

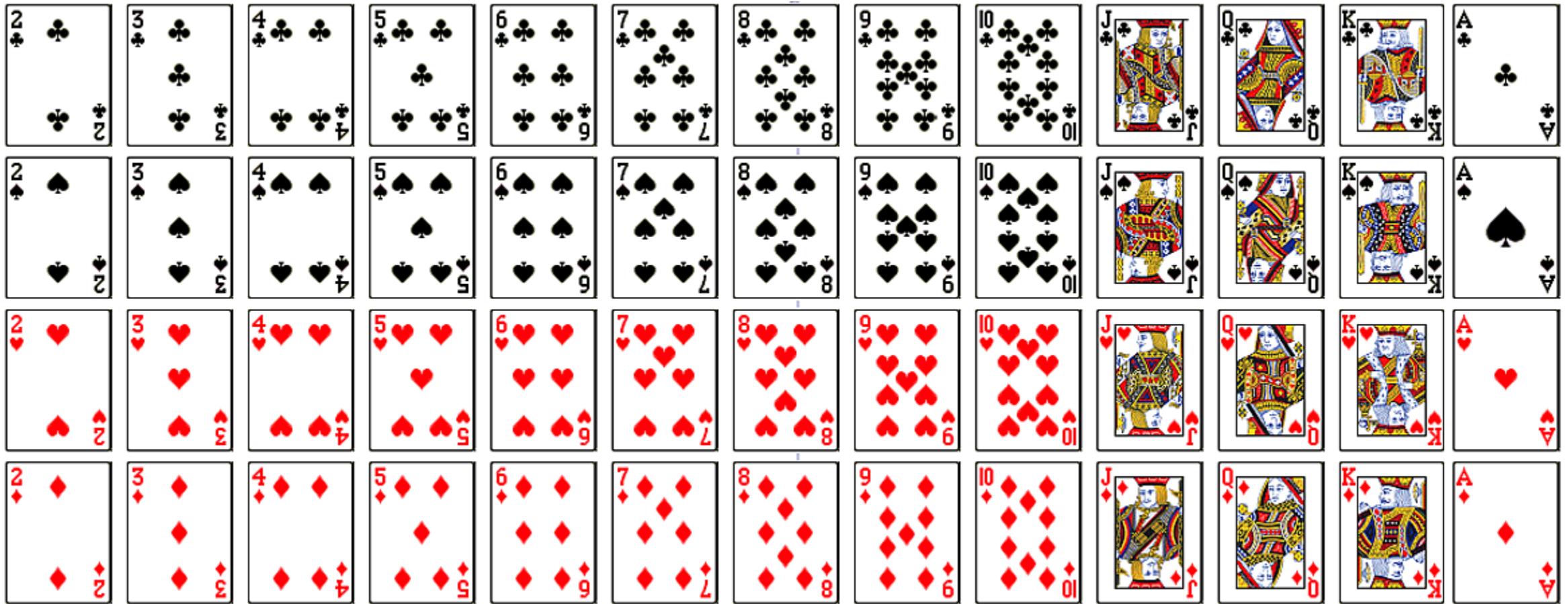
Bridg**e**
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BEGINNING BRIDGE SERIES

