tricks made	Score S & D	K & J
1	Kim	Game in ♥	10		420
2	David	Partscore in ♠	11	230	
3	David	Game in NT	8		50
4	Sarah	Partscore in ♣	8	90	
5	Kim	Partscore in ♦	6	50	
6	Sarah	Game in ♦	11	400	
7	Jason	Game in NT	9		400
8	Kim	Partscore in ♠	9		140
9	Jason	Game in ♣	12		420
10	David	Partscore in NT	7	90	
11	Sarah	Game in ♥	9		50
12	Kim	Partscore in ♦	9		110

LESSON 6

Bridgelt and Length Tricks

Materials

- Pre-made boards.
- Name tags if you are using them – probably the last lesson to use them, unless you are subbing.
- Bridgelt announcement forms (see Bridgelt Announcing Forms) – these can be printed on the back of the score sheets.
- Scoring sheets and pencils.
- Laminated table guidecards with NESW.
- Bridge Poster – Add Distribution Points.
- Bidding boxes with the extra cards (Alert, TD, Double and Redouble) removed (but keep the Double cards available in case you decide to include doubles in this lesson.) *(If you leave those cards in, the students will ask all kinds of questions about them and want to use them.)*

Objectives

- Learn the game of Bridgelt.
- Learn to set up length tricks.
- Learn to draw trumps.
- Learn to count distribution points for long suits – from now on they will announce their points as high card plus distribution points.
- Continue to get comfortable with the scoring of MiniBridge and Bridgelt (non-vulnerable Bridge scoring).

With most children, using the cards on the table for your blackboard as we do for adults in the Bidding (Club Series) course will result in cards flying everywhere. It is best to point out the development of the long suit either as they play or after they play the deals.

Use bidding boxes if at all possible. It makes the suit rankings easy to see, and scores are on the back of the bidding cards.

Start by reviewing at least a few of the scores on last week's optional homework. Have extra copies of the sheet for students who missed the class or lost the homework. Alternatively give the sheet out as students arrive for them to work on until everyone is present. This is particularly useful when running as an after-school activity.

Exercise 1: Introduce the Game of Bridgelt

"Today you are going to learn the game of Bridgelt. Instead of announcing your points, you will write them down on the paper form in front of you along with the exact number of cards you have in each suit – that is spades, hearts, diamonds and clubs, in that order. Everyone can see everyone else's paper.

"Next, starting with the dealer, each player in clockwise rotation must either pass or propose a contract for their side to play. The contract must be higher than the previously proposed contract, so you need to know the ranking of the suits. Notrump ranks higher than all the suits, therefore the bid of 1NT outranks one of any suit. Does anyone know which suit is highest in rank? (*Spades.*) How about the lowest suit? (*Clubs.*) A trick for remembering the suit rankings is that they are alphabetical, so Clubs, which comes first in the alphabet, is the lowest ranked suit. (*Refer to the Bridge Poster for the suit ranks.*)

"Taking turns proposing a contract or passing is called bidding. If none of the four players propose a contract, so that the auction consists of four passes, the hand is thrown in. Otherwise the bidding continues until three players pass in a row, then the last proposed contract becomes final. The declarer is the player on the side that won the contract who proposed the final strain first, not necessarily the one who made the last bid. The term for a completed set of bids is an auction. Your objective is to get the best score you can for your side. Let's play the first hand and give it a try."

Deal 11 (E-Z Deal Cards: #4, Deal 1)
Dealer is North

Without Bidding: N/S 'Play' the hand:

	Points	HCP	Dist.	Total		HCP	Dist.	Total
North:	8		N/A	8	East:	8	N/A	8
South:	14		N/A	14	West:	10	N/A	10
N/S:	22		N/A	22	E/W:	18	N/A	18

# of Cards	Spades	Hearts	Diamonds	Clubs
DECLARER	3	2	4	4
DUMMY	3	3	3	4
TOTAL	6	5	7	8

DECLARER	DUMMY HAND	TRUMPSUIT/ CONTRACT	DEFENDERS	OPENING LEADER	OPENING LEAD
SOUTH	NORTH	Notrump	E/W	WEST	♥ K

(E-Z Deal Cards: #4, Deal 1)

