

All About MiniBridge

Introduction

MiniBridge was first introduced in Holland, where it was developed as an introduction to bridge for school children. It was quickly found to be very effective, not only for teaching youngsters, but for adults as well. And it turned out to be a very good game in its own right. Not surprisingly, therefore, it has spread like wildfire – into many parts of Europe and no doubt other parts of the world as well. In England, it has become the EBU-recommended route into bridge for all beginners.

This document aims to describe a definitive version of MiniBridge – the one which is used in competitions organised by the English Bridge Union – and gives advice on how it may be taught. Many readers will have come across different variations of the game, however (not least because different variants are played in different countries), and some of these are also described. Different adaptations are likely to be found useful in different teaching situations – notably for different age groups) – and experimentation is to be encouraged. Grandparents teaching their grandchildren may want to take a particular approach, whilst grandchildren teaching their grandparents may take quite a different tack! The main thing is to try MiniBridge and to enjoy it.

General Outline

This quick outline of the game is written on the assumption that you, the reader, are a bridge player who is familiar with bridge terminology and so on. It should give you a good idea of how it works before you get stuck into the intricacies of how to teach the game, or how to adapt it for your needs. MiniBridge is easy to understand – there is no auction, so the good news is that there are no complicated bidding conventions to learn, and when it comes to the play of the cards everything is almost exactly as in bridge.

So HOW DOES IT WORK?

The cards are dealt in the usual way and each player counts his high card points (HCP) on the standard scale (4 for an ace, 3 for a king etc.). Dealer announces how many HCP he holds, followed in turn by each of the others. If the total is not 40, something has gone wrong already and a re-count is necessary! The partnership with the higher total wins the contract (re-deal if there are 20 HCP apiece) and the individual in the partnership with the higher total becomes declarer (or the first to speak if they have the same number each).

At this point dummy goes down and declarer can see the combined partnership assets. He uses his skill and judgement to decide which suit will be trumps or whether to play in no-trumps – then announces his choice. He also states whether he wishes to play for game or part-score.

Scoring is as in bridge – tricks in clubs or diamonds being worth 20 points, hearts or spades 30 points, and the first NT trick being worth 40 points, subsequent ones 30. Game contracts are thus still 3NT, 4♥ or 4♠, 5♣ or 5♦, necessitating taking nine, ten or eleven tricks respectively.

Points are earned for all tricks made in excess of six when in a part-score, but of course when going for game you need to make at least your contracted number of tricks. Successful part-score or game contracts earn bonuses of 50 and 300 points respectively; undertricks all score 50 points each.

After the level and denomination have been chosen, the opening lead is made and play proceeds as in bridge. Each deal is scored independently and the game as a whole can be agreed to last for a fixed number of deals or until a particular target total score is reached.

Pretty straightforward, isn't it? If anything is not clear, though, turn to the sections at the end where the Laws of MiniBridge are spelt out more formally.

Benefits of MiniBridge

IT'S A REALLY QUICK GAME TO LEARN

Whilst it may take a while to master the finer points of the play, anyone can learn the mechanics of how to play MiniBridge in a matter of moments. As a new player you can be playing a real, competitive game right away. And be competing with 'real' bridge players on an equal footing very quickly (great for families!).

IT'S VERY EDUCATIONAL FOR YOUNG MINDS

It's such an enjoyable and entertaining game, that you could easily overlook the skills and abilities that MiniBridge helps to develop. It requires concentration, decision making, partnership co-operation and team-work. It requires skills in mental arithmetic, analytical thought and logical deduction, as well as an understanding of probabilities. Imagination, judgement and memory are all developed by playing bridge and MiniBridge. Quite a list, really!

IT'S A TERRIFIC LEAD-IN TO BRIDGE

The best thing about MiniBridge is that you can learn all about the play of the cards without having to worry about the bidding. Through practice and play, you will soon discover the value of long suits – how you can take tricks with very lowly cards when no-one else has any left. You will also discover that shortages – singletons and voids – are valuable when playing in a trump contract.

