

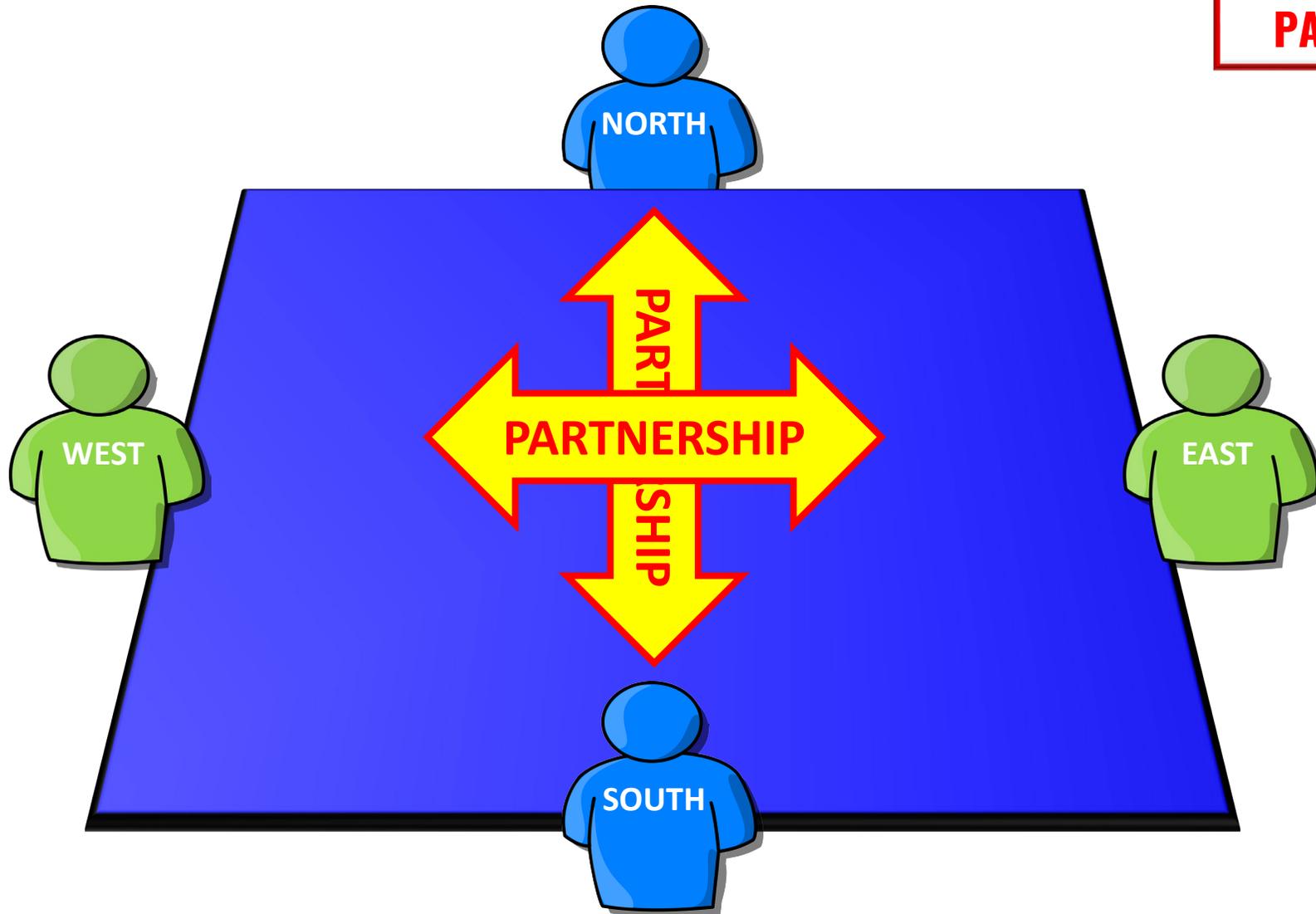
Bridg**e**
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