LESSON ONE – TAKING TRICKS

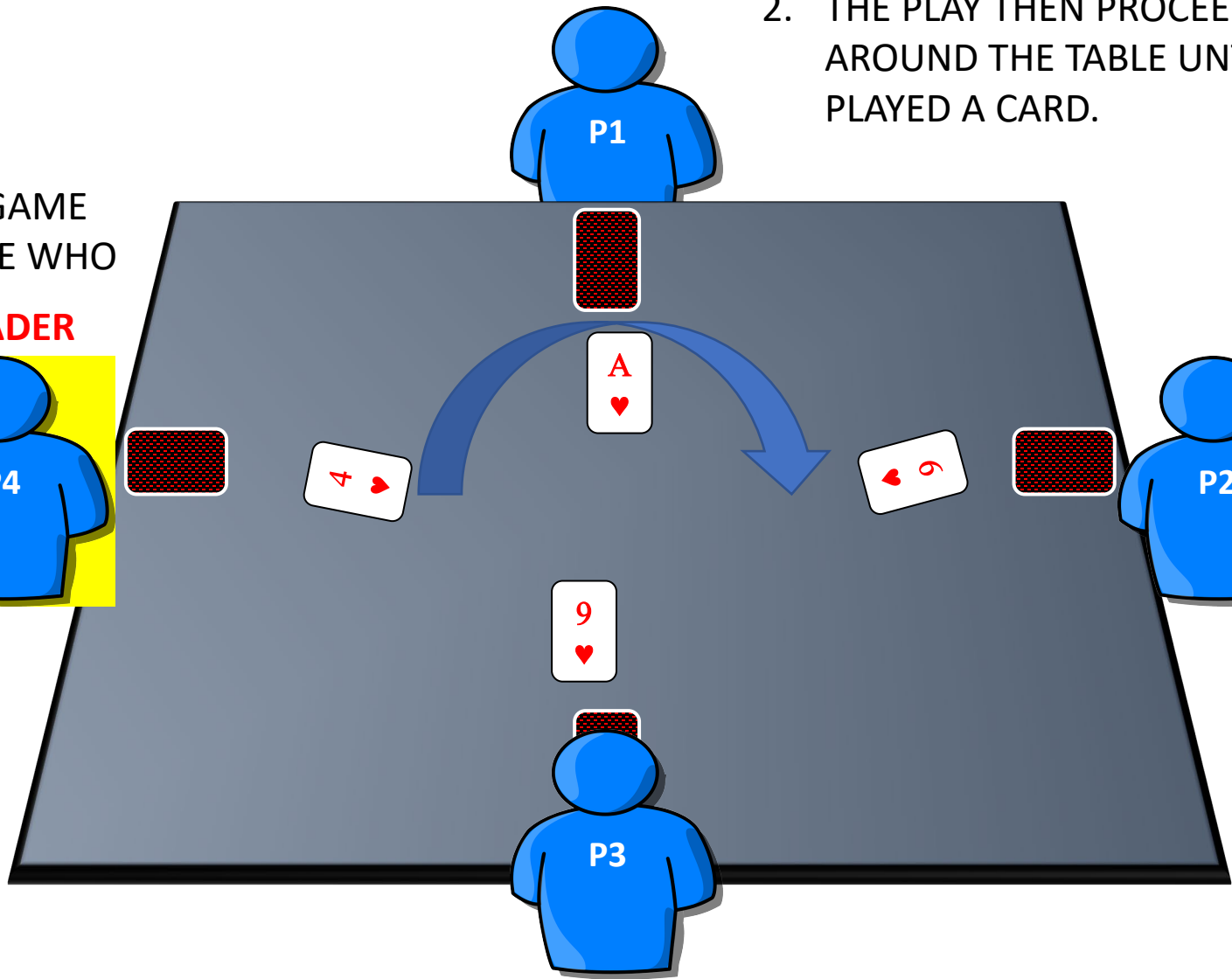
THE DECK AND RANKS

FROM LOWEST TO HIGHEST IN RANK



THE MECHANICS OF TRICK TAKING

1. THE RULES OF THE GAME USUALLY DETERMINE WHO LEADS FIRST.

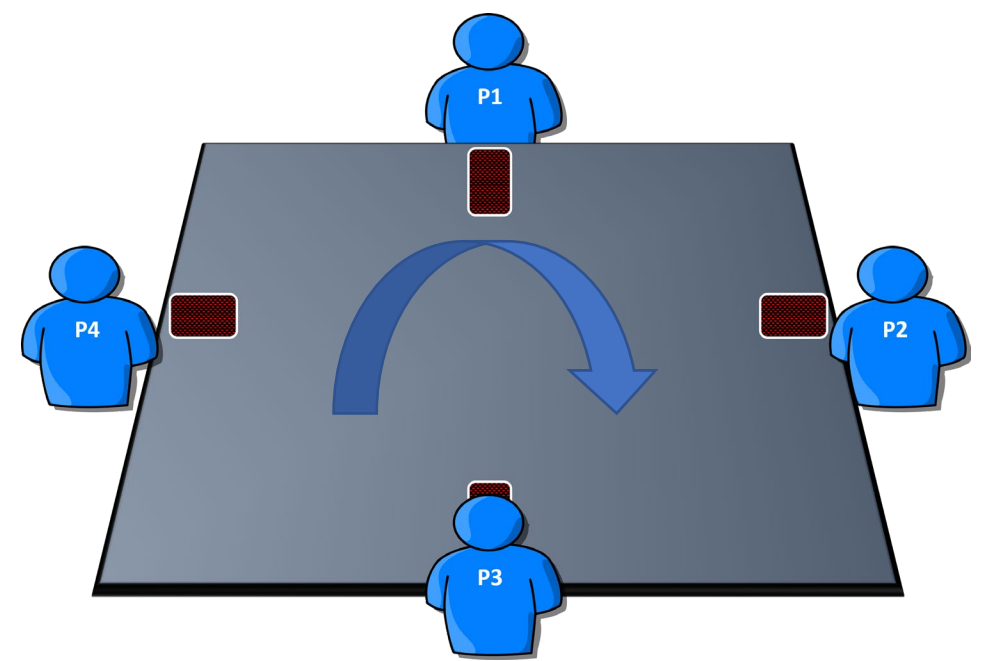


2. THE PLAY THEN PROCEEDS **CLOCKWISE** AROUND THE TABLE UNTIL EVERYONE HAS PLAYED A CARD.

BASIC TRICK TAKING RULES

ONCE THE LEAD IS MADE;

- **PLAY PROCEEDS CLOCKWISE** AROUND THE TABLE WITH EACH PLAYER PLAYING IN TURN.
 - Player to the left of the leader plays a card first then the next player and so on until everyone has played.
- **EVERY PLAYER MUST “FOLLOW SUIT” TO THE LEAD.**
 - Players must play a card from the suit led initially, unless they have no cards in that suit.
 - If a player is out of the suit that is led initially, they can choose to play any card they like to the trick.
- **THE PLAYER THAT PLAYS THE HIGHEST CARD, OF THE SUIT LED INITIALLY, WINS THE TRICK*.**
 - *If we have a trump suit, this rule will change slightly. It will now be; THE PLAYER THAT PLAYS THE HIGHEST CARD OF THE SUIT LED, **OR THE HIGHEST TRUMP CARD**, WINS THE TRICK.
- **THE PLAYER THAT WINS THE TRICK, LEADS TO THE NEXT TRICK.**
 - This player can now choose **ANY CARD** they want to lead.



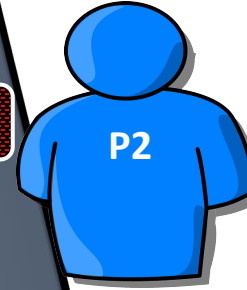
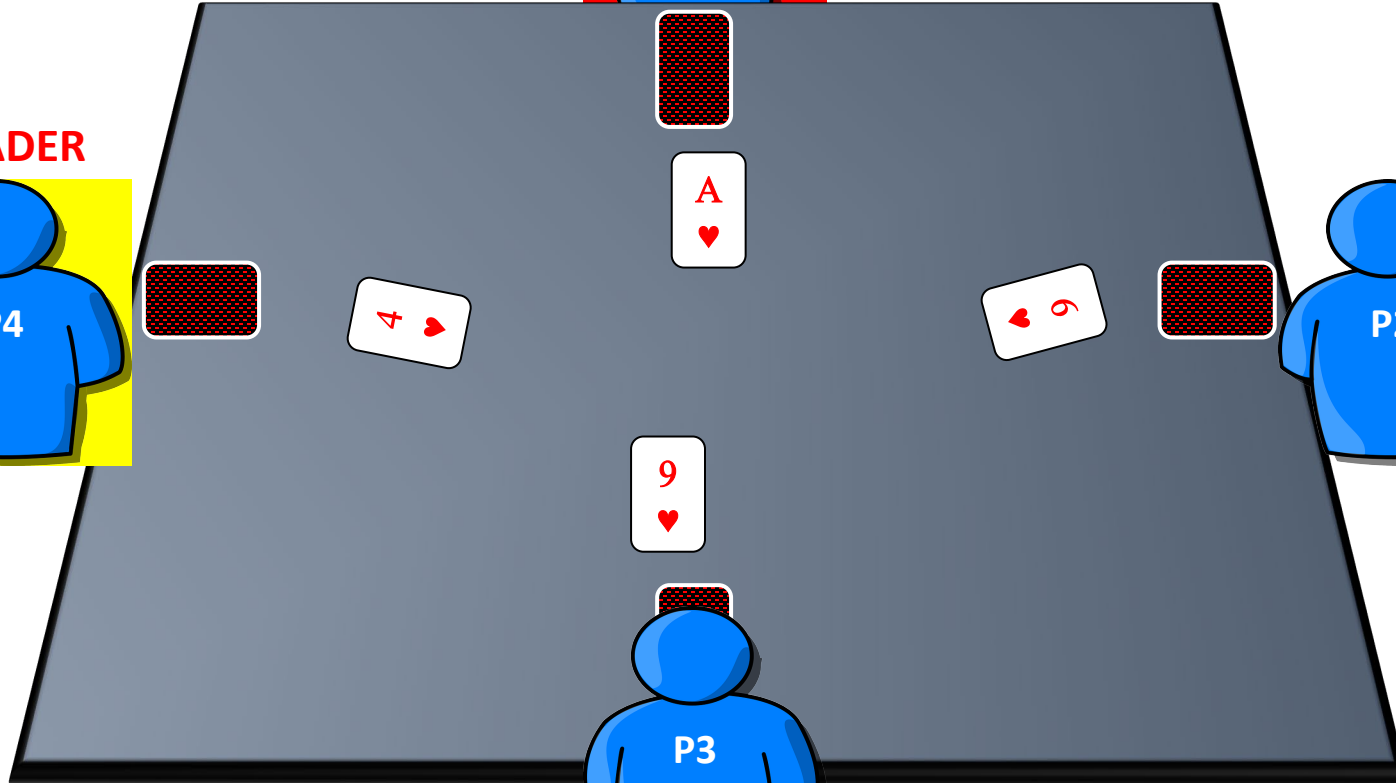
KEY POINTS

- **EACH PLAYER PLAYS ONE CARD PER TRICK.**
 - Once you make your play, you can not change your mind.
- **WHEN LEADING, YOU CAN CHOOSE ANYTHING.**
 - No restrictions.
- **FAILURE TO FOLLOW SUIT IS PENALIZED.**
 - You can't just choose not to follow suit.