As declarer you will readily see that your and dummy's combined long holding in one suit makes an excellent trump suit; you can learn about how to establish a long suit through knocking out top cards; how to unblock suits and how to finesse; the importance of entries. As defender, you can learn about how to

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choose an opening lead; when to play a high card or a low card; simple attitude signals and so on. Most importantly, in whichever seat you are sitting, you can learn how to count points; you can start to note how many points each player shows up with as the play progresses, thus deducing the position of remaining high cards; and you can see how many tricks are taken, on average, with different combined point count holdings.

When you do decide to progress to bridge, the bidding will be much more meaningful. It will be much easier to understand which suits to bid, and how high to go according to your known combined HCP.

IT CAN BE A GREAT GAME FOR THREE

It is easier to adapt MiniBridge for play by three people than it is to do the same with bridge. Here are some possibilities – in each case the scoring is just as in normal MiniBridge.

SIMPLE THREE-HANDED

Dealer deals four hands including a dummy between the other two players. The three players then announce in turn their high card points. The player with the highest number of high card points becomes the declarer (if equal, then it is the player who announced his points first). The declarer then faces the dummy opposite himself, while the other two players become the defenders. If the total number of high card points between declarer and dummy is less than twenty-one, the hand is re-dealt. Otherwise, the hand continues as in the four-handed game.

NORMAL THREE-HANDED

Dealer deals four hands including a dummy between the other two players. The three players then announce in turn their high card points. Dummy's points are worked out (by subtraction from forty). Dealer and the dummy are one partnership and the other two players are the other partnership. The partnership with the greater total of high card points becomes the declaring side. If both sides have twenty points the hand is re-dealt.

Then (a): If dealer and dummy are the

declaring side then dealer becomes declarer. If he has fewer high card points than dummy then he exchanges his hand with dummy before dummy is exposed. The hand continues as in the four-handed game.

Otherwise (b): If the other side (not dealer and dummy) is the declaring side then the player with the higher number of high card points becomes the declarer; if equal, then it is the player who announced his points first. His partner's hand is exposed as dummy and his partner takes over the former dummy and switches to become a defender. The hand continues as in the four-handed game.

IT'S FLEXIBLE AND ADAPTABLE

You don't have to teach or to learn all about MiniBridge in one go. For example, you can play just with no-trumps at first, then introduce trumps later. You can ignore the part-score/game elements of scoring, and just score according to the number of tricks won by each side. Alternatively you can add features to make the game a little more challenging. One possibility is to introduce the concept of 'slam', for which the goal is either no-trumps or any trump suit is twelve tricks and for which the bonus is 800 points.

Another option is to set declarer a target number of tricks which must be made according to the combined points held by the declaring partnership. A suitable set of targets would be as follows:

Combined total HCP	Target no. tricks
21-22	7
23-24	8
25-26	9
27-28	10
29-32	11
33-36	12
37+	13

Using this method of play, it is recommended that each deal be scored simply as a win or loss for each side, according to whether the declarer achieves the target or not. If an odd number of deals is played, one side or the other will always come out on top! Using this type of scoring with several pairs playing, it is also possible to set up a league table for established partnerships – something like the table below.

Imagine four pairs at school, I to IV, who play a mini-match against each of the others, say the best of three or five deals, during the course of a term. The result of each mini-match is entered in the table and, when all the encounters are over, the total column should reveal an overall winner.

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V	I	II	III	IV	Total
I					
II					
III					
IV					

Teaching MiniBridge

When teaching the game to adults, you may choose to introduce features as you wish. A lot will depend on whether you are dealing with whist players or those familiar with other card games, how much time you have available, and how fast you want to go. But for teaching children, especially in the younger age range – and MiniBridge can be happily absorbed by seven- or eight-year-olds, or even younger – it is sensible to take a staged approach.