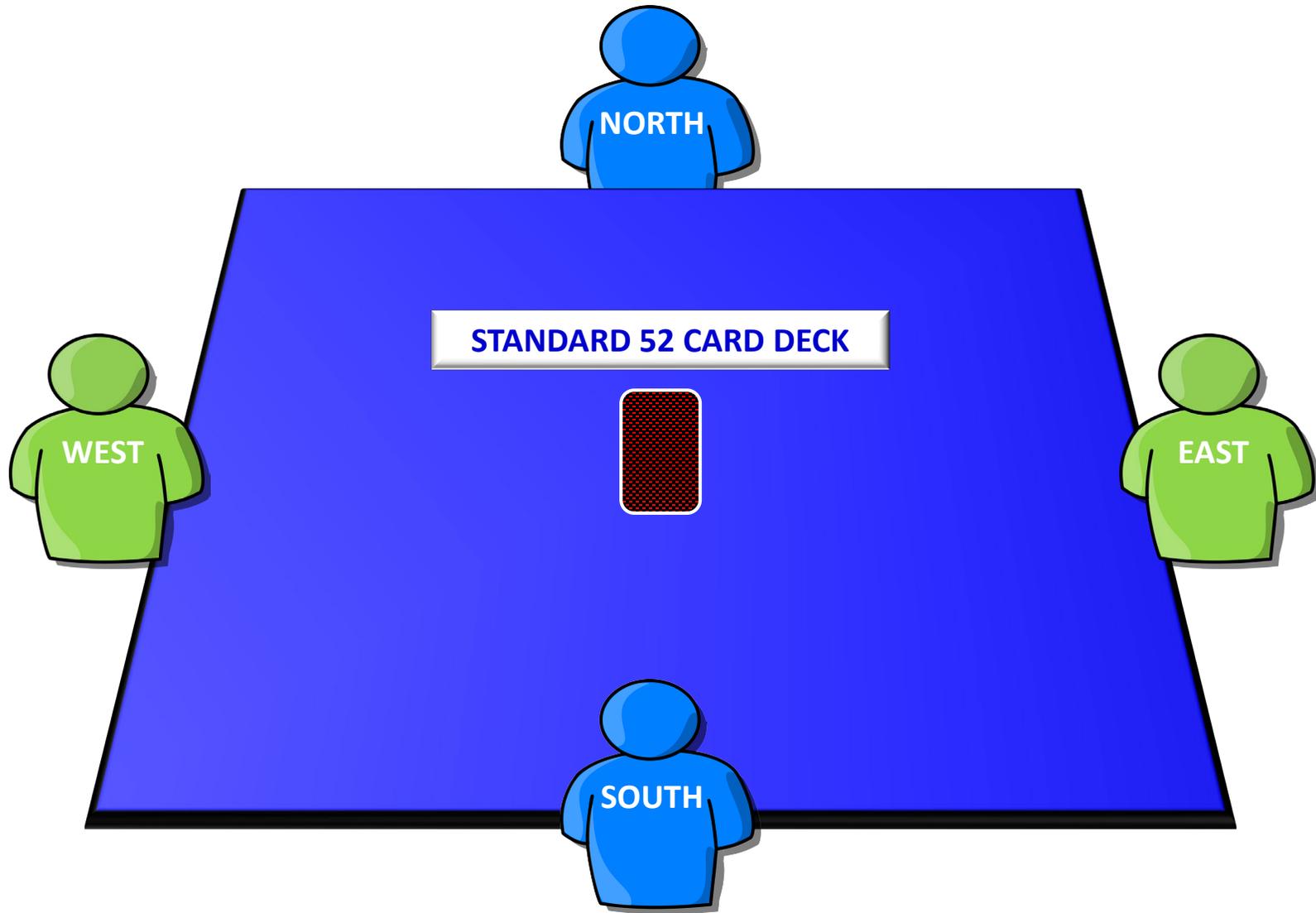
BEGINNING BRIDGE SERIES