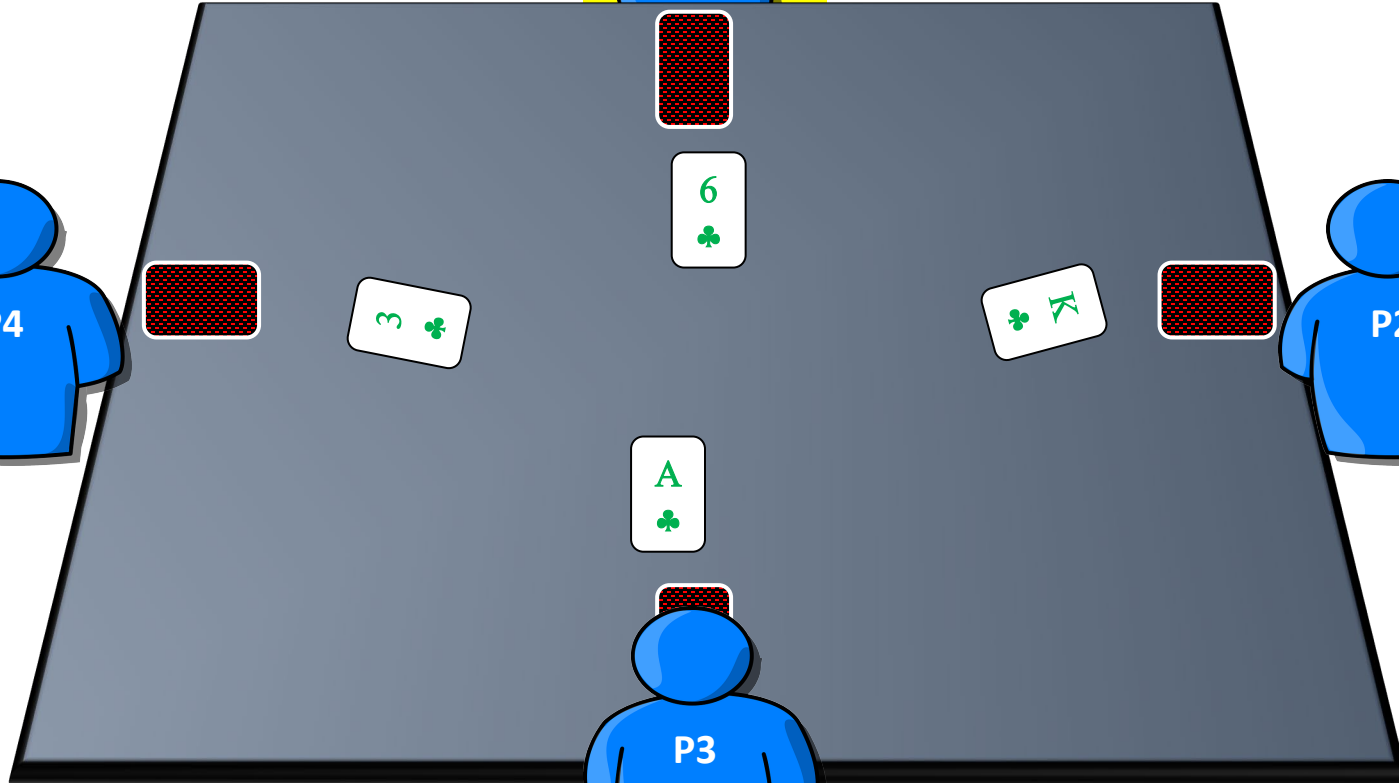
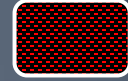
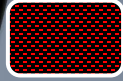
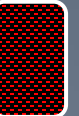
TRICK WINNER



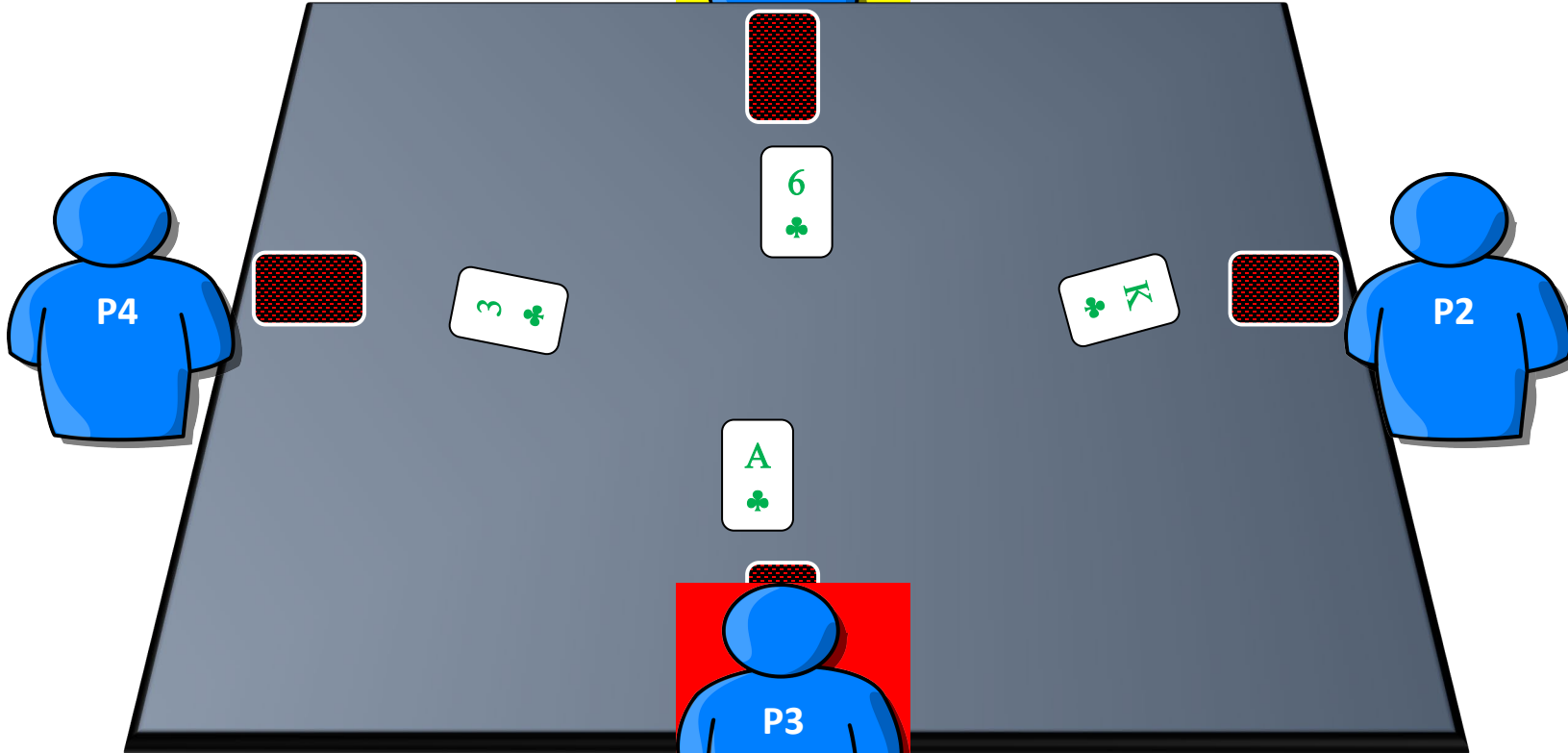
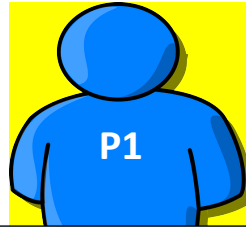
LEADER



