

# MINI-BRIDGE

How to Play in 3 minutes

# WHAT IS MINI BRIDGE

## BRIDGE without the BIDDING

- Still 4 players, taking tricks
- Still a partnership game
- Still with a trick target
- Still with one hand as dummy
- Still with a choice of trumps or no-trumps
- But a different way to set the trick target

# HIGH CARD POINTS

- Every player counts their HCP
  - ace=4, king=3, queen=2, jack=1
  - and announces them clockwise from dealer
- Side with fewer HCP will be defenders
  - shuffle & redeal if equal
- The non-defender with most HCP is declarer
  - their partner will announce their shape
  - declarer will choose the contract (trick target)
  - left hand of declarer makes the opening lead
  - the dummy lays out their cards

# HOW HIGH TO BID

1any=7 tricks, etc

		Part Score		Game Contract			Small Slam	Grand Slam
		1NT	2NT	3NT	4NT	5NT	6NT	7NT
major suits	[	1S	2S	3S	4S	5S	6S	7S
		1H	2H	3H	4H	5H	6H	7H
minor suits	[	1D	2D	3D	4D	5D	6D	7D
		1C	2C	3C	4C	5C	6C	7C

## BONUSES

Making part-score = 50

Bidding & Making game = 300

Bidding & Making slam = game 300 + extra 500 = 800

Bidding & Making grand slam = game 300 + extra 1000 = 1300

### Trick scores

Minor suit: 20/trick

Major suit: 30/trick

No-trumps: 40 then 30/trick

# SCORING TABLE

	TRUMPS ♣ or ♦	TRUMPS ♥ or ♠	NO TRUMPS
PART-SCORE 7+ tricks	70, 90, 110 ...	80, 110, 140 ...	90, 120, 150 ...
GAME (varies)	11+ tricks 400, 420, 440 ...	10+ tricks 420, 450, 480 ...	9+ tricks 400, 430, 460 ....
(SMALL) SLAM 12+ tricks	920, 940	980, 1010	990, 1020
GRAND SLAM all 13 tricks	1440	1510	1520

Alternatives are for more tricks than the minimum  
 There are also variations for vulnerability (but not at minibridge)

# WINNING TRICKS

- someone leads to the trick

## FIVE EASY PLAY RULES

- play proceeds in a clockwise direction
- you must follow suit if you can
- the highest trump played wins the trick
- else the highest card of suit led wins the trick
- the winner starts the next trick

**READY TO PLAY**