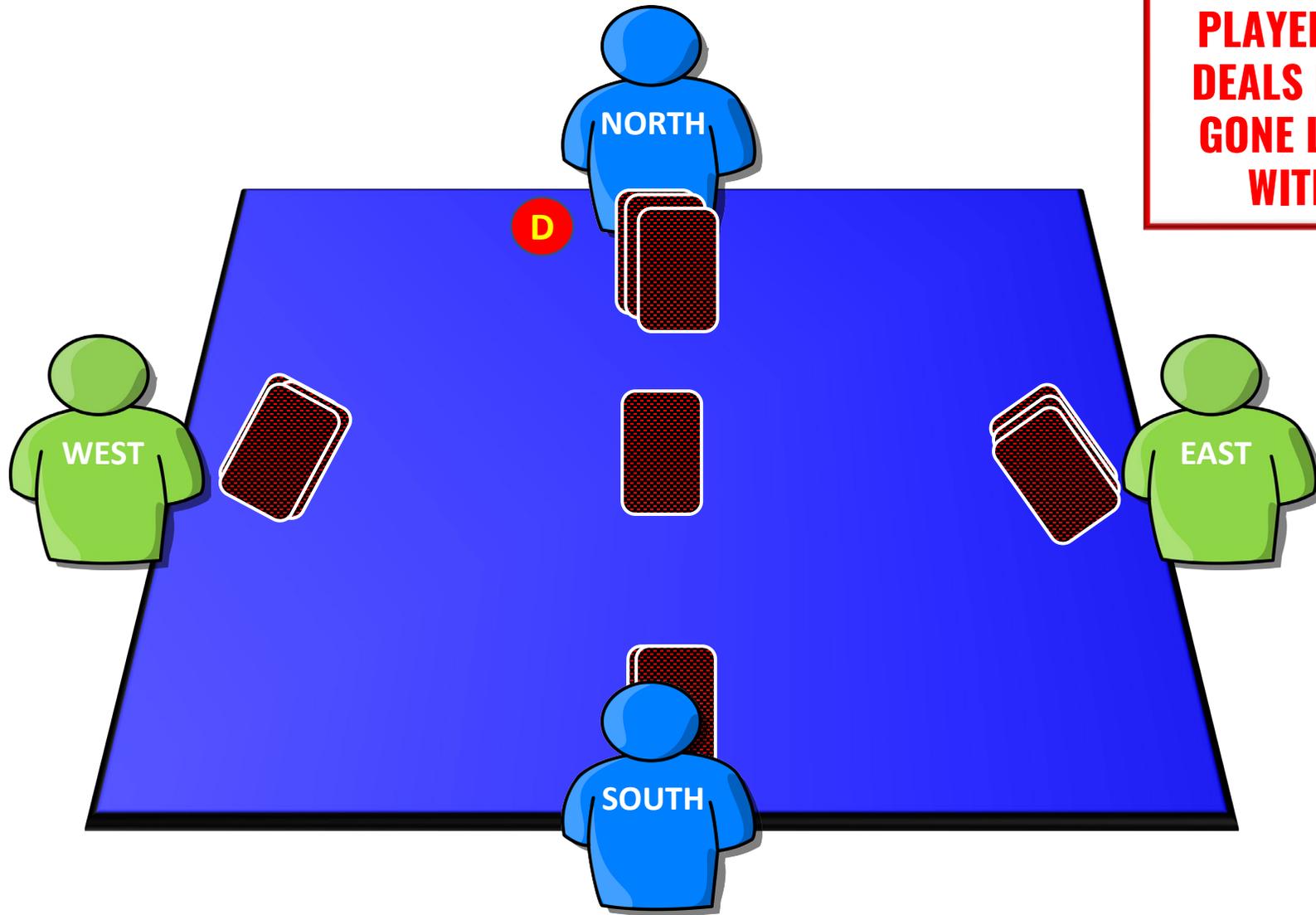
WHAT IS BRIDGE?

