

# 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
  - dealer side if equal
- The other player with most HCP will declare
  - and the partner puts down dummy
  - If equal the last to announce goes on table

# CHOOSING THE CONTRACT

- Declarer studies dummy and decides on the contract
- The person to left of declarer leads, and you play 13 tricks
- Check score on the table of scores (or ask)

# HOW HIGH TO BID

		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 = extra 250

Bidding & Making slam = extra 500

Bidding & Making grand slam = extra 1000

# 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

## FIVE EASY RULES

- someone leads to this trick
- play proceeds in a clockwise direction
- the highest card of suit led wins the trick
- you must follow suit if you can
- the winner starts the next trick

**READY TO PLAY**