

# BEGINNERS' LESSONS

## Welcome



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# Lesson One

## Introduction to Bridge

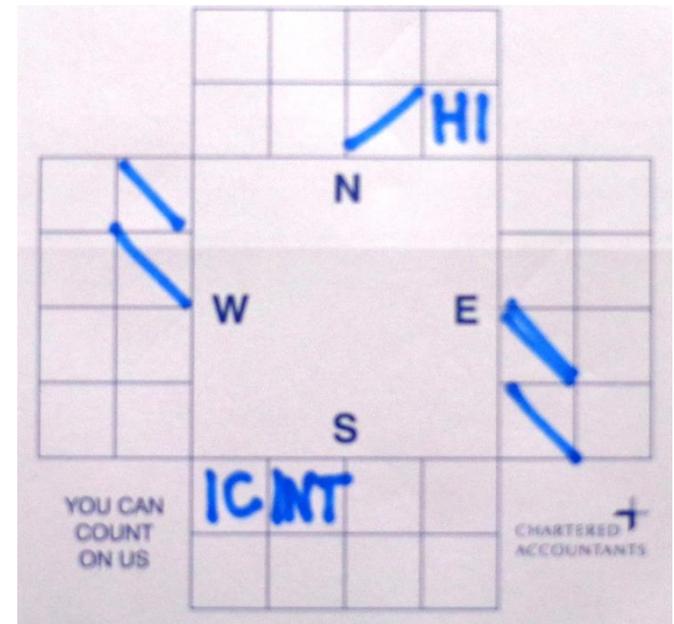


# Lesson One – Introduction to Bridge

The Game of bridge is played in 2 distinct phases:

## PHASE I

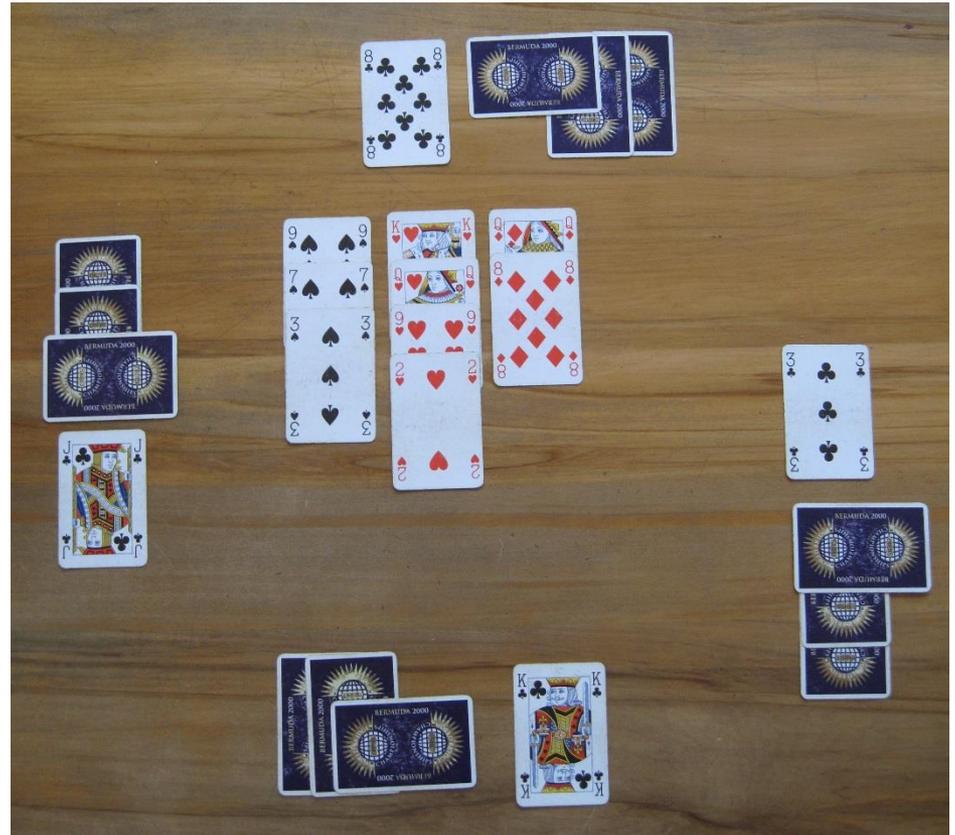
**The Auction** ... each person in the partnership 'talks' to each other to describe what they have in their hand to work out the **best contract**