WHAT IS BRIDGE

2 vs 2
PARTNERSHIP GAME







**DEALER STARTS WITH THE
PLAYER TO THE LEFT AND
DEALS UNTIL THE DECK IS
GONE LEAVING 13 CARDS
WITH EACH PLAYER**

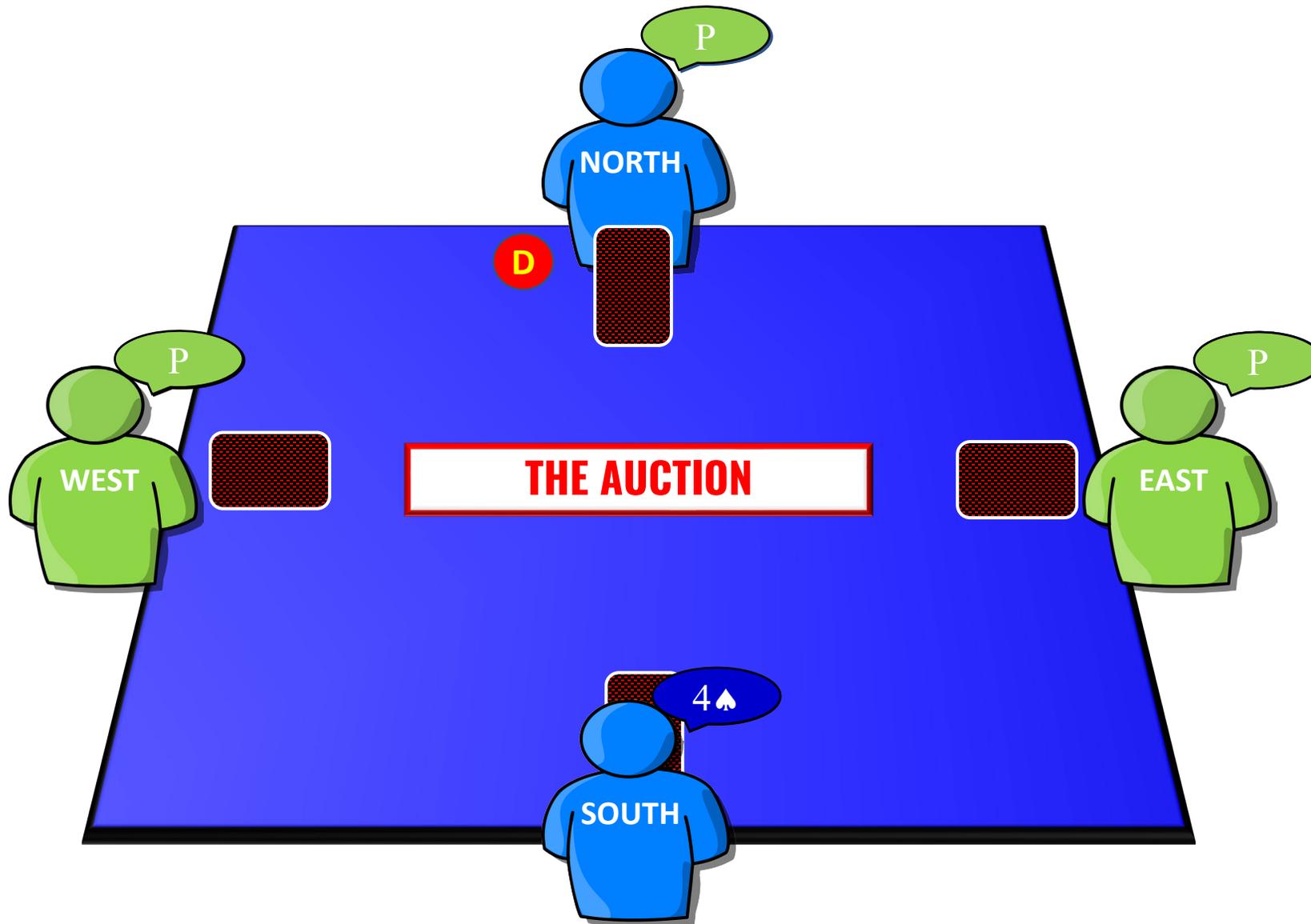
1: THE AUCTION