Dealer: North

♠ 7 6 2 ♥ K Q 9 7 ♦ Q J 10 8 ♣ Q 10	♠ 8 5 4 ♥ A 10 5 ♦ 9 7 4 ♣ A 9 5 2	<table border="1" style="margin: auto;"> <tr><td>N</td><td>E</td></tr> <tr><td>W</td><td>S</td></tr> </table>	N	E	W	S	♠ Q J 10 9 ♥ J 8 4 3 ♦ K 3 ♣ J 8 4
N	E						
W	S						
♠ A K 3 ♥ 6 2 ♦ A 6 5 2 ♣ K 7 6 3							

E/W have an eight-card heart fit. N/S have an eight-card club fit. N/S can make 1NT or 2♣. E/W can make 1♥. E/W may discover that it is better to bid to 2♥ and go down than to defend against 2♣.

Exercise 2: Developing tricks from an eight-card fit

Review the deal just played. Show how the eight-card club fit can be developed for an extra trick because the opponents will have no more clubs on the fourth round of the suit. You might say something like this:

“Lay out all four hands like dummies for the deal you just played. Suppose the contract was 1NT by South. There are six top tricks, two in spades, one in hearts, one in diamonds and two in clubs. You need one more trick, which could be developed in clubs. Does someone want to tell me how?”

“You may have to lose some tricks in the suit to set up those long cards. It is best to do this right away and get it over with.”

Deal 12 (E-Z Deal Cards: #4, Deal 2)
Dealer is East

Without Bidding: N/S 'Play' the hand:

	Points	HCP	Dist.	Total		HCP	Dist.	Total
North:	10		N/A	10	East:	6	N/A	6
South:	11		N/A	11	West:	13	N/A	13
N/S:	21		N/A	21	E/W:	19	N/A	19

# of Cards	Spades	Hearts	Diamonds	Clubs
DECLARER	2	3	4	4
DUMMY	2	4	4	3
TOTAL	4	7	8	7

DECLARER	DUMMY HAND	TRUMPSUIT/ CONTRACT	DEFENDERS	OPENING LEADER	OPENING LEAD
SOUTH	NORTH	Diamonds	E/W	WEST	♠ A

(E-Z Deal Cards: #4, Deal 2)

Dealer: East

	♠ K J				
	♥ 9 8 7 5				
	♦ Q J 10 9				
	♣ K 7 6				
♠ A 8 7 3 2	<table border="1" style="border-collapse: collapse; margin: 0 auto;"> <tr><td style="padding: 2px;">N</td></tr> <tr><td style="padding: 2px;">W E</td></tr> <tr><td style="padding: 2px;">S</td></tr> </table>	N	W E	S	♠ 9 6 5 4
N					
W E					
S					
♥ A 6 4		♥ K 3 2			
♦ A 8		♦ K 7 6			
♣ J 5 3		♣ 9 4 2			
	♠ Q 10				
	♥ Q J 10				
	♦ 5 4 3 2				
	♣ A Q 10 8				

E/W have a nine-card fit in spades, N/S have an eight-card fit in diamonds. The points are fairly even. Each side can take eight tricks. For E/W if the spades split 2-2 (and they do), they take eight tricks, else only seven tricks. For N/S, there are five top losers. N/S may discover that it is better to bid to 3♦ than to defend against 2♠.

Exercise 3: Learn Distribution Points

“How well does point count represent the value of a hand? Do any of you feel that something is missing? Long suits take tricks, and yet you have not been giving point count for them. Now you will start to do so. You can add a point to your hand for every card in a long suit after the fourth card. So how many points for a five-card suit? (1.) How about a six-card suit? (2.) And a seven-card suit? (3.)

“The term for the points you add for your long suits is **distribution points**. From now on, you will include them on your Bridgelt form. Write the high-card points, then a plus sign, then the **distribution points**.”