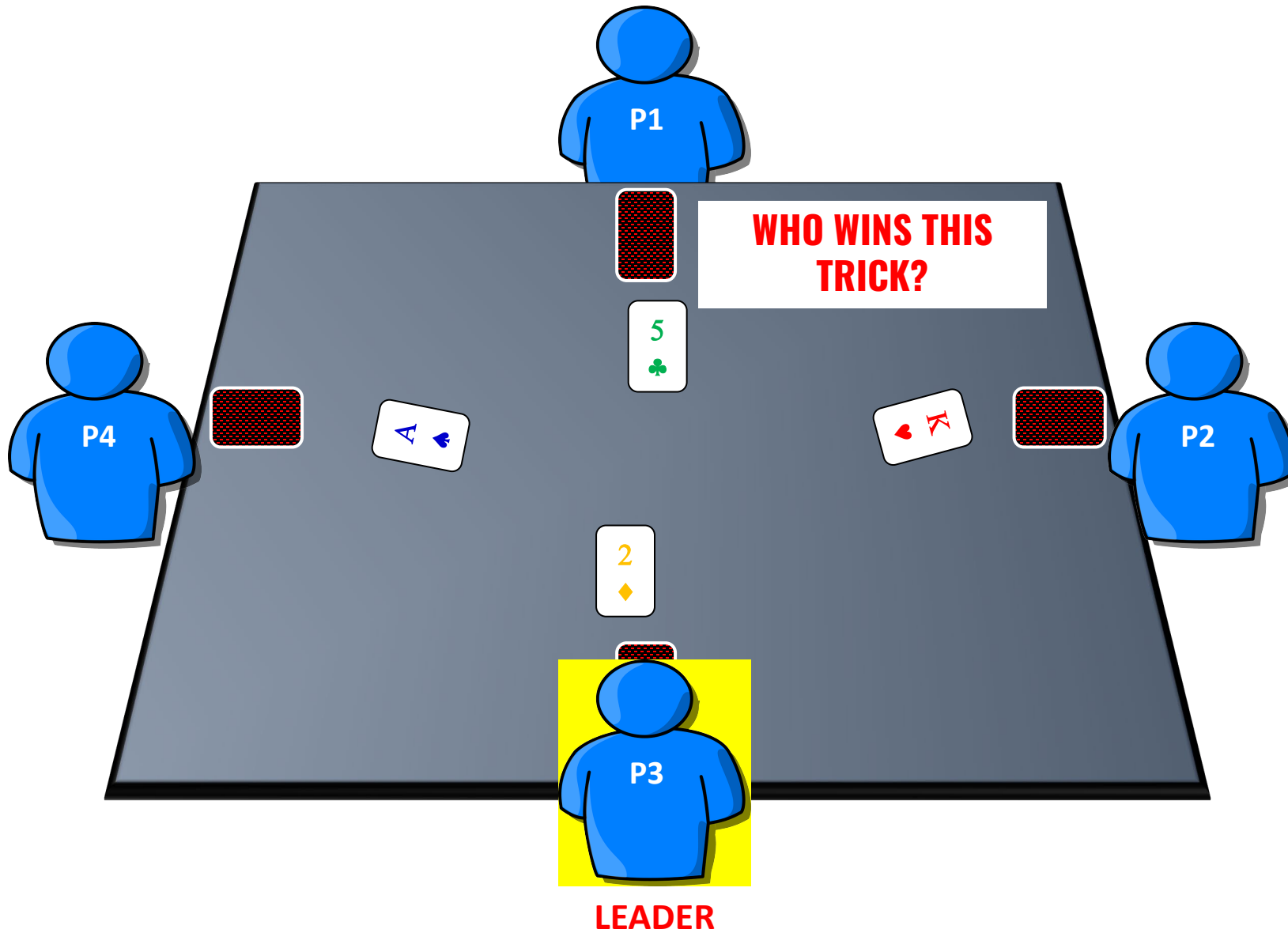
LEADER



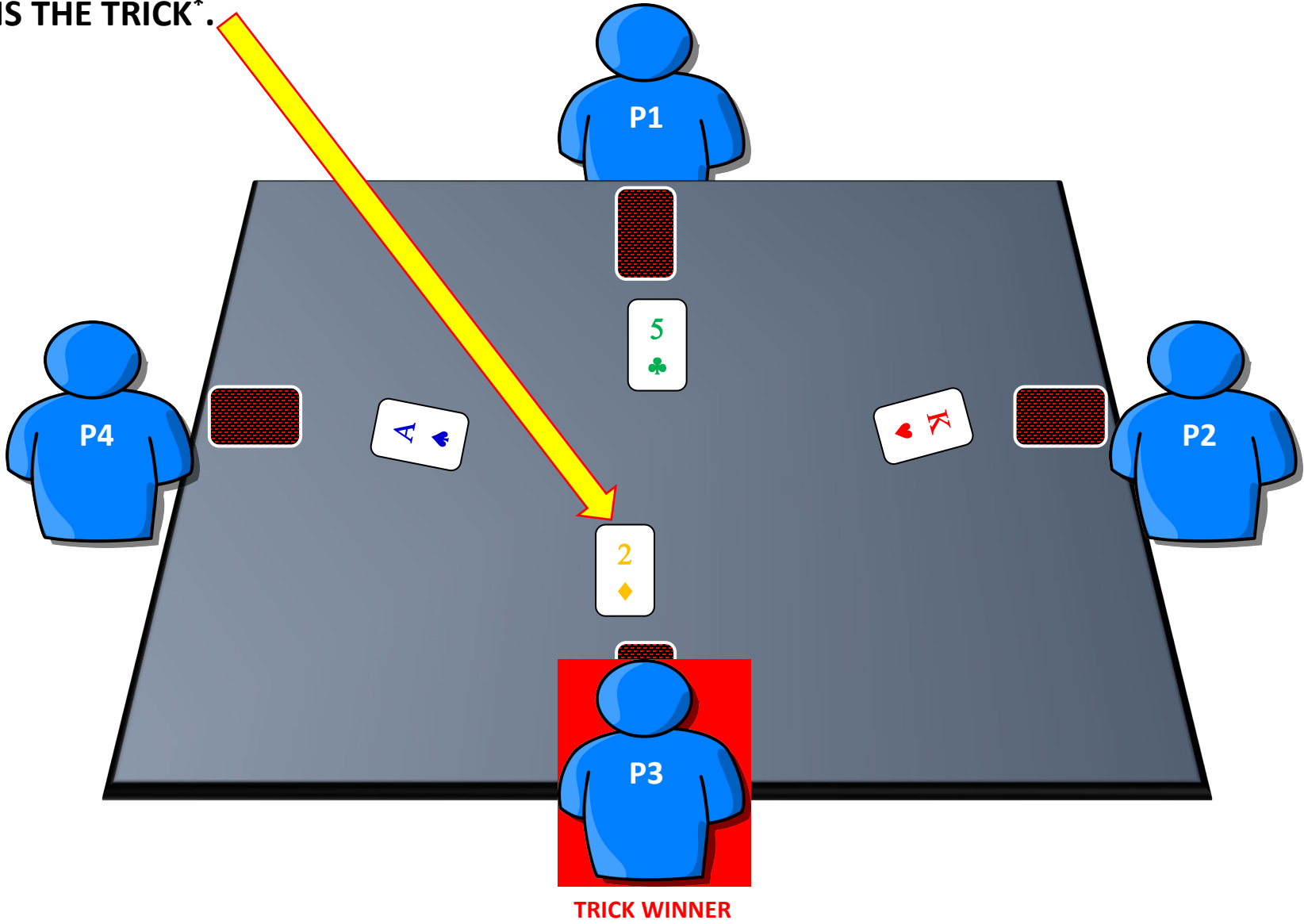
LEADER



TRICK WINNER



- THE PLAYER THAT PLAYS THE HIGHEST CARD, OF THE SUIT LED INITIALLY, WINS THE TRICK*.

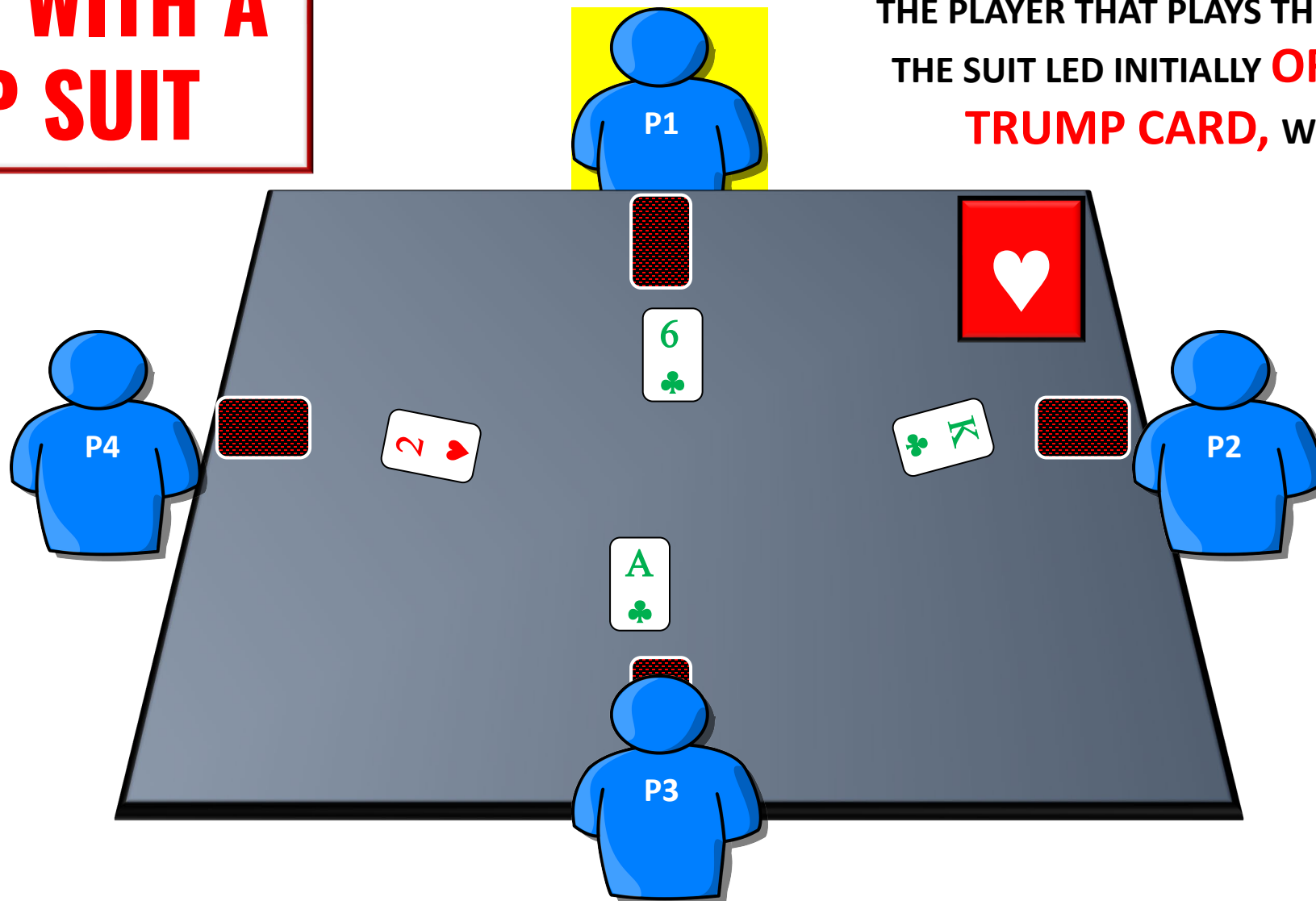


LET'S PRACTICE

PLAYING WITH A TRUMP SUIT

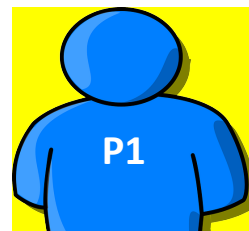
LEADER

THE PLAYER THAT PLAYS THE HIGHEST CARD, OF THE SUIT LED INITIALLY **OR THE HIGHEST TRUMP CARD**, WINS THE TRICK.