The Educational Trust for British Bridge, in its Teachers' Resource Manual, has laid out a series of six MiniLessons which it suggests following for the introduction of MiniBridge to children.

The specification of these lessons is reproduced below (with minor amendments to bring the scoring in line with current practice).

Whether you decide to follow this sequence or some other, there are one or two ideas which are worth bearing in mind in any event.

TEACHING TIPS

- 1 Always play out the hands duplicate-style. Your students won't have a problem with this if it is the method of play they meet right from the start, and it will help you greatly in seeing what has happened and in reconstructing hands for re-playing, or for play at another table. It will be a big help if there is any dispute about the number of tricks won, as well.
- 2 Explain to your students about how the four players round a table are identified by the four points of a compass, North-South and East-West playing together in partnership. If you have several tables playing, make sure that you specify a direction for North and that everyone plays the same way – it will make it much easier for you to keep tabs on what is happening when you are supervising during the play.
- 3 Beware of bridge terminology – it is very easy to use words without explaining them. Particular cases to watch for include:

- Use of the term 'ruff' meaning 'to trump' without explanation;
- 'Hand' is sometimes used to mean a whole deal, sometimes just one player's set of thirteen cards. Try to use the term 'deal' or perhaps 'board' when you mean a complete deal;
- 'Points' is a very confusing term – sometimes meaning high card points and sometimes the points you score – you just have to watch out for possible misunderstandings here.

- 4 Right from the start, get players to write down for each deal the number of points held by the declaring side and the number of tricks won. Over a period of time, a pattern will begin to emerge showing the expected number of tricks for a given combined point count - a very useful lesson to learn.
- 5 If you are teaching young children, you will discover that they don't like being dummy. Encourage the player who is dummy to come around the table and help declarer with the playing of the cards. (You may find this works with adults as well!)
- 6 If you are teaching high-spirited children, they are bound to want to tell each other what suit they want led by means of stage whispers, beating their hearts, waving imaginary clubs, etc. This needs to be curbed with humour; changing partners often so that no secret signalling systems be developed will also help. But above all, do have fun!

Lesson Sequence Advised in the ETBB Teachers' Resource Manual

MINILESSON ONE

Objectives: The student will be able to:

- (a) recognise the four suits;
- (b) recognise the relative rank of the cards;

- (c) understand what a trick is at no-trumps;
- (d) understand that the winner of one trick leads to the next trick;
- (e) deal the cards and sort a hand.

MINILESSON TWO

Objectives: Using the concepts from MiniLesson One, the student will:

- (a) co-operate with his partner in the play;
- (b) recognise that sometimes a 'small' card will win a trick;
- (c) play a series of tricks in duplicate style.

From this point onwards, get the students to play out their hands in duplicate-bridge style, showing their played cards in front of themselves and then turning them face down, vertically for the winning side, horizontally for the losers. Although this doesn't really matter until MiniLesson Four, it is easier for the students if you 'start as you mean to go on'.

Without remarking on it, see if any of the students actually ever play 'second hand low' to leave the trick for partner, or continue playing on the suit led by their partner.

MINILESSON THREE

Objectives: The student will be able to:

- (a) play with a dummy;
- (b) count high-card points;
- (c) start to play MiniBridge, but only at no-trumps and without the game bonus;
- (d) begin to appreciate the value of 'long' suits.

From this lesson onwards the students have complete hands of thirteen cards.

Describe the point count (ace = 4, king = 3, queen = 2, jack = 1). Have the students practice sorting their hands into suits of alternating colours and with the higher cards in each suit to the left. Then they announce their point count.

The next step is to identify the declaring side as the side with the majority of the points, and to identify the actual declarer. The re-deal rule when both sides have 20 points is introduced. If both of the players on the declaring side have the same point count, the players can

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choose who is to be declarer for the moment.