Deal 13 (E-Z Deal Cards: #4, Deal 3)

Dealer is South

Without Bidding: N/S ‘Play’ the hand:

Points	HCP	Dist.	Total	HCP	Dist.	Total	
North:	13	N/A	13	East:	7	N/A	7
South:	12	N/A	12	West:	8	N/A	8
N/S:	25	N/A	25	E/W:	15	N/A	15

# of Cards	Spades	Hearts	Diamonds	Clubs
DECLARER	2	4	4	3
DUMMY	2	5	4	2
TOTAL	4	9	8	5

DECLARER	DUMMY HAND	TRUMPSUIT/ CONTRACT	DEFENDERS	OPENING LEADER	OPENING LEAD
NORTH	SOUTH	Hearts	E/W	EAST	Low ♠

(E-Z Deal Cards: #4, Deal 3)

Dealer: South

♠ K Q 10 3 ♥ 7 2 ♦ Q 10 7 ♣ J 9 5 2	<table border="1" style="margin: auto;"> <tr><td style="padding: 2px;">N</td></tr> <tr><td style="padding: 2px;">W E</td></tr> <tr><td style="padding: 2px;">S</td></tr> </table>	N	W E	S	♠ A 7 ♥ Q 9 8 4 ♦ A 8 6 3 ♣ K 6 3	♠ J 8 6 5 2 ♥ 10 5 ♦ K J ♣ Q 10 8 4
N						
W E						
S						
♠ 9 4 ♥ A K J 6 3 ♦ 9 5 4 2 ♣ A 7						

Not a competitive deal. N/S can make 4♥ by developing their sides’ eight-card fit in diamonds. With only the ace, they must lose two tricks to gain one extra and take 10. Warning: Declarer may make the contract by getting a ruff-sluff, if the black suits are eliminated before playing diamonds.

If E/W try to outbid N/S, introduce doubles! E/W can take seven tricks in spades, or possibly only six if N/S get their club ruff.

Designate whichever member of N/S that has not yet played as declarer. Be sure to mention that the first one of them who suggested hearts as trump would be the declarer in a real game.

DISTRIBUTION POINTS

LENGTH:	5 card suit = 1
	6 card suit = 2
	7 card suit = 3
SUPPORT:	Void = 5
	Singleton = 3
	Doubleton = 1

MiniBridge Worksheet 3

How many tricks can be taken in the suits shown below?

<u>Declarer</u>	<u>Dummy</u>	<u>Number of Tricks</u>
1. A 4 2	7 6 3	
2. A K 5	7 3 2	
3. A 3 2	K 7 5	
4. A K Q	7 6 3	
5. A K	Q 7 6	
6. A	K	
7. A Q 5 4	K J 3 2	
8. Q J	A K	
9. K Q 2	J 9 7	
10. Q 10 9 4	J 7 3 2	
11. A 10 7 5 4 3	9 8	
12. 9 8 7 6 5	4 3 2	

MiniBridge Worksheet 3 - Answers

<u>Declarer</u>	<u>Dummy</u>	<u>Number of Tricks</u>
1. A 4 2	7 6 3	1
2. A K 5	7 3 2	2
3. A 3 2	K 7 5	2
4. A K Q	7 6 3	3
5. A K	Q 7 6	3
6. A	K	1
7. A Q 5 4	K J 3 2	4
8. Q J	A K	2
9. K Q 2	J 9 7	2
10. Q 10 9 4	J 7 3 2	2
11. A 10 7 5 4 3	9 8	4
12. 9 8 7 6 5	4 3 2	2

Hand	♠ _s	♥ _s	♦ _s	♣ _s	HCP
1.					
2.					
3.					
4.					
5.					
6.					

Hand	♠ _s	♥ _s	♦ _s	♣ _s	HCP
1.					
2.					
3.					
4.					
5.					
6.					