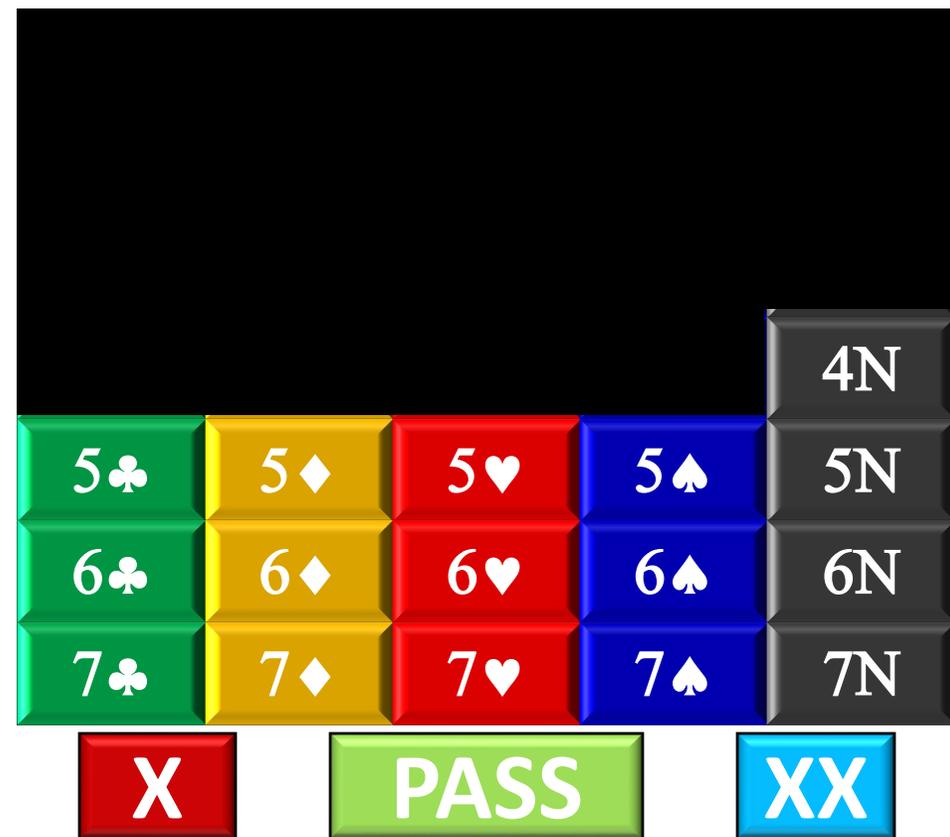
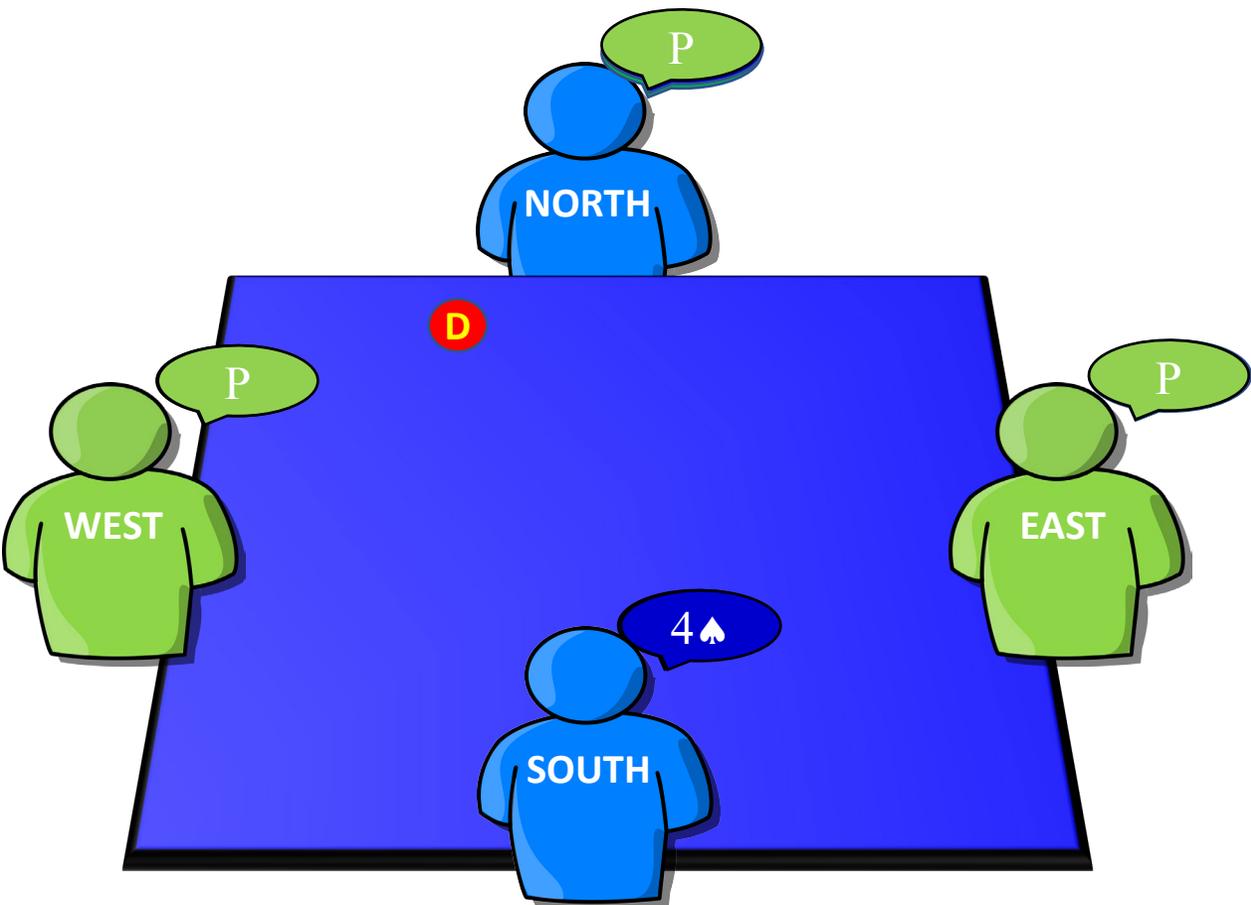
TWO PARTS TO EVERY BRIDGE HAND