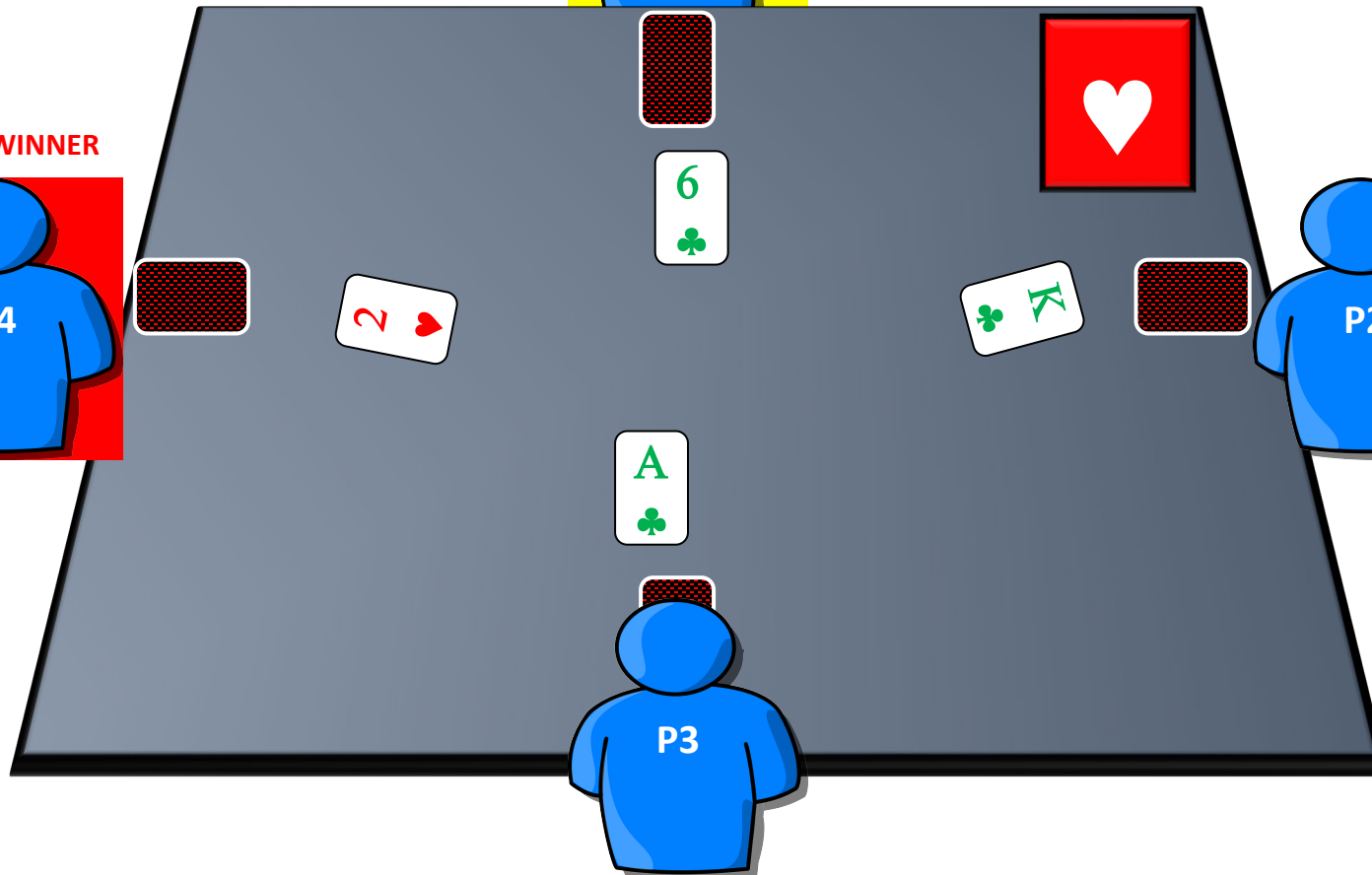
PLAYING WITH A TRUMP SUIT

LEADER



THE PLAYER THAT PLAYS THE HIGHEST CARD, OF THE SUIT LED INITIALLY **OR THE HIGHEST TRUMP CARD** WINS THE TRICK.

