



## 2. Announcing (“Auction” or “Bidding”)

Dealer **announces S&H** (Shape & HCP) first - then the other players announce in clockwise rotation.

- Do the HCP total 40?
- Which partnership has more than 20 HCP?
- Which partner has more?

Determine **3D** – (1) **Defense**, (2) **Declarer**, & (3) **Dummy**

- Defending “partnership” has the lower HCP.
- Declarer has the higher HCP in that partnership.

Declarer’s partner displays **Dummy** and plays the cards Declarer calls

(This happens *after* the opening lead in other kinds of bridge!)

Declarer chooses a **Target**: (1) How high? and (2) Where?

(Questions decided by the “auction” in other kinds of bridge)

- (1) **Game** or **No Game**
- (2) **Trump** or **Notrump**

In No Game (also called *partscore*), declarer must win at least seven tricks.

In Game with notrump, declarer must win at least nine tricks.

In Game with hearts or spades as trump, declarer must win at least 10 tricks.

In Game with clubs or diamonds as trump, declarer must win at least 11 tricks.

## 3. Opening Lead

Declarer’s LHO makes the **Opening Lead** *face down*

(when turned over, “read the lead” & remember it)

RHO tries to win the trick or else **Signals** with a spot card

(**HELD**: High Encourages / Low Discourages)

## 4. Card Play

### Basic Play

Declarer decides which cards are played from the Dummy. Dummy is visible to all players throughout the card play.

The player leading to a trick may play any card. Each other player in turn clockwise plays a card; the four cards 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 cards of the suit led. The player who wins the trick leads to the next one.

Each player tracks tricks. After all the cards have been played, the players agree how many tricks were won by each side.

### P-L-A-N before Play

Count & Cash • Promote • Establish • Finesse • “Ruff” • “Sluff” • Have Fun

## 5. Score

Defense scores 50 for each trick *Declarer is short of the Target*.

Declaring side scores zero for the first six tricks (called **Book**). If they hit the **Target**, they score:

- 20 per trick for Clubs and Diamonds
- 30 per trick for Hearts or Spades or Notrump
- 10 Extra for playing “Notrump”  
-- Plus --
- 300 Game Bonus -- or --
- 50 No Game (*Partscore*) Bonus

### Examples:

- A No Game Target (or, *partscore*) in notrump, eight tricks are won:  
Score 60 for the scoring tricks in notrump + 10 Extra for notrump  
Plus No Game (*partscore*) Bonus of 50 = 120
- A Game Target in spades, 11 tricks are won:  
Score 150 for the scoring tricks in spades  
Plus Game Bonus of 300 = 450
- A Game Target in hearts wins eight tricks. The defense scores 100.

# What is a Team Match?

Like many card games, your score in MiniBridge often depends on the cards you are dealt. To diminish the effect of “Lady Luck” and to increase the element of skill, your score can be compared to that of others who played the same deals (called **Duplicate**-style scoring).

Duplicate-style scoring is used in tournaments for both “pairs events” and “teams events.” ***World championships are determined by team matches.***

A team match is a bridge contest in which each deal is fully played at one table (**Open Room**), after which the same deal is played by entirely different players at another table (**Closed Room**). In this program, you usually sit South in the Open Room. The Closed Room is played by all computer players at the same time as your play. When you finish a deal, usually the same deal has been played by the computer already. So, you can compare your result with the Closed Room result.

In a team match, the North-South pair in the Open Room and the East-West pair in the Closed Room are teammates. If you take nine tricks (score +140 on a deal) and your teammates score -110 (your opponents in the other room take eight tricks), then the team's net score on the deal is +30. Your play is superior to the computer on that deal. Another possibility is that the defensive card play of your teammates was better than the opponents' card play. However, in this program, it is unlikely because both of the East-West pairs are computer players with no difference in card-play skill.