

MINIBRIDGE SUMMARY

52 card deck (no jokers) and 4 players, those sitting opposite each other are partners.

Dealing – Deal all cards, one at a time moving clockwise.

Sorting – Sort your hand by suit and sequence cards within suit.

Counting – Count your high card points.

Announcing – Starting with the dealer each player announces their points, partnership with the most points becomes Declaring Team.

Declaring – Points determines Declarer and Dummy. Declarer chooses trump or notrump and game or part-score.

Playing – Player to Declarer's left leads first card and play is clockwise. After each trick, card is placed face down – vertical if trick was won, sideways if not. Winner of trick leads next.

Scoring – Count up tricks taken and score hand.



Patty Tucker is from Atlanta, Georgia and learned to play bridge at age 11. Patty has extensive experience playing and teaching bridge.

She is a Grand Life Master, North American Pairs Champion and a Bridge Hall of Famer, as well as an ABTA Master Teacher.

Patty is an avid supporter of youth bridge and helped found Atlanta Junior Bridge (AJB) in January 2006 to offer bridge to Atlanta area kids.

In 2008, AJB held the first Youth North American Bridge Championship (Youth NABC) so kids across the country could meet and play. Since then, ACBL has held the event every year in conjunction with their Summer NABC.

In 2009, AJB expanded its mission and now supports teachers and youth bridge programs worldwide.

Sponsored by Atlanta Junior Bridge, Bridge with Patty and the American Contract Bridge League



Atlanta Junior Bridge is a 501(c)3 charitable organization.

www.atlantajuniorbridge.org

JumpStart Bridge

MiniBridge Player Guide



All rights reserved.
© 2022 Patty Tucker

DEALING

Shuffle and cut deck, draw cards and high card deals first hand.

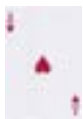
Shuffle and cut each subsequent hand and deal passes clockwise.

SORTING

The high card in each suit is the A and the low card is 2.



COUNTING



All Aces = 4 pts.



All Kings = 3 pts.



All Queens = 2 pts.



All Jacks = 1 pt.

ANNOUNCING

Team with the most combined points becomes the Declaring team.

If both teams have 20 high card points (HCP) then re-deal the hand. Total points in all four hands should be 40 HCP, if not recount.

DECLARING

The Declarer is the player on the Declaring team with the most HCP, or if equal then the player who announced their points first.

The other player's hand becomes the dummy and is laid face up on the table in columns in front of that player.

The Declarer reviews the partnerships combined cards and decides:

- Trump (♠♥♣♦) or Notrump
- Game or Part-score

Deciding Trump or Notrump (NT)

A trump suit is usually declared if there are 8 or more cards in hearts or spades between the two hands.

NT is usually chosen if your hands are balanced – no missing suits (a void) and no suits with 1 card (a singleton).

Deciding Game or Part-score

To determine 'game' or 'part-score' Declarer needs to estimate how many tricks the partnership can take.

- Part-score – 7 tricks
- Game ♣♦ – 11 tricks
- Game ♥♠ – 10 tricks
- Game NT – 9 tricks

A 'Game' contract is preferable as, if you are successful, you win a significant bonus for risking a higher level.

PLAYING

The player to the Declarer's left leads the first card and play is clockwise. Each player must follow the suit led if possible. If you cannot follow suit, you will play any card in any other suit.

The highest card in the suit led wins the trick, except if you are playing in a trump suit and a trump is played.

SCORING

Declaring team wins when they take the target number of tricks for declared contract. Scoring is as follows:

TRICKS	♣♦		♥♠		NOTRUMP	
	POINTS	BONUS	POINTS	BONUS	POINTS	BONUS
1-6	0		0		0	
7	20	Part-Score 50	30	Part-Score 50	40	Part-Score 50
8	20		30		30	
9	20		30		30	Game 300
10	20		30	Game 300	30	
11	20	Game 300	30		30	
12	20		30		30	
13	20		30		30	

Trick Points (target/contract met)

♣♦ – 20 points/trick

♥♠ – 30 points/trick

NT – 40 pts. 1st trick then 30 pts./trick

Bonus Points

Part-score bonus – 50 pts

Game bonus – 300 pts

Declaring team loses if they do not win the number of tricks for which they contracted. Defending team receives 50 points for each trick Declarer is short.