After declarer and dummy are identified, show the class how to lay out dummy's hand on the table. Declarer's goal is always seven or more tricks for this lesson (and also MiniLesson Four). Point out that with the declaring side holding the majority of the points, it is reasonable to insist that declarer should win more than half of the tricks. Thus the declaring side only scores points for tricks won over and above the first six. For the moment, the successful declarer scores a bonus of 50 points for making the majority of the tricks, plus 40 points per trick won beyond the first six. If declarer fails to win seven tricks, then the defenders score 50 points per under-trick. The students should keep score for themselves.

The trick-taking power of a long suit should now start to become evident to the students. However, we feel that it is very important at this stage *not* to suggest any particular plays to the students, other than to encourage their natural inclination to win tricks, and a gentle suggestion that leading a long suit early in the play is often a good idea.

MINILESSON FOUR

Objectives: The student will be able to:

- (a) understand the concept of a trump suit;
- (b) choose the best trump suit.

The salient points which need to be emphasised are:

- (1) You win the trick if you play the highest card on it of the suit led, unless someone else (legally) trumps it.
- (2) If the suit led is trumped twice or even three times, then the highest trump played wins the trick.
- (3) If you are able to follow suit, then you are not allowed to trump the trick.
- (4) If you are not able to follow suit, you are not obliged to trump the trick.

When all of the above has been absorbed, then its time for the students to start to choose trumps in MiniBridge.

There are certain to be students who will prefer choosing a short, strong trump suit over a longer but weaker suit. Rather than telling them that only long suits should be trumps, get them to play the same hand twice, first with the short strong suit as trumps, then with the longer suit as trumps.

This should be a real 'eye-opener' for these students, and it is one of the reasons for introducing duplicate-style play from the very beginning.

MINILESSON FIVE

Objectives: The student will be able to:

- (a) choose between no-trumps and a trump suit;
- (b) decide whether to play for 'game' or not;
- (c) use the complete MiniBridge scoring;
- (d) follow the rules about clockwise announcement and about who is declarer when both players have the same point count.

Explain to the students that you are going to add a few more rules to MiniBridge in order to make the game more interesting and more like 'real' bridge.

The first is the idea of announcing game. By this time the students will have noticed that if they have lots of trumps, then they can take more tricks as declarer with a trump suit than in no trumps. Thus it is reasonable that a game in no trumps should require fewer tricks than one with a trump suit. The other idea is that if the declaring side has a lot more high-card points than the defenders, then declarer should make a lot more tricks.

One hundred is a nice round number, so let's set that as the goal. Then we need to alter the scoring slightly to equalise the difference between no-trump and trump games, so we score fewer points per trick for a trump contract than for a no-trump contract.

The next change is to distinguish the important suits, spades and hearts, from the lesser suits, diamonds and clubs. This is completely arbitrary – it just makes the game more interesting. Thus we score only 20 points per odd trick for bidding in a *minor* suit, but we score

30 points per odd trick when a *major* is chosen.

Since this slightly over-emphasises the difference between no trumps and the majors, we also adjust the value of the second and subsequent odd tricks in no-trumps to be worth 30 points each, though the first one stays at 40 points. (By 'odd tricks' we mean the seventh and subsequent tricks won by declarer).

The effect of these changes is that (surprise, surprise) it takes nine tricks to make a no-trump game, ten tricks for a major, and eleven tricks for a minor game. Encourage the students to try for a 'game' whenever they have 25 or more points. A lot of these games will fail, but the students should enjoy the challenge. And they will score a bonus of 300 points whenever they make their games instead of only 50 for a part-score contract.

When looking around for a trump suit, the magic number is *eight* trumps between declarer's hand and dummy's. At this point it is sufficient for the students to know that eight trumps usually give declarer the chance to get rid of the defenders' trumps and still have some trumps left over to do something useful.

That's enough for now. Let them discover by playing MiniBridge what some of those useful things are.