# Lesson One – Introduction to Bridge

## PHASE 2

**The Play ...** the winning partnership now needs to fulfil their contract



# PHASE I - The Auction

- The process of 'talking' to each other to describe the contents of your hand
- The **Dealer** is the first person to bid
- Bids must be made in the correct order
- Bids are made clockwise
- If you have nothing to say ...  
you can **PASS !**



# PHASE I – The Auction

- Bidding is done with bidding cards
- The auction concludes when there have been 3 passes
- The **Contract** is the last bid made before those 3 passes
- The player who bids the suit first will be the **Declarer**



# PHASE 2 – The Play of the Hand

- The **Declarer** is the person who plays the hand
- The **opening lead** is made by the person on Declarer's left
- **Dummy** lays their cards out on the table with the trump suit on their right
- The cards laid on the table are also known as the **Dummy**



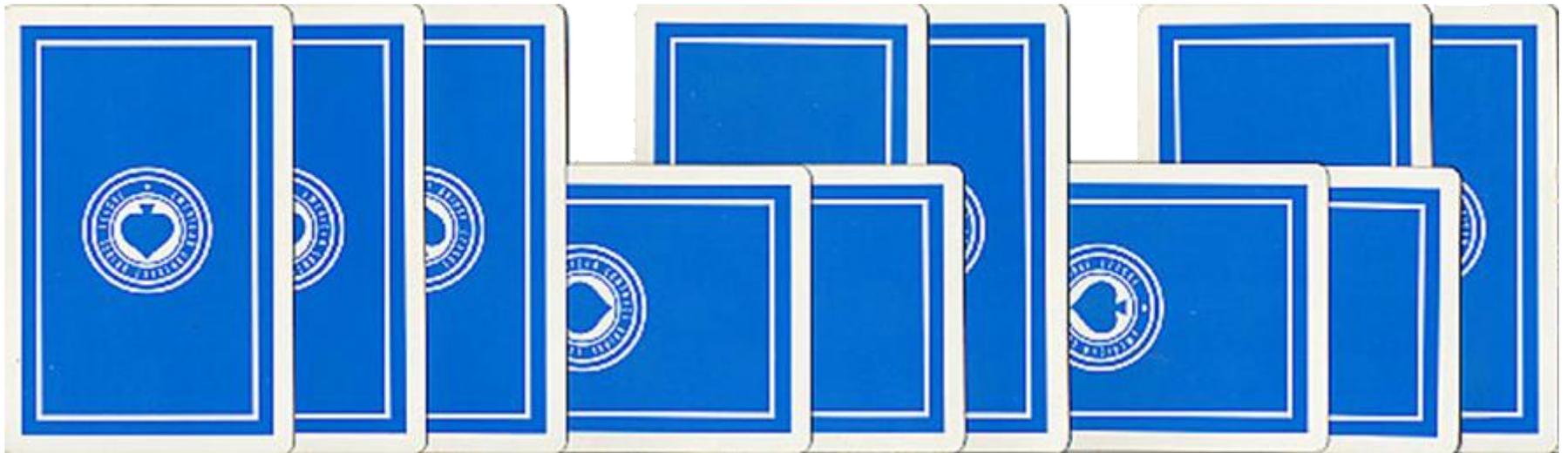
# PHASE 2 - Play of the Hand

- Declarer plays their own cards AND Dummy's cards
- A **trick** is a collection of 4 cards, one from each player
- A player **must** follow suit where possible
- The highest card of the suit led wins the trick UNLESS a **trump** is played
- If you win the trick, you lead to the next trick



# How the Cards are Placed

- Each player keeps their own cards in front of them
- If you win the **trick** the card is placed vertically in front of you
- If you lose the **trick** the card is placed horizontally in front of you