2: THE PLAY

THE AUCTION

The auction starts every bridge hand. Using bids, each player can exchange information with their partner to determine how many total tricks they might take together, and where those tricks may be coming from. Once enough information is exchanged, one side will arrive at the final “contract” and the play will begin.





THE BRIDGE AUCTION

RULES FOR BRIDGE AUCTIONS

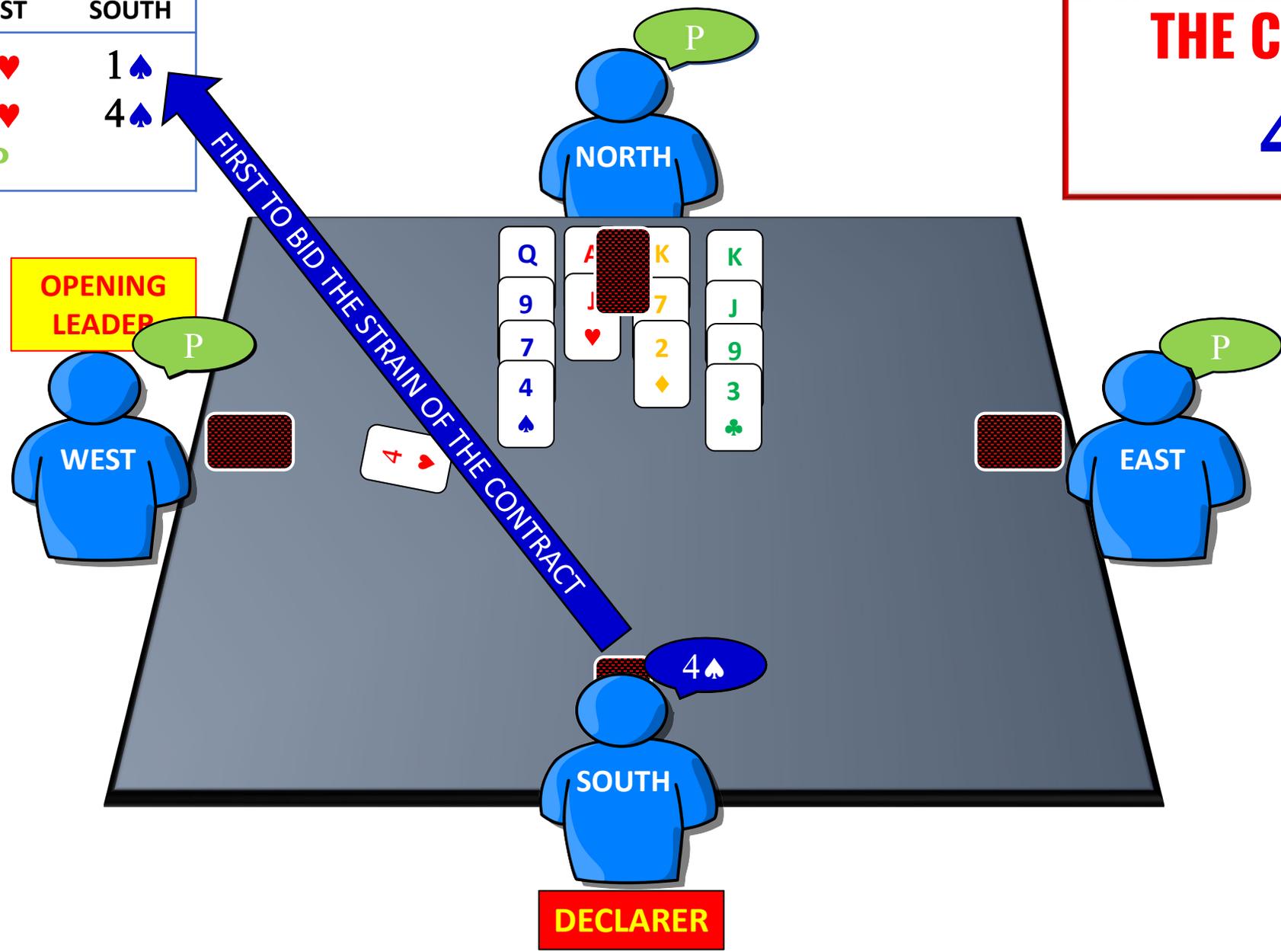
- **THE DEALER STARTS THE AUCTION**
 - They can choose to make a bid or to pass.
- **THE AUCTION THEN PROCEEDS CLOCKWISE AROUND THE TABLE.**
 - Each player will have the same choice on their turn; make a bid or pass.
 - Players may get multiple turns to “bid or pass” during an auction.
- **THE AUCTION CONTINUES UNTIL THREE CONSECUTIVE PASSES OCCUR.**
 - Or if all four players pass on their initial turn (this is called a “**pass-out**”)
- **THE LAST BID MADE DURING THE AUCTION IS “THE CONTRACT”.**