

Bridge Taster Demo

Resources:

2 sets of boards for hands 1-4 playing in NTs (number of sets depends on number of students)
Additional pack of cards – to be used for the introduction to the game

People introductions: Briefly present yourself + assistants (2 mins)

What will the students find exciting about your story? Have you played bridge longer than their parents have lived? Did you meet your great love in bridge? Have you played in other countries?

What is bridge? A card game. A mindsport. It is about solving puzzles, cooperating, thinking and strategy. Chess is also a mindsport, with pieces and boards. We use a regular deck of cards (1 min)

Experiences: What kind of card games have you played? Loosen the mood, engage the students. Find hooks to build relationships later, e.g. "you had played a game I had never heard of before. You'll have to teach me that later". (2 mins)

How many of you are familiar with cards and trick taking games. Bridge? We will be starting from the basics assuming little or no knowledge as you will most likely do with your pupils.

Introduction to the cards

- Standard pack of 52 playing cards - not jokers
- 4 suits in every pack - spades, hearts, clubs, diamonds
- The top card in each suit is the Ace, followed by the King, Queen, Jack, 10 all the way down to the 2

- All cards dealt clockwise face down to each player so 52 divided by 4 = 13 cards each
- Pick up your dealt cards, count them to make sure you have 13
- Sort your cards into suits - red, black, red, black makes it easier to see what you have in each suit (not in any regular sequence just red black red black)
- Within each suit put your cards in numerical order highest card - lowest card - again easier to see your top cards in each suit! (2 mins)

(A key premise is that this 'course' will be driven by paying hands very important to keep interest and more importantly the fun levels up)

Seating around the table: North, East, South, West. Card holders if possible for children.

- 4 players at a table - 2 teams of 2 sitting opposite each other in competition with each other! (Key is that it's a partnership game)
- Players at the table are a N&S partnership opposite an E&W partnership just like points on compass. (1 min)

Starting to play (individual exercise):

For the first exercise we will play individually - you do NOT play as a pair in this exercise.

For the very first session: the 'Dealer' (or North) begins by playing the first card (this card is called the opening lead). Choose any card from any suit in your hand and place it face up on the table in front of you.

Play proceeds clockwise with everyone at the table playing a card from this suit and placing it face up on the table in front of themselves.

After 4 cards have been played, whoever played the highest card in the suit wins! (Remember Ace is the highest; 2 is the lowest).

This is called a **'trick'**. Everyone has 13 cards therefore 13 tricks in the pack

The aim of the game is to win tricks. After a trick has been played, each player places their own played card face down on the table in front of them. If you win: put it like the number 1. If you lose: put it like a minus sign.

The person whose card won the trick now plays the next card. It can be any card. Others must play the same suit if they have it. Term: **'Follow suit'**. That's the most important rule!

When we are out of the suit being played, you can lay down any card we want, but it is not possible to win the trick. That's what we call a 'discard'. What kind of cards do you think is a good idea to discard? (10 min)

Playing as a partnership:

Remember, this is a partnership game. Now we will play the same way but working together as a pair. You and your partner are trying to win more tricks than your opponents i.e. the other partnership at the table!

After a trick has been played and the winning pair noted, each player places their own played card face down on the table in front of them with the long edge of the card facing towards the winning partnership. (Some describe this as cards standing up if your partnership won the trick and lying down if your partnership lost the trick. Or soldiers and coffins!)

And that's it, play proceeds like this until all cards have been played.

Now count up which partnership has won more tricks! Be sure to look at the cards: turn them over to see which cards won the tricks? (14 mins)

Play a few rounds of cards depending on the time available.

Brief review (2 min):

- Which cards did you win? Do a round of hand raising.
- Objective: Recognise that it is good to have long-suits (that you can win with small cards when the others are out of that suit).
- Partners: Cooperation is essential

Wrap up: Tell them about the free lessons. If they have enjoyed today and would like to learn and play more, lessons begin on [give info about time/place] and encourage them to join in the fun.