# Ranking of Cards in a Suit

Cards are ranked from highest to lowest

**A K Q J 10 9 8 7 6 5 4 3 2**

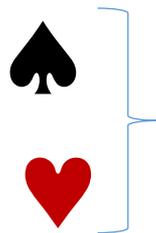


# Ranking of the Suits

**N**o **T**rumps

**S**pades

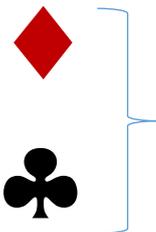
**H**earts



**Major suit**

**D**iamonds

**C**lubs



**Minor suits**



# How bidding works

1♣	1♦	1♥	1♠	1NT
2♣	2♦	2♥	2♠	2NT
3♣	3♦	3♥	3♠	3NT
4♣	4♦	4♥	4♠	4NT
5♣	5♦	5♥	5♠	5NT
6♣	6♦	6♥	6♠	6NT
7♣	7♦	7♥	7♠	7NT

The **1**-level bid means you plan to win **6+1** tricks, ie **7**

2-level  $6 + \mathbf{2}$  (8 tricks), 3-level  $6 + \mathbf{3}$  (9 tricks), etc



# How bidding works

1♣	1♦	1♥	1♠	1NT
2♣	2♦	2♥	2♠	2NT
3♣	3♦	3♥	3♠	3NT
4♣	4♦	4♥	4♠	4NT
5♣	5♦	5♥	5♠	5NT
6♣	6♦	6♥	6♠	6NT
7♣	7♦	7♥	7♠	7NT

**If bidding, your bid cannot be a lower ranked suit at the same level as the previous bid.**



# How bidding works

1♣	1♦	1♥	1♠	1NT
2♣	2♦	2♥	2♠	2NT
3♣	3♦	3♥	3♠	3NT
4♣	4♦	4♥	4♠	4NT
5♣	5♦	5♥	5♠	5NT
6♣	6♦	6♥	6♠	6NT
7♣	7♦	7♥	7♠	7NT

## EXAMPLE

if someone bids 1♦ the next person CANNOT bid 1♣

If they want to bid clubs, they would have to bid 2♣



# How bidding works

1♣	1♦	1♥	1♠	1NT
2♣	2♦	2♥	2♠	2NT
3♣	3♦	3♥	3♠	3NT
4♣	4♦	4♥	4♠	4NT
5♣	5♦	5♥	5♠	5NT
6♣	6♦	6♥	6♠	6NT
7♣	7♦	7♥	7♠	7NT

**Game scores are worth a lot more !**

NoTrumps is at the 3-level, Majors at the 4-level and  
minors at the 5-level



# How bidding works

1♣	1♦	1♥	1♠	1NT
2♣	2♦	2♥	2♠	2NT
3♣	3♦	3♥	3♠	3NT
4♣	4♦	4♥	4♠	4NT
5♣	5♦	5♥	5♠	5NT
6♣	6♦	6♥	6♠	6NT
7♣	7♦	7♥	7♠	7NT

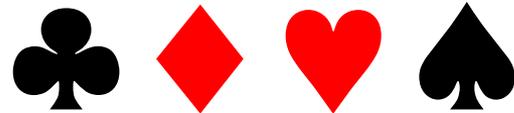
**Slam scores are better still !**

**Slam**

**Grand Slam**



# The Contract Suit



- Naming a suit as the contract means the suit is to be **Trumps**
- Trumps is the dominant suit
- A card from the trump suit is more powerful than any other card
- **NoTrumps** means that there is no dominant suit



