



St Annes Bridge Club

Lytham St Annes



1



A 2



K J 10 9 6 3







K J 7







A 5





2

	K 4
	K 7 6
	A K Q
	A 5 4 3 2





3

	K 5 3
	Q 8 2
	K 4
	K Q 8 5 2





4

	Q J 10 9
	A 9 2
	5 4 3
	8 7 6





5

	A 10 9 7 6 2
	2
	9 7 6 5
	9 8





6

	Q 9
	A 8 5 3
	A 9 7
	A 9 8 3





7

	A 7
	A 8 5
	10 9 7
	A 10 9 8 3





8

	3
	7 6 5 4 2
	Q 10
	Q J 10 9 8





9

	8 6 2
	A 7 6 2
	10 9 7
	9 6 4

10





	8 6 2
	9 7 6 2
	10 9 7
	9 6 4

1

	A 2
	K J 10 9 6 3
	K J 7
	A 5





16 points

2

	K 4
	K 7 6
	A K Q
	A 5 4 3 2



19 points

3

	K 5 3
	Q 8 2
	K 4
	K Q 8 5 2





13 points

4

	Q J 10 9
	A 9 2
	5 4 3
	8 7 6

7 points

5

	A 10 9 7 6 2
	2
	9 7 6 5
	9 8





4 points

6

	Q 9
	A 8 5 3
	A 9 7
	A 9 8 3




14 points

7

	A 7
	A 8 5
	10 9 7
	A 10 9 8 3





12 points

8

	3
	7 6 5 4 2
	Q 10
	Q J 10 9 8




5 points

9

	8 6 2
	A 7 6 2
	10 9 7
	9 6 4

4 points

10

	8 6 2
	9 7 6 2
	10 9 7
	9 6 4

0 points

Trumps

- All games are either no trumps (as mini bridge played last week) or with a trump suit
- Trumps suit nominated at start of game -
 look for a 'fit' of cards in your trump suit - the magic 8
- Can be any of the four suits
- **In minibridge declarer can choose between trumps or no trumps**
- The trump suit beats any other suit
- Example - with hearts as trumps if the Ace of spades is led, and you have no spades, playing the 2 of hearts will win the trick when playing in a trump contract.
- **When declarer is assessing the hands, in general terms, you will require 25HCP for a game contract.**

Rules for Mini Bridge Lesson2

- Place board correct orientation (NSEW)
- Count cards
- Sort hand
- Count points
- Dealer to announce point count
- Clockwise announcement of points (total 40!)
- PARTNERSHIP with most points plays hand
- Declarer is player with highest points within partnership
- Declarer's partner lays down hand face up and becomes DUMMY
- Declarer says 'thank you partner'
- Declarer chooses trumps/no trumps
- Opening lead made by player to left of declarer
- Must follow suit if you can, discard another card if not (or trump)
- Highest card wins trick (or trump)
- Winner leads next card
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North

♠ A K Q

♥ J 10 9 8 7 6 5

♦ A K

♣ 4

17 points

West

♠ 9 3 2

♥ Q

♦ Q 6 5 4

♣ A 8 7 5 2

8 points

In trumps
Length not strength
Look for the magic 8

East

♠ 8 7 6 5 4

♥ A K

♦ J 10 9 7

♣ 10 3

8 points

South

♠ J 10

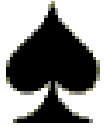
♥ 4 3 2

♦ 8 3 2

♣ K Q J 9 6

7 points

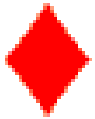
4 Suits



Spades



Hearts



Diamonds



Clubs



Major suits







Minor suits

Trumps

Scoring at MiniBridge

Tricks

					NT
7					
8					
9					
10					
11					
12					
13					





As declarer you score points:

- For Tricks
- Bonus points

Scoring at MiniBridge

Trumps

Tricks

					NT
7	20	20	30	30	40
8	40	40	60	60	70
9	60	60	90	90	100
10	80	80	120	120	130
11	100	100	150	150	160
12	120	120	180	180	190
13	140	140	210	210	220

Declarer gets trick scores:

  20 points





  30 points

NT 40 points for trick 7
30 points thereafter

Scoring at MiniBridge

Trumps

Tricks

					NT
7	Part scores	Part scores	Part scores	Part scores	Part scores
8	Part scores	Part scores	Part scores	Part scores	Part scores
9	Part scores	Part scores	Part scores	Part scores	Game
10	Part scores	Part scores	Game	Game	Game
11	Game	Game	Game	Game	Game
12	Small Slam	Small Slam	Small Slam	Small Slam	Small Slam
13	Grand Slam	Grand Slam	Grand Slam	Grand Slam	Grand Slam




As declarer you can make:

- Part scores 
- Game 
- Slam  Small Slam
 Grand Slam





Trumps

Scoring at MiniBridge

Tricks

					NT
7	Light Blue	Light Blue	Light Blue	Light Blue	Light Blue
8	Light Blue	Light Blue	Light Blue	Light Blue	Light Blue
9	Light Blue	Light Blue	Light Blue	Light Blue	Green
10	Light Blue	Light Blue	Green	Green	Green
11	Green	Green	Green	Green	Green
12	Red	Red	Red	Red	Red
13	Blue	Blue	Blue	Blue	Blue





In Mini Bridge you get a bonus

- Part scores  50
- Game  300
- Slam  1000
-  2000

Scoring at MiniBridge

Trumps

Tricks

					NT
7	70	70	80	80	90
8	90	90	110	110	120
9	110	110	140	140	400
10	130	130	420	420	430
11	400	400	450	450	460
12	1120	1120	1180	1180	1190
13	2140	2140	2210	2210	2220

So now the trick score is added to the bonus score to make the final score

There is a Catch!

You must predict the result before playing the hand!

Predict part score:

Correct - you get trick score + 50 points

Fail (get less than 7 tricks) 50 points/undertrick to opposition

Exceed (achieve game/slam) trick count + 50 points

There is a Catch!

You must predict the result before playing the hand!

Predict game score:

Correct - you get trick score + 300 points

Fail - 50 points/undertrick to opposition

Exceed (achieve slam) trick count + 300 points

There is a Catch!

You must predict the result before playing the hand!

Predict slam score:

Correct - you get trick score + 1000/2000 points

Fail - 50 points/undertrick to opposition

HCPs and predicted tricks

HCP's	Tricks	
21-22	7	
23-24	8	
25-26	9	
27-28	10	
29-30	11	
31-34	12	Small slam
35+	13	Grand slam

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- Declarer chooses trumps/no trumps and predicts result (remember magic 8)
- Predictions are one of - part score, game or slam
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HAND 2

North

11 points

♠ Q 7
♥ K 10 4 3
♦ A 9 6 3
♣ Q 8 7

West

♠ J 10 9 8 3
♥ 9 8 6
♦ Q 10
♣ A 9 2

7 points

East

♠ K 5 4 2
♥ J
♦ J 8 7 5
♣ 10 6 4 3

5 points

South

♠ A 6
♥ A Q 7 5 2
♦ K 4 2
♣ K J 5

17 points

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HAND 3

North

8 points

♠ 5 4
♥ K 5 4 3
♦ 9 8 4
♣ A J 10 2

West

♠ A 7 6
♥ 10 9 2
♦ K Q 7 6 3
♣ Q 5

11 points

East

♠ K 9 8
♥ Q 8 7 6
♦ A J 2
♣ K 9 4

13 points

South

♠ Q J 10 3 2
♥ A J
♦ 10 5
♣ 8 7 6 3

8 points

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HAND 4

North

♠ A 6 5 3

♥ A K 8

♦ 8 3 2

♣ K Q 10

16 points

West

♠ K 10 9

♥ 10 9 2

♦ Q J 10 5 4

♣ 9 5

6 points

East

♠ J 7 4

♥ Q J 7 5 3

♦ 9 6

♣ A 8 4

8 points

South

♠ Q 8 2

♥ 6 4

♦ A K 7

♣ J 7 6 3 2

10 points

Recap

- Major and minor suits
- Length not strength for trumps
- Part scores/ games /slams
- Scoring
- Magic 8
- 25 HCP for game

Homework

- Recap today's lesson Pages 4-5
- Prepare for next week Page 6
(Declarer play)
- Score session of Minibridge Page 13