Bridgelt Announcing Forms

LESSON 7:

More Bridgelt and Finesses

Materials

- Pre-made boards.
- Scoring sheets and pencils.
- Bridgelt announcement forms.
- Laminated table guide cards with NESW.
- Bidding boxes with the extra cards (Alert, TD, Double and Redouble) removed (but keep the double cards available in case you decide to include doubles in this lesson.)

Objectives

- Learn to take a finesse.
- Continue with Bridgelt bidding.
- Learn that 26 points are needed for a golden game.
- (optional) Learn about penalty doubles (and possibly redoubles).

Exercise 1: Learn about Finesses

“Does a king always win a trick?” (*No.*)

“When are you sure to win a trick with your king?” (*When the ace is gone or when you are last to play to the trick.*)

“Suppose you are declarer and have a king but no other honor cards in a suit. You lead the suit from dummy, and your right hand opponent plays low. If you play the king, will it win?” (*Maybe, if the next player does not have the ace.*)

“Hoping a high card will win a trick because the card that can beat it is in the hand of the player who plays before it is called **taking a finesse**. Let’s watch for some examples in today’s deals.

“Can someone explain the rules of Bridgelt? (*Review the rules interactively.*) Let’s play!”

Deal 14 (E-Z Deal Cards: #4, Deal 4)
Dealer is West

Without Bidding: E/W 'Play' the hand:

	Points	HCP	Dist.	Total		HCP	Dist.	Total
North:	6		N/A	6	East:	13	N/A	13
South:	8		N/A	8	West:	13	N/A	13
N/S:	14		N/A	14	E/W:	26	N/A	26

# of Cards	Spades	Hearts	Diamonds	Clubs
DECLARER	3	3	3	4
DUMMY	3	3	3	4
TOTAL	6	6	6	8

DECLARER	DUMMY HAND	TRUMPSUIT/ CONTRACT	DEFENDERS	OPENING LEADER	OPENING LEAD
WEST	EAST	Notrump	N/S	NORTH	Low ♥ or ♦

(E-Z Deal Cards: #4, Deal 4)

Dealer: West

	♠ 5 4 2				
	♥ 8 7 5 4				
	♦ Q 8 7 5				
	♣ K J				
♠ K 7 3	<table border="1" style="margin: auto; border-collapse: collapse;"> <tr><td style="text-align: center;">N</td></tr> <tr><td style="text-align: center;">W E</td></tr> <tr><td style="text-align: center;">S</td></tr> </table>	N	W E	S	♠ A Q 8
N					
W E					
S					
♥ A Q J		♥ K 10 2			
♦ K 9 2		♦ A 10 6			
♣ 9 8 4 2		♣ 7 6 5 3			
	♠ J 10 9 6				
	♥ 9 6 3				
	♦ J 4 3				
	♣ A Q 10				

With 26 points and no major-suit fit, E/W should try for game in notrump (note we haven't yet covered the number of points needed for game). Let the player who has not yet played a hand be the declarer. The play challenge is to develop a trick with four small clubs opposite four small clubs by playing a club every possible time.

Deal 15 (E-Z Deal Cards: #5, Deal 1)

Dealer is North

Without Bidding: N/S 'Play' the hand:

	Points	HCP	Dist.	Total		HCP	Dist.	Total
North:	14		N/A		East:	11	N/A	11
South:	7		N/A		West:	8	N/A	8
N/S:	21		N/A		E/W:	19	N/A	19

# of Cards	Spades	Hearts	Diamonds	Clubs
DECLARER	3	3	4	3
DUMMY	3	3	3	4
TOTAL	6	6	7	7

DECLARER	DUMMY HAND	TRUMPSUIT/ CONTRACT	DEFENDERS	OPENING LEADER	OPENING LEAD
NORTH	SOUTH	NT / 1 NT	E/W	EAST	♠ K

(E-Z Deal Cards: #5, Deal 1)

Dealer: North

	♠ A 7 3	
	♥ A 6 2	
	♦ A Q 7 5	
	♣ 5 4 3	
♠ 9 5 4	N	♠ K Q J 10
♥ K Q J 10	W E	♥ 8 7 5
♦ 9 8 2	S	♦ 10 6 3
♣ Q 10 8		♣ A J 9
	♠ 8 6 2	
	♥ 9 4 3	
	♦ K J 4	
	♣ K 7 6 2	

There are no eight-card fits on this deal. Help N/S decide to play in 1NT. The finesse is in clubs – declarer leads from his hand towards dummy’s king to get the seventh trick. West should lead the ♠ K, the top of a sequence.

