

# An Introduction to MiniBridge

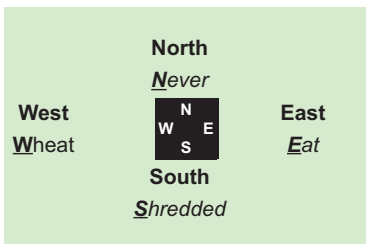


If bridge is to thrive, the whole family needs to get involved. “I can’t teach them,” I hear you cry. You can. It’s easy to introduce friends, children and grandchildren using Mini-Bridge – anyone from nine to ninety!

If your audience has no card experience at all, they will need to know the names of the suits: spades (♠), hearts (♥), diamonds (♦), clubs (♣), and the order of the cards (shown below starting with the highest on the left):



They will also need to know the names of the players:



And that North and South are partners, playing against East and West.

To explain what a trick is, take one

suit and remove one card. Deal the remaining twelve cards and play out three tricks. Emphasising that highest card wins, winner leads to next trick with the cards turned over duplicate style.

MiniBridge is a simplified form of bridge. Instead of bidding, each player announces the high-card points held, starting with the dealer.

High-card points are as follows:

Ace	4
King	3
Queen	2
Jack	1

The partnership with the higher total wins the contract. There is a re-deal if each partnership has 20.

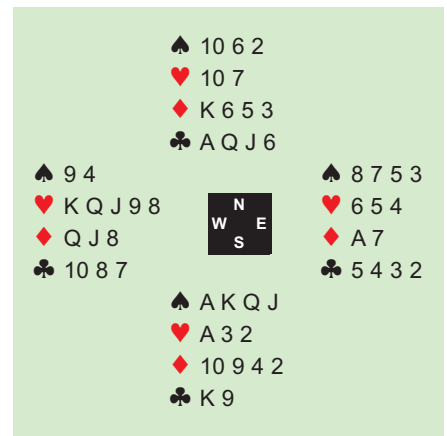
The individual in the partnership with the higher total becomes declarer. If they each have the same number, the one who said his points first will become declarer.

The dummy hand is put down on the table and declarer chooses the contract. Declarer chooses a game or a part-score, and either no-trumps or a specific trump suit.

The target number of tricks is:

Part-score	7 tricks
Game in ♥ or ♠	10 tricks
Game in ♣ or ♦	11 tricks
Game in no-trump	9 tricks

## Playing in no-trumps



North	East	South	West
10	4	17	9

North-South have 27 points. East-West have 13. South will be declarer.

South can see nine top tricks (four spades, one heart, no diamonds, four clubs) and will choose game in no-trumps.

West leads the king of hearts.

**Top of a sequence of three honours is a safe and attacking lead against any contract.**

South wins the heart ace and then after cashing four top spades, must play the king of clubs and lead the nine of clubs. That way four club tricks can be cashed.

**Cash the honour from the short hand first.**

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## BRIDGE THE AGE GAP continued from page 20

Let the players play the hands without interfering. If they get it wrong, that's great – you can turn back the cards and see how to do it better!

### Suit Contracts

There are hands where, although you have a lot of high cards, playing in no-trumps you lose control because you have no high cards in one of the four suits. Take the deal below:

♠ J 10 9 4		
♥ 6 4 3 2		
♦ A 5		
♣ K Q 8		
	N W E S	
♠ A K Q 8 5		
♥ 10 8		
♦ 7 4 3		
♣ A 9 6		

North has 10 High-card Points.  
South has 13 High-card Points.

North-South have nine top tricks, but there are no high cards in the heart suit. If the defence lead hearts, then only eight tricks or fewer might be made. It would be much better to play this hand with a trump suit.

When a contract is played with a trump suit, provided a player has no more cards in the suit led, that player has the option to use a trump card to win the trick. Trumps are magic cards! Any card in a trump suit, even the two, beats any card in the other three suits, even an ace.

Playing the hand above with spades as trumps means that only two tricks will be lost in the heart suit, as any further heart tricks can be won by playing a spade. Ten tricks can now be made in all safety.

### Choosing trumps

The danger of having a trump suit is that your opponents can trump too!

It is important to have more trumps than your opponents. Choose a suit where you have at least eight cards in

the two hands together, as your opponents will only have five. More than eight trumps are a bonus. It does not matter if you do not have the high trump cards.

In the following deal it is tempting to choose spades as trumps as you have all the high cards:

♠ J 10		
♥ 4 3 2		
♦ K 3 2		
♣ K Q 10 9 6		
♠ 8 7 6 5 4	N W E S	♠ 9 3 2
♥ A K		♥ Q
♦ J 10 9 7		♦ 8 6 5 4
♣ A 3		♣ J 8 7 5 2
♠ A K Q		
♥ J 10 9 8 7 6 5		
♦ A Q		
♣ 4		

It will only make seven tricks if spades are trumps, but if hearts are trumps ten tricks can be made. Try it and see.

**Length is more important than Strength.**

### Scoring

	NT	♠ & ♥	♦ & ♣
Score per trick	30 + 10	30	20
Tricks for game	9	10	11
Part-score bonus	50	50	50
Game bonus	300	300	300
Undertricks	50 per trick	50 per trick	50 per trick

Choose your denomination, estimate your tricks, then go for game or part-score.

*If you want to take it further . . .*

. . . you can download more practice hands from [www.ebu.co.uk/publications/teaching](http://www.ebu.co.uk/publications/teaching) ■

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