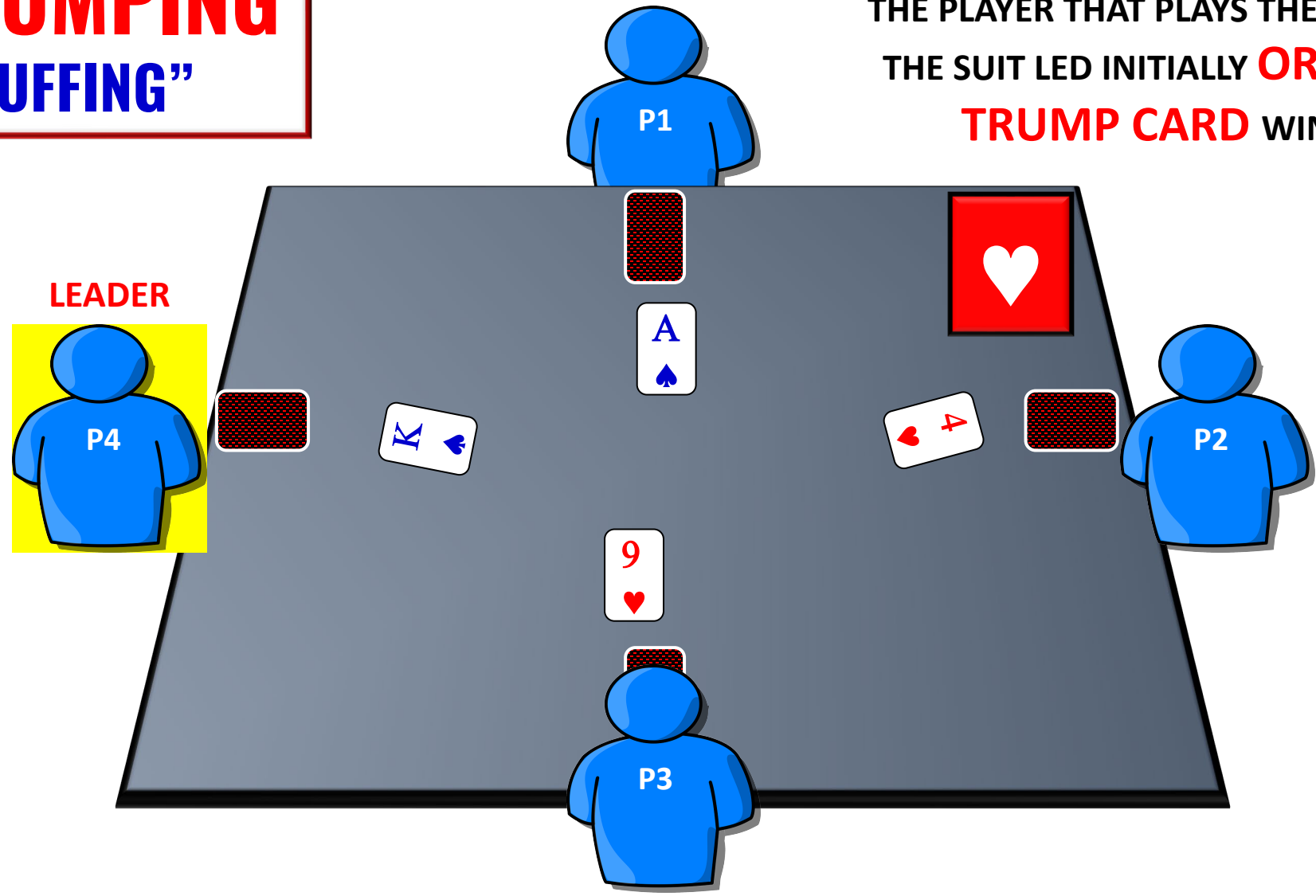
TRICK WINNER



OVER-TRUMPING

“OVER-RUFFING”

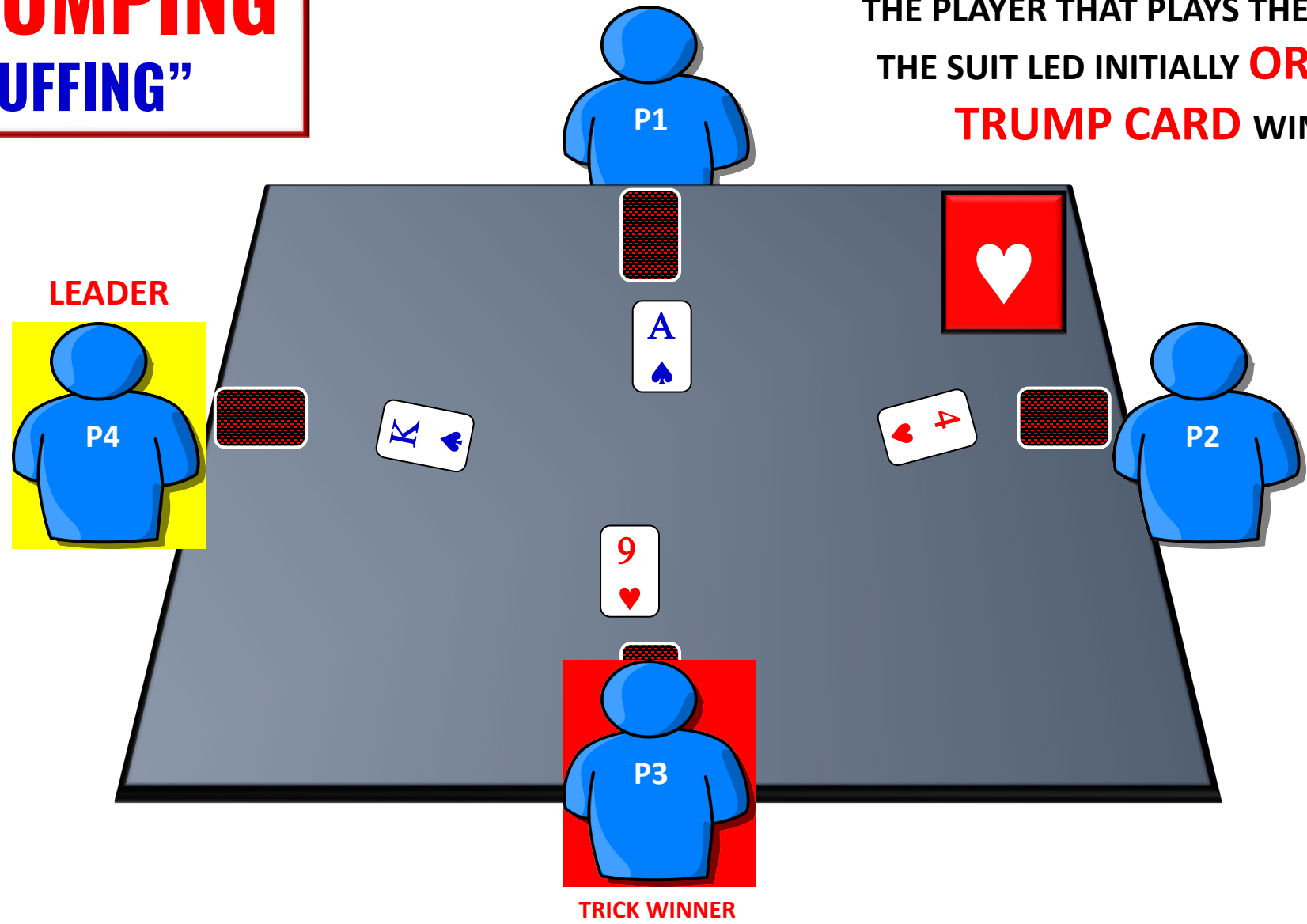
THE PLAYER THAT PLAYS THE HIGHEST CARD, OF THE SUIT LED INITIALLY **OR THE HIGHEST TRUMP CARD** WINS THE TRICK.