Hand 16 (E-Z Deal Cards: #5, Deal 2)

Dealer is East

Without Bidding: E/W 'Play' the hand:

	Points	HCP	Dist.	Total		HCP	Dist.	Total
North:	8		N/A	8	East:	13	N/A	13
South:	11		N/A	11	West:	8	N/A	8
N/S:	19		N/A	19	E/W:	21	N/A	21

# of Cards	Spades	Hearts	Diamonds	Clubs
DECLARER	5	3	2	3
DUMMY	4	3	3	3
TOTAL	9	6	5	6

DECLARER	DUMMY HAND	TRUMPSUIT/ CONTRACT	DEFENDERS	OPENING LEADER	OPENING LEAD
EAST	WEST	Spades	N/S	SOUTH	♦ Q

(E-Z Deal Cards: #5, Deal 2)

Dealer: East

	♠ 9	
	♥ Q J 10 5	
	♦ 5 4 3 2	
	♣ K Q 10 8	
♠ Q 6 5 4	N	♠ A 8 7 3 2
♥ K 3 2	W E	♥ A 6 4
♦ K 7 6	S	♦ A 8
♣ 9 4 2		♣ J 5 3
	♠ K J 10	
	♥ 9 8 7	
	♦ Q J 10 9	
	♣ A 7 6	

The finesse is in spades only if E/W declare. E/W can make 2♠ and N/S can make 2♦. N/S may work it out to compete to 3♦ and then E/W will probably push on to 3♠.

Worksheet - Finessing

These hands were dealt in a game of Bridge. The dealer was North.

	North	
	♠ A Q 6	
	♥ 9 6 3 2	
	♦ A Q 4	
	♣ 5 4 2	
West		East
♠ K 7 4		♠ 9 8
♥ Q 7 5		♥ A J 10
♦ J 10 6		♦ 9 7 5 3 2
♣ Q J 9 7		♣ 10 8 6
	South	
	♠ J 10 5 3 2	
	♥ K 8 4	
	♦ K 8	
	♣ A K 3	

1. How many points does each player have?

West = _____ North = _____

East = _____ South = _____

2. What suit does each side have an eight-card or longer fit in?

North/South _____ East/West _____

3. Which pair will be the declaring side? _____

4. Which pair will be the defending side? _____

5. Who is declarer? _____ Who is dummy? _____

6. What should the contract be? _____

7. Which player makes the first lead? _____

8. How many tricks can declarer take? _____

9. Who will be the dealer for the next set of hands? _____

Worksheet - Finessing - Answers

	North	
	♠ A Q 6	
	♥ 9 6 3 2	
	♦ A Q 4	
	♣ 5 4 2	
West		East
♠ K 7 4		♠ 9 8
♥ Q 7 5		♥ A J 10
♦ J 10 6		♦ 9 7 5 3 2
♣ Q J 9 7		♣ 10 8 6
	South	
	♠ J 10 5 3 2	
	♥ K 8 4	
	♦ K 8	
	♣ A K 3	

1. How many points does each player have?

West = 9 North = 12

East = 5 South = 14

2. What suit does each side have an eight-card or longer fit in?

North/South Spades East/West Diamonds

3. Which pair will be the declaring side? North-South

4. Which pair will be the defending side? East-West

5. Who is declarer? South Who is dummy? North

6. What should the contract be? 4♠

7. Which player makes the first lead? West

8. How many tricks can declarer take? 11

9. Who will be the dealer for the next set of hands? East

LESSON 8

Points Required for Game & More Finesses

Materials

- Pre-made boards.
- Scoring sheets and pencils.
- Bridgelt announcement forms.
- Laminated table guide cards with NESW.
- Bidding boxes with the extra cards (Alert, TD, Double and Redouble) removed (but keep the double cards available in case you decide to include doubles in this lesson.)