Recommend that they play their longest combined suit as trumps, assuming they have an eight-card fit, whenever they are *not* announcing game, and that often it is better to try for a no-trump game when they have a long minor-suit fit.

Finally, with this lesson start to enforce the rules about clockwise announcement and who should be declarer when both players on the declaring side hold the same point count.

MINILESSON SIX

Objective: The student will:

- (a) be able to play MiniBridge competently;
- (b) understand that the defenders are allowed to send signals to one another via the cards they play.

This is an optional or, if you will, an advanced MiniBridge lesson.

Now that the students are playing MiniBridge with some competence and,

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we hope, with a lot of enjoyment, you can quite easily organise a competition, either on a pairs, or individual basis. If you have enough students for several tables in your class, then you could even run a duplicate-style competition with the North-South players competing against one another, likewise the East-Wests, with a number of duplicate boards circulating amongst the tables.

The new idea which we suggest might be introduced at this time is a very simple form of defensive signalling.

The students should have noticed that most of the defenders' small cards do not take tricks. Thus it might be sensible for the defenders to use some of their small cards to send messages to one another. What's more, you can tell them, its perfectly legal to do so *as long as* declarer is in on the 'secret'. We suggest that only two types of signal be introduced at this stage:

- (1) Playing a relatively *high* small card says: "*I like this suit. Please continue playing it when you can*". One the other hand, playing your *lowest* card says either: "*I don't like this suit,*" or "*I like some other suit better*".
- (2) If a defender decides to lead from a sequence of cards in a suit, he should lead *the highest card of the sequence*. Thus leading a queen denies holding the king; leading the eight denies the nine, etc.

However, when playing to a trick that *someone else* has led, the defender should *play the lower or lowest of equal cards*.

You can give several examples of both these types of signals and thus gently



Special thanks are due to the EBU Education Services Manager, Christine Duckworth (in the picture), for providing the text of this article.

lead the class onto the exciting road of inference. It's also worth mentioning to the students that when a player is declaring, he has no reason to follow the signalling rules, since he has no active partner during the play. In fact it is quite in order for declarer to 'falsecard', that is to attempt deliberately to mislead the defenders.

Section One: Correct Procedure

LAW 1: THE PLAYERS

MiniBridgE is played by four players playing as two partnerships. Partners sit opposite each other.

LAW 2: RANK OF CARDS

The cards rank: ace (high), king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3, 2 (low). Two packs should be used (one will do).

LAW 3: THE SHUFFLE AND DEAL

The dealer on a hand is the next player clockwise from the last dealer. The dealer presents the shuffled pack to his right-hand opponent to be cut, then deals the whole pack out, one card at a time clockwise around the table, starting with the player on his left. While the cards are being dealt, dealer's partner should be shuffling the other pack for the next hand. If there is only one pack then dealer himself will shuffle it before the cut and deal.

Alternatively, the hands to be played may be pre-dealt and presented to the players in duplicate boards which indicate who is the dealer. Players simply remove the hands from the boards and proceed as from the end of a manual deal.

LAW 4: HIGH-CARD POINTS

Ace counts four points, king three, queen two, and jack one. Players each pick up their hands and add up their points.

LAW 5: THE BIDDING

Starting with the dealer and going clockwise, each player in turn announces his total high-card points. If the four

numbers do not add up to forty, the players try again.

LAW 6: REDEAL

If the high-card points of two partners add up to twenty (and so do the other side's), or if any player does not have exactly thirteen cards, then the same dealer shuffles the same pack and, after it has been cut, deals again.

LAW 7: DECLARER

The partnership with the greater total of high card points is the declaring side and their opponents are the defenders.

The declarer is the member of the declaring side with more high-card points; if they each have the same number, then declarer is the player who announced his points first.

LAW 8: DUMMY

After it has been decided who is declarer, his partner is called 'dummy'. Dummy spreads his hand in front of him face-up, sorted into suits in separate columns, the cards in order of rank within each suit.

