

## Introduction to Bridge

*Bridge*, or more correctly *Contract Bridge* is a card game for four players.

The players are named *North*, *South*, *East* and *West*. The players play in pairs North & South versus East & West.

The game is played with a standard pack of 52 cards.

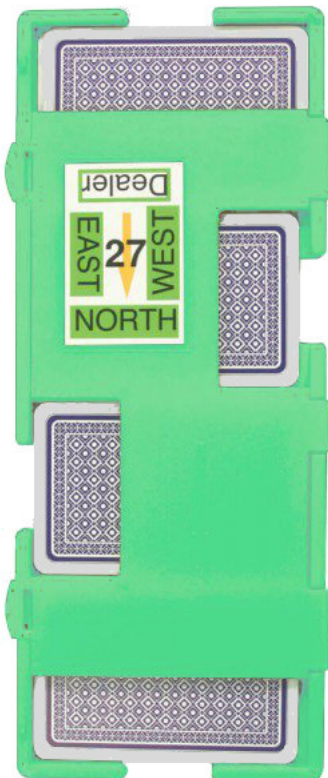
There are 4 suits                      Spades ♠    Hearts ♥    Diamonds ♦    Clubs ♣

Each suit contains 13 cards:-    Ace, King, Queen, Jack, 10, 9, 8, 7, 6, 5, 4, 3, 2

At the beginning of the game, the cards are shuffled. The dealer deals one card clockwise to each person in turn until each of the four players has 13 cards.

Bridge clubs play Duplicate Bridge in which the cards are dealt before play starts. The four hands of 13 cards each are played, face down, in a *Board*.

### This Board 27. Dealer is South.




In Play each player, plays one card in turn face up, in front of them.


A Trick comprises four cards one from player.

The player who plays the first card is said to have *Lead*.

A player wins the trick if they have played the highest of the four cards. Note that Ace is high followed by King then Queen, Jack 10 etc.

Players then turn their card over in front of them.

If their side has won the trick, they place the card this way. 

If their side has lost the trick, they place the card this way. 

## The Auction and the Play

There are two parts to each hand; the *auction* in which the North/South pair bid against the East/West pair to determine the *final contract*; *the play* of the cards.

The object of the game is for one pair (for example North/South) to win enough tricks to make the *contract* that is determined in the auction part of the game. The East/West pair then try to stop them making the requisite number of tricks.

A *Trick* comprises four cards one from each player. The player who first plays the card is said to have *Lead*.

Each player contributes a card to the trick in turn. They must *follow suit*. That is, if a spade is lead each player must contribute a spade. A player wins the trick if they have played the highest spade. (Ace is high followed by King then Queen, Jack 10 etc.)

The player who wins the first trick leads to the second trick. They do not necessarily lead a spade.

## Trumps

If a player does not have a card in the suit that is lead, they may play a card from the *Trump Suit*.

The trump suit is chosen during the *Auction* part of the game. A trump card wins the trick.

## Discards

If a player does not have a card in the suit led and either does not have a trump or chooses not to play one, they will have to *discard* a card from another suit.

For example, Hearts is the designated trump suit. North leads A♣, East follows with 5♣, South with the 8♣. However West has no clubs. West cannot follow suit and chooses not to trump (i.e. play a heart) but plays the 2♦. North wins the trick with the Ace of clubs.

## The Contract

The contract is determined by bidding in auction. Just as in a money auction where the final bid wins the item, the final bid wins the contract.

These are some examples of a contract. Note that six is the starting line.

A final bid of 1♦ means that you contract to make 7 tricks (1+6) with diamonds as trumps

A final bid of 2♠ means that you contract to make 8 tricks (2+6) with spades as trumps

A final bid of 4♥ means that you contract to make 10 tricks (4+6) with hearts as trumps

A final bid of 5♣ means that you contract to make 11 tricks (5+6) with clubs as trumps

In addition to spades, hearts, diamonds and clubs you can bid in *No Trumps* (NT).

A final bid of 3NT means that you contract to make 9 tricks (3+6) with no suit as trumps

The side that wins the contract must play the cards to make at least the contracted number of tricks. The side that is defending must try to stop them.

If you make the contracted number of tricks, you will get a positive score, if you do not make the contracted number of tricks, points are awarded to your opponents.