Objectives

- More finesses.
- Continue with Bridgelt bidding.
- Learn that 26 points are needed for a golden game.
- Learn about penalty doubles (and possibly redoubles).
- Play Cards!

Exercise 1: How Many Points are Needed for Game?

“An easy way to remember the points needed for a major suit or notrump game (also known as a golden game) is that it is two times the magic number in bridge. What’s the magic number? (13.) So the points needed for a golden game are? (26.)”

Deal 17 (E-Z Deal Cards: #5, Deal 3)

Dealer is South

Without Bidding: E/W 'Play' the hand:

Points	HCP	Dist.	Total	HCP	Dist.	Total	
North:	6	N/A	6	East:	20	N/A	20
South:	5	N/A	5	West:	9	N/A	9
N/S:	11	N/A	11	E/W:	29	N/A	29

# of Cards	Spades	Hearts	Diamonds	Clubs
DECLARER	2	4	3	4
DUMMY	2	4	3	4
TOTAL	4	8	6	8

DECLARER	DUMMY HAND	TRUMPSUIT/ CONTRACT	DEFENDERS	OPENING LEADER	OPENING LEAD
EAST	WEST	Hearts/Clubs	N/S	SOUTH	Low ♠

(E-Z Deal Cards: #5, Deal 3)

Dealer: South

♠ 52 ♥ QJ108 ♦ 762 ♣ A Q72	<table border="1" style="margin: auto;"> <tr><td style="padding: 2px;">N</td></tr> <tr><td style="padding: 2px;">W E</td></tr> <tr><td style="padding: 2px;">S</td></tr> </table>	N	W E	S	♠ K 10 7 4 ♥ 9 5 2 ♦ Q J 10 ♣ 10 9 8 ♠ A Q ♥ A K 6 3 ♦ K 5 4 ♣ K J 6 4 ♠ J 9 8 6 3 ♥ 7 4 ♦ A 9 8 3 ♣ 5 3
N					
W E					
S					

E/W have more than enough points for game, and many more than N/S. E/W can make 4♥. There are two finesses: the one in spades works, but the one in diamonds fails.

Deal 18 (E-Z Deal Cards: #5, Deal 4)
Dealer is West

Without Bidding: N/S 'Play' the hand:

Points	HCP	Dist.	Total		HCP	Dist.	Total
North:	7	N/A	7	East:	8	N/A	8
South:	19	N/A	19	West:	6	N/A	6
N/S:	26	N/A	26	E/W:	14	N/A	14

# of Cards	Spades	Hearts	Diamonds	Clubs
DECLARER	2	3	4	4
DUMMY	3	3	3	4
TOTAL	5	6	7	8

DECLARER	DUMMY HAND	TRUMPSUIT/ CONTRACT	DEFENDERS	OPENING LEADER	OPENING LEAD
SOUTH	NORTH	Clubs/NT	E/W	WEST	K ♠

(E-Z Deal Cards: #5, Deal 4)

Dealer: West

♠ K Q 8 5 ♥ 6 4 ♦ J 10 9 6 ♣ 10 8 5	<table border="1" style="margin: auto;"> <tr><td style="padding: 2px;">N</td></tr> <tr><td style="padding: 2px;">W E</td></tr> <tr><td style="padding: 2px;">S</td></tr> </table>	N	W E	S	♠ 10 7 3 ♥ K 7 5 ♦ 7 4 3 ♣ A 6 3 2	♠ J 9 4 2 ♥ Q J 10 9 2 ♦ A 8 ♣ 9 4
N						
W E						
S						
♠ A 6 ♥ A 8 3 ♦ K Q 5 2 ♣ K Q J 7						