



How to play MiniBridge

Minibridge is a brilliant game in its own right and is just as exciting and interesting as the full game and is an excellent way for both children and adults to get started! It is a partnership game for x 4 using a full pack.

1. A full pack of 52 cards is shuffled and dealt clockwise and each player sorts their hand into the four suits: Spades, Hearts, Clubs and Diamonds and counts the high card points in it.
(Ace=4points, King=3 points, Queen=2 points and Jack=1 point. Use a card holder, when possible and sort the cards from highest to lowest, left to right. You can sort them in any suit order but make sure they are black/red/black/red so that the suits don't become muddled.
2. Starting with the **DEALER**, each player in turn announces how many high card points they have (remembering that the total between all 4 players must add up to 40!).
3. If both pairs have exactly 20 points then deal again. Otherwise, the pair with the higher total of points plays the hand, and the person in that pair who has more points (or the first to speak, if both have the same) becomes **DECLARER**.
4. **DUMMY**(the partner of declarer) then immediately puts his/her hand down on the table in front of him/her, in suit order, in rows, with the higher cards at the top. Declarer then has the opportunity of looking at both hands together and counts how many cards are in each suit.
5. Based on the simple table issued, declarer then states whether he wishes to play the hand in a trump suit or in no trumps and says how many **TRICKS** he thinks he will make from one to seven! This is the **CONTRACT**. If he wants to play in a **TRUMP** suit, the partnership must have at least 8 cards between them in spades and hearts and at least 9 cards between them in diamonds and clubs.
6. **NO TRUMPS** means that the highest card played wins the trick. Playing with a suit as trumps means that the highest card played wins the trick, unless a player cannot follow suit, and then he can trump, if he has a trump. If he cannot follow suit and cannot trump then he discards a small numbered card. HE MUST PLAY SOMETHING!
7. Once dummy is on the table, the player sitting on the right hand side of dummy leads a card, declarer calls for a card from dummy, and all players **MUST** play a card in that suit if they have one. The highest card wins a **TRICK!**
8. When the trick is won, the cards are turned over and faced towards the pair who have won it. **DO NOT** collect up the cards in a heap! We want to be able to view them at the end of play.
9. The opponents are called **DEFENDERS** and are trying to prevent declarer from making the number of tricks he has declared he will make. Defending is as important as playing the hand and is not an opportunity to drift off to sleep!
10. When all the cards (13 each) have been played the **HAND** is over. Declarer aims to make the number of that he stated before play started. If he makes more, they are called **OVERTICKS** If he makes less then the contract has gone down or he has made **UNDERTRICKS** and each one scores -50!

POINTS	NUMBER OF TRICKS
21 – 22	7 tricks
23 – 24	8 tricks
25 – 26	9 tricks
27 – 28	10 tricks
29 – 32	11 tricks
33 – 36	12 tricks
37 – 40	13 tricks