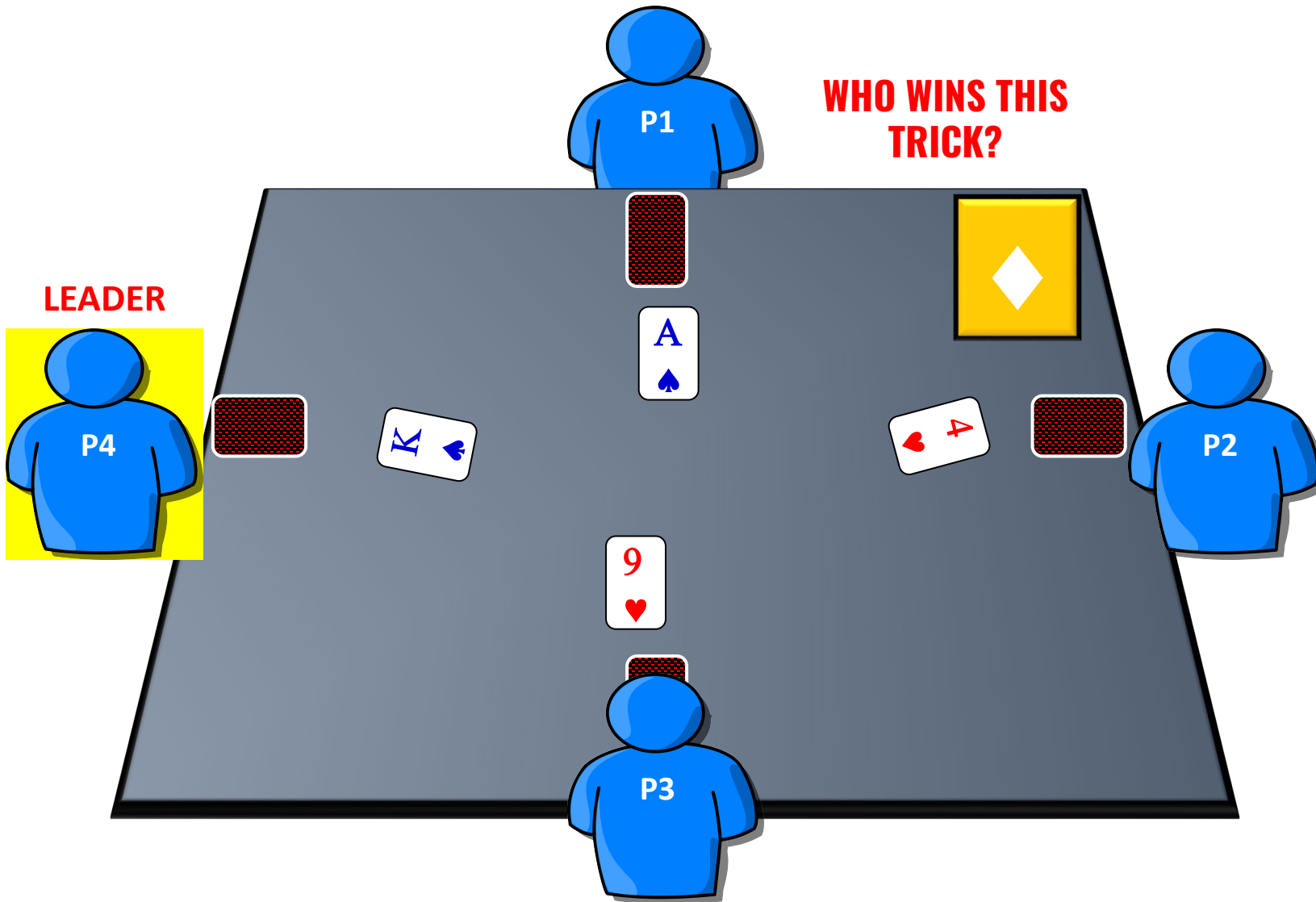


OVER-TRUMPING

“OVER-RUFFING”

THE PLAYER THAT PLAYS THE HIGHEST CARD, OF THE SUIT LED INITIALLY **OR THE HIGHEST TRUMP CARD** WINS THE TRICK.





WHO WINS THIS TRICK?

LEADER

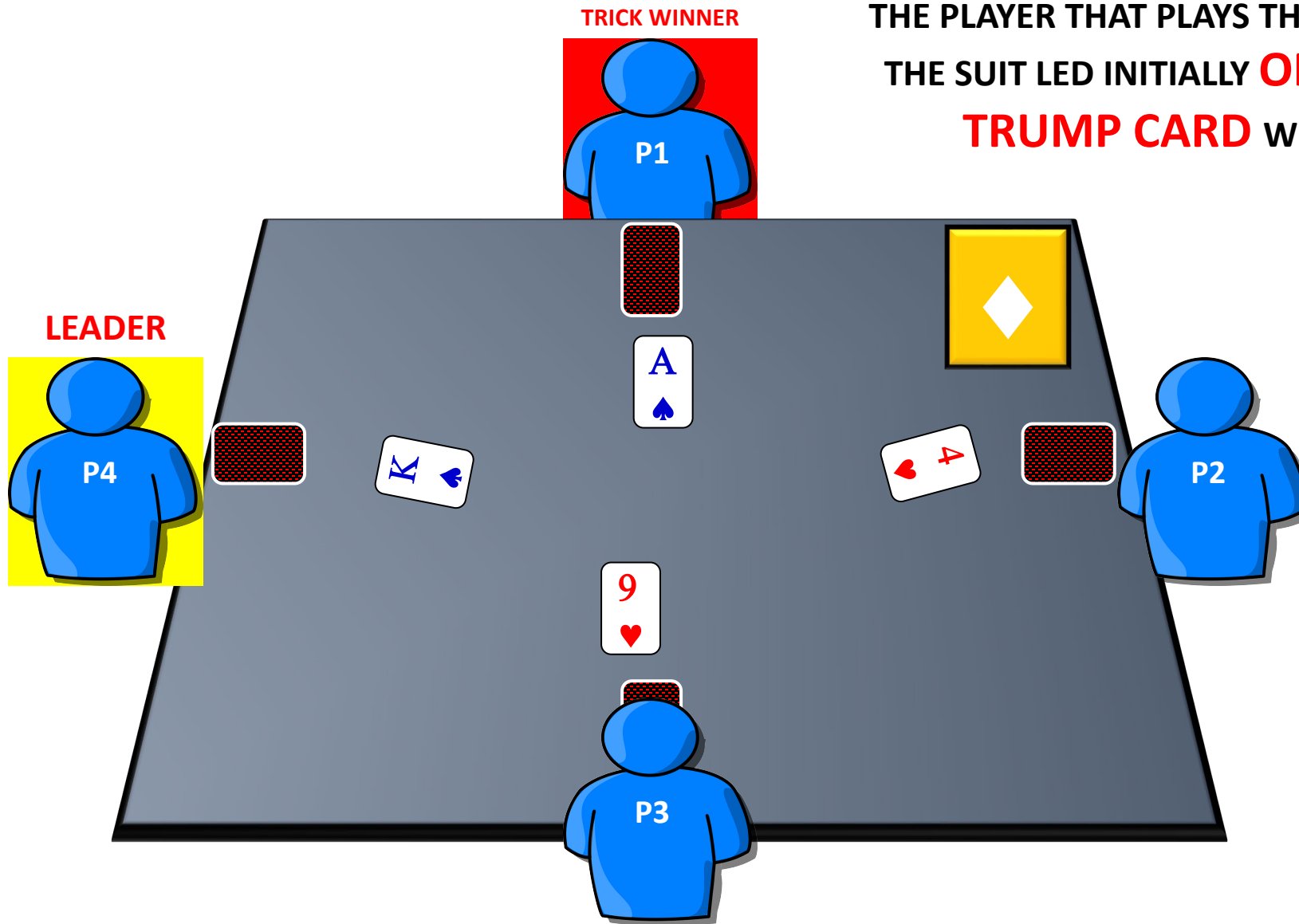
P1

P3

P2

P4

THE PLAYER THAT PLAYS THE HIGHEST CARD, OF THE SUIT LED INITIALLY **OR THE HIGHEST TRUMP CARD** WINS THE TRICK.



SEE YOU NEXT WEEK