# Value of the Honour Cards

Add your **High Card Points** (HCP) together

Ace      **A**    =    4 points

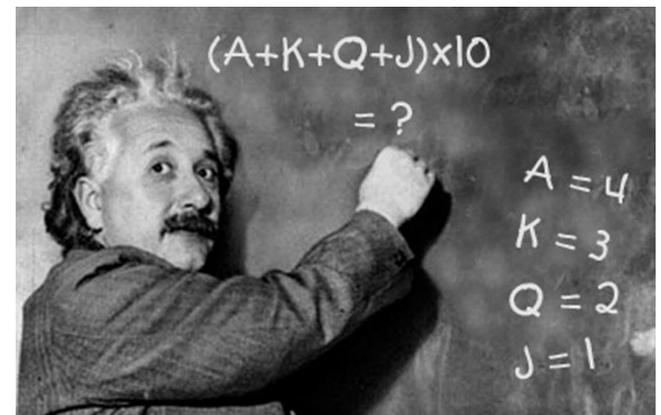
King     **K**    =    3 points

Queen    **Q**    =    2 points

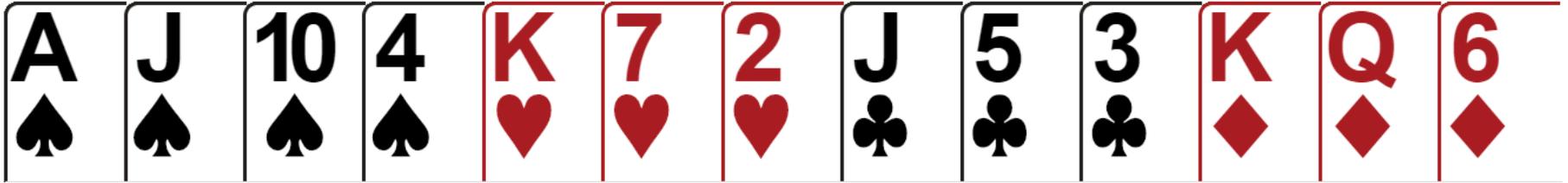
Jack     **J**    =    1 point

Each suit total = **10** points

Each deal total = **40** points



# How many High Card Points?



4 1

3

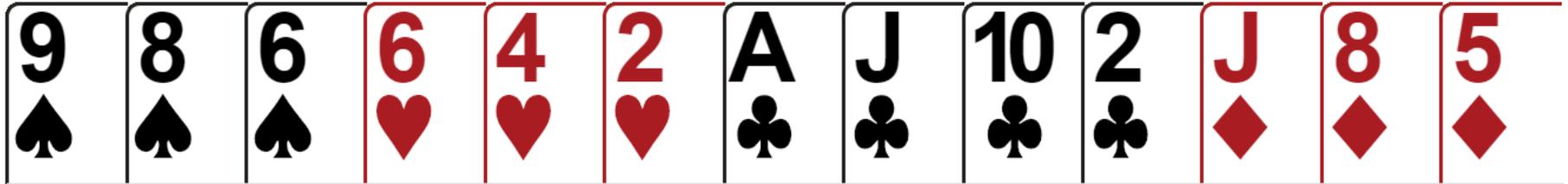
1

3 2

14



# How many High Card Points?



6



# How many High Card Points?

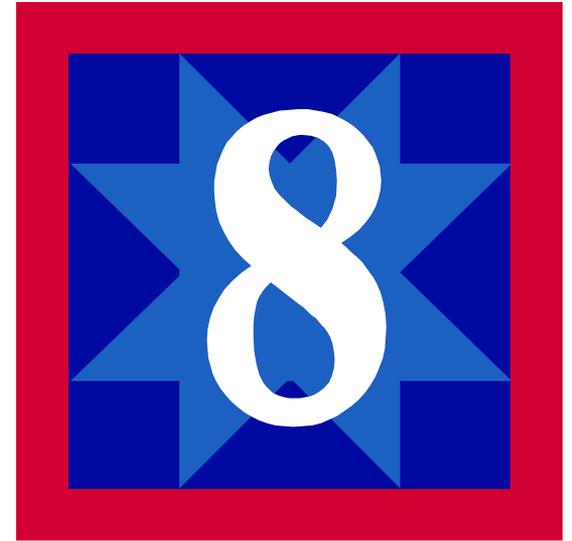


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# Finding a Fit

- A **Fit** is 8+ cards in one suit between the two hands
- If there is a fit in a **major** suit, then this will be the trump suit
- If there is no fit, then choose  
NoTrumps



# Finding a Fit

- If there is a fit in a **minor**, then you can choose whether to play in the minor or in NoTrumps
- The **quality** of the cards does not matter ... there just have to be 8 or more of them in the suit



# Which suit has a fit?

8+ cards of same suit between the two hands



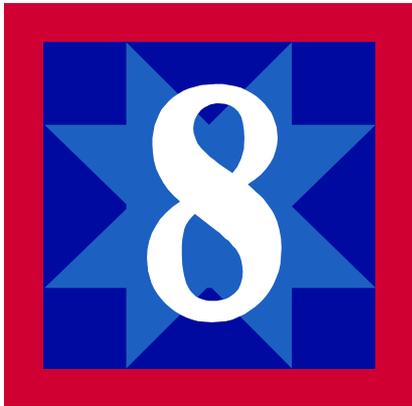
**Which suit has a fit?**

**8+ cards of same suit between the two hands**



# What is the Partnership looking for?

**STEP ONE:** Find a fit



or more cards in the **same suit**  
between both hands



# The Rules of Mini-Bridge (Boards 1 - 4)

- Write down your **High Card Points** on the bidding pad ... Dealer goes first, then clockwise
- The partnership with the most points between them becomes the **declaring** side
- Within that side, the person with the most points becomes **declarer**
- Opening lead comes from player on declarer's left (I will tell you what card to lead)
- **Dummy** is placed on the table face up
- Declarer chooses trumps (or NoTrumps)