Declarer plays both his hand and that of dummy. Dummy may not participate in the play in any way, except to play cards as instructed by declarer.

LAW 9: THE CONTRACT

After seeing the dummy, declarer announces the contract. He either announces "Game" or "Part-score", and he either announces a trump suit or "No-trumps". He should say, for example: "Game in clubs," or "Part-score in no-trumps," or similar.

Dummy moves the column containing the selected trump suit (if there is one) to his right.

LAW 10: THE GOAL

When the contract is:	then declarer's goal is:
any part-score	seven tricks
game in no-trumps	nine tricks
game in hearts or spades	ten tricks
game in clubs or diamonds	eleven tricks

It does not matter if declarer exceeds his goal.

The defenders' aim is to stop declarer reaching his goal.

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LAW 11: THE PLAY

The player leading to a trick may play any card. Each other player in turn clockwise plays a card; the four cards so played constitute a trick. In playing to a trick, each player must follow suit if possible. The trick is won by the highest trump if there is one; otherwise by the highest card of the suit led. The player that wins the trick leads to the next one.

LAW 12: CARD PLAYED

Each player except dummy plays a card by facing it on the table in front of him. Dummy's cards are played by declarer, who names the card to be played after which dummy moves it in front of himself. When the trick has been completed, each player turns his card face down in front of himself, pointing towards the player who won that trick. Quitted cards should be kept in an orderly row in the sequence played.

LAW 13: INSPECTION OF TRICKS

Until a player turns his card face down he may ask to see all the cards of that trick. Once he has turned his card face down, he may not ask to see the other cards but he may look at his own. Earlier tricks may not be looked at until the end of the hand.

LAW 14: CLAIMS

A player may show his hand and explain which of the remaining tricks are his and how he expects to play them. If either member of the other partnership (not dummy) disagrees, he picks up his hand and completes the hand normally.

LAW 15: END OF PLAY

After all the cards have been played, the players agree how many tricks were won by each side, based on the direction of the cards in front of them, and calculate the score.

Section Two: Scoring

LAW 16: GOAL IS ATTAINED

If declarer reaches or exceeds his goal,

then the declaring side scores points for each 'odd' trick, an odd trick being any trick in excess of six. They do not score for the first six tricks.

The points scored vary according to the contract, as follows:

no-trumps	40 for the first odd trick
	30 for the other odd tricks
spades/hearts	30 per odd trick
diamonds/clubs	20 per odd trick.

They also score a bonus depending on the contract:

part-score	50 bonus
game	300 bonus

LAW 17: GOAL IS NOT ATTAINED

If declarer fails to reach his goal, the defenders score 50 points for each trick by which he is short of his goal.

LAW 18: SESSION

Each hand is scored independently. Players should decide how long a session of play will be.

Normally they will agree to play either a certain number of hands or to a time limit.

Section Three: Irregularities and Variations

LAW 19: LEAD OUT OF TURN

If the wrong player leads to a trick, either opponent (but not dummy) may say they accept it, or the next opponent may play a card, which accepts it.

Otherwise, the card is returned to the player's hand and the correct player leads instead.

LAW 20: UNESTABLISHED REVOKE

If a player fails to follow suit to a trick when he has a card of that suit, and he discovers it before either he or his partner plays to the next trick, then he corrects the play, taking the wrongly played card back into his hand.

Any cards played after the incorrect card may now be changed.

LAW 21: ESTABLISHED REVOKE

If a player fails to follow suit to a trick when he has a card of that suit, and it is not discovered until after he or his partner has played to the next trick, then the revoke has become established and the incorrect card remains as played. One trick is then transferred to the opponents at the end of the hand.

LAW 22: EXPOSED CARD

If a player accidentally exposes a card that he does not mean to play at that time, it is picked up without penalty.

LAW 23: CARD PLAYED OUT OF ROTATION

If a player plays a card out of rotation (that he intended to play) then it stands as played.

LAW 24: MISCELLANEOUS

Whilst there are no penalties applied, the following should be avoided:

- Making comments, especially to partner
- Arranging quitted cards in a disorderly manner
- Indicating approval or disapproval of a play
- Mixing the cards at the end before the number of tricks is agreed
- Mixing the cards at the end before an alleged revoke is agreed
- Inspecting quitted cards except as allowed in Law 13
- Doing any of the irregularities in Laws 19 to 23 intentionally

LAW 25: VARIATION TO CARD PLAYED (REPLACING LAW 12)

Each player except dummy plays a card by facing it in the centre of the table. Declarer plays dummy's cards similarly, or instructs dummy to play a card similarly. When the trick has been completed, a player from the side that won the trick collects the four cards and turns them face down together, arranged so that each trick won by his side is separate.

This changes Laws 13 and 15 slightly: the last trick may be inspected until play starts to the next trick; calculation of tricks at the end is based on the number of tricks collected by one player for each side.

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Summary of MiniBridge

HOW TO PLAY MINIBRIDGE

- 1 The cards are dealt out one by one to the four players, playing in two partnerships sitting opposite each other – everyone should have thirteen.
- 2 Each player estimates the value of his hand by using a standard scale of points for the high cards: ace = 4, king = 3, queen = 2, jack = 1.
- 3 Each player then announces his points, starting with the dealer and going clockwise round the table. The total should add up to 40.

- 4 The pair with the most points between them become the declaring side, the other pair becoming the defending side.

If both sides have 20 points, redeal the cards.

The person on the declaring side with the most points becomes the declarer and his partner becomes the dummy.

If both players have the same number of points, then declarer is the one who announced his points first.

- 5 The dummy's hand is put down on the table for all to see and declarer chooses the contract. He announces either part-score or game, and either no-trumps or a specific trump suit.

The goal for a part-score is seven tricks, and the goal for game contracts is nine tricks in no-trumps, ten tricks in hearts or spades or eleven tricks in clubs or diamonds.

- 6 The first person to lead a card is the player to the left of declarer. Each person plays a card in turn clockwise and whoever puts down the highest card wins the trick, any trump outranking any card in another suit.

If either defender wins a trick, it counts as a trick for his side.

- 7 The cards are then turned over and the winner of the trick leads the first card for the next trick.

- 8 Declarer controls the play of dummy's cards and, if the winning card comes from the dummy, the first card for the next trick comes from dummy (but the declarer says which card it should be).

- 9 After all the cards have been played, the players agree how many tricks have been won by each side and calculate the score.

- 10 The position of the dealer moves round the table clockwise with each deal.

HOW TO SCORE

- 11 The declaring side only scores points if they win the target number of tricks (or more).

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

clubs or diamonds	20 points
hearts or spades	30 points
no-trumps	40 points for the first scoring trick
	30 points for each subsequent trick

(Note that the goals of nine, ten or eleven tricks, according to the choice of trumps, will lead to a total of 100+ points — the requirement for game.)

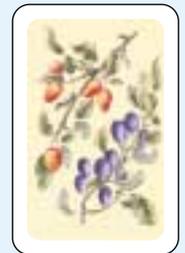
- 13 If game has been announced before the play of the cards (and it is achieved) you gain a bonus of 300 points.

- 14 If a part-score has been announced (and seven or more tricks have been made) you gain a bonus of 50 points.

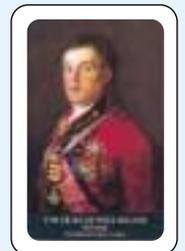
- 15 If you do not reach your goal, you do not get any points for the tricks you do make.

Instead, the defenders get 50 points for each trick that the declaring side are short of their target. ■

WADDINGTONS TWINS



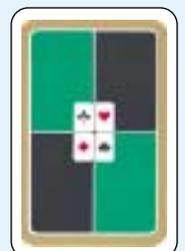
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