



Funded by
the European Union



SIMPLE RULES OF MINI BRIDGE

First, we will show you a pack of cards, shuffle them, and give each of the four players his 13 cards.

Before we start, please follow some rules of bridge behaviour.

As we play for pleasure and fun: no shouting, no swearing, no provoking others, no getting up from the table – even if you are angry. Lose with honour; win courteously.

1. We will use a standard pack of 52 playing cards without jokers. The pack has four colours (suits): major ones, spades and hearts, and minor ones, diamonds and clubs. Each colour (suit) has 13 cards. The highest card in each is the Ace, followed by King, Queen, Jack, Ten, Nine,.....and two.

Ace = 4 points	King = 3 points
Queen = 2 points	Jack = 1 point



Funded by
the European Union



- So we have 40 points in a pack with 10 in each suit.
- Four players are sitting around the table. They play as two partnerships, North-South and East-West. Remember, you both play for one account.
 - The game starts by shuffling the pack and dealing clockwise one by one so every player gets his 13 cards. Now, you have to select your 13 cards by suits and sequences. Like that:



- Mini Bridge is a trick-taking game. One player starts by 'leading' or playing the first card to a trick. Each player, in turn, clockwise, contributes one card to each trick, and the highest card played wins the trick.
- When playing a trick, each player must 'follow suit' with a card (higher or lower) of the suit led if possible. Otherwise, they may discard any card they like from other suits..
- The winner of a trick makes the lead to the next trick !!
- Every game may be played with 'no trumps' or defined by the declarer trump suit. The decision belongs to the partnership with the most points. Usually, when on both



Funded by
the European Union



hands, they have eight or more cards in one colour (trump suit) together, it is better to play with that suit as a trump one. Say hearts are trumps, then any heart beats any card in the other three suits. Players must still follow suit to each trick

as long as they can, but when unable to follow, instead of discarding, a trump may be played, which will win the trick (unless another player plays a bigger trump card to the trick). 7.

There will always be a 'declarer' who decides the 'contract' to be played, the choice of trump suit or no-trump and a number of tricks he expects to collect by the partnership. 8.

The contract must always be for at least 7 of the 13 tricks

available. The Declarer should decide and announce it before he plays any of his cards.

If the declarer takes an announced number of tricks or more, his side scores. Otherwise, opponents score.

9. We told you before that there are 40 points in a deck of cards.

Now you know that the game has 13 tricks to be taken. Therefore, every trick needs 3 points when playing notrumps. Of course, it is just statistics. In trump contracts, it does not always work.

10. Now, your teacher will show you how it all works.



Funded by
the European Union



Now we came to the question of which side should play.

Of course, it seems natural that it has more HCP.

Starting from the dealer and then in clockwise order, each player announces how many points his or her hand contains.

Now everyone adds all announced points and checks if it makes 40. If it's not, then we have to count again.

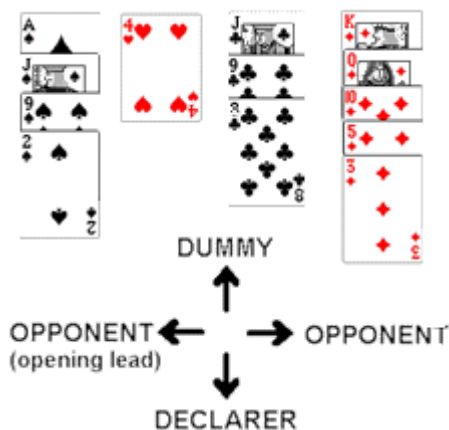
The partnership (two players sitting opposite each other) with the most points (HCP) decides the contract. The other pair becomes the defending side, trying to prevent the contract from being made by making tricks themselves. Sometimes, they both have 20 points.

Now that we know who will decide on the contract, winning partnership defines it, and one becomes the declarer while the other becomes the „dummy” placing his cards open on the table.

The player sitting left to declarer plays the first card to the first Trick (we used to call it the opening lead). Now declarer names the card which should be played from the dummy, then next the card comes from the opponent sitting on the right hand of the declarer, and the final card comes from the declarer's hand. The player who won the trick starts the next one, and so on.



Funded by
the European Union



The publication was prepared as part of the project “Taking a bridge over dementia valley” (Erasmus+, KA210-ADU – Small-scale partnerships in adult education), co-funded by the European Union. The views and content expressed in this publication are solely those of the authors and do not necessarily reflect the views of the National Agency or the European Commission. The National Agency and the European Commission cannot be held responsible for any use which may be made of the information contained in this publication.

This publication is made available under the Creative Commons Attribution 4.0 International licence — CC BY 4.0, which allows it to be copied, distributed, adapted and used, provided that appropriate credit is given to the authors and the source.