# What is the Partnership looking for?

- **STEP ONE:** Find a fit
- **STEP TWO:** Decide the level to play the contract

<b>Partscore</b>	Total Points	Less than	<b>25</b>
<b>Game</b>	Total Points		<b>25 – 32</b>
<b>Slam</b>	Total Points		<b>33+</b>



# What is GAME?

- You get a large bonus for bidding and making a **GAME** contract
- The number of tricks required to make game depends on the trump suit or NoTrumps

3NT - 9 tricks

4♥/♠ - 10 tricks

5♣/♦ - 11 tricks



# GAME Contracts

1♣	1♦	1♥	1♠	1NT
2♣	2♦	2♥	2♠	2NT
3♣	3♦	3♥	3♠	3NT
4♣	4♦	4♥	4♠	4NT
5♣	5♦	5♥	5♠	5NT
6♣	6♦	6♥	6♠	6NT
7♣	7♦	7♥	7♠	7NT



# The Rules of Mini-Bridge (Boards 5 - 8)

- Write down your **High Card Points** on the bidding pad ...  
Dealer goes first
- The partnership with the most points between them becomes the **declaring** side
- Within that side, the person with the most points becomes **declarer**
- Opening lead comes from player on declarer's left (I will tell you what card to lead)
- **Dummy** is tabled
- Declarer chooses trumps (or NoTrumps)
- **Declarer then chooses the level they want to play (partscore or game)**



# What is the Partnership looking for?

- **STEP ONE:** Find a fit
- **STEP TWO:** Decide the level to play the contract

<b>Partscore</b>	Total Points	Less than	<b>25</b>
<b>Game</b>	Total Points		<b>25 – 32</b>
<b>Slam</b>	Total Points		<b>33+</b>



# Homework (sorry)

LESSON 1 QUIZ

**NZ**Bridge

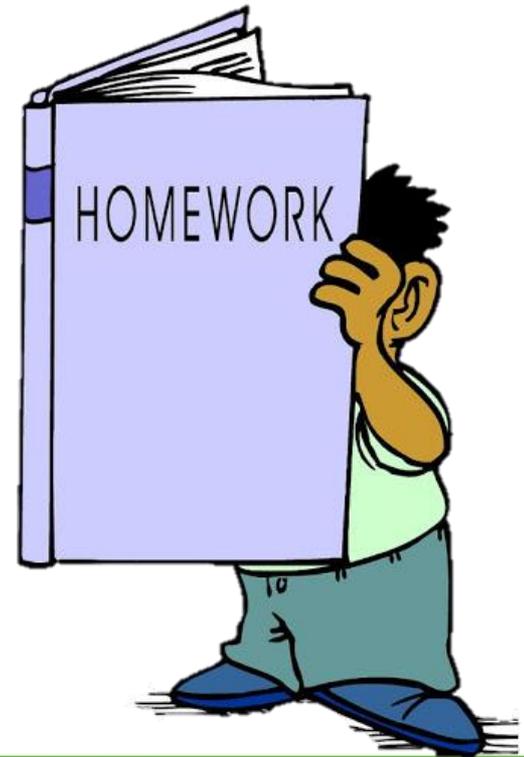
## Introduction to Bridge

1. Who starts the auction? \_\_\_\_\_
2. How do you decide the contract? \_\_\_\_\_
3. What do you need to bid game? \_\_\_\_\_
4. What are the game contracts? \_\_\_\_\_
5. What is a trick? \_\_\_\_\_
6. What do you need to choose a trump suit? \_\_\_\_\_
7. When do you bid no trumps? \_\_\_\_\_
8. What is the minimum number of tricks you need to make a contract? \_\_\_\_\_



# Practice and Review

- **Review** tonight's lesson notes as soon as possible
- **Review** lesson notes again before next week's lesson
- Do your **homework** – Quiz I  
..... Please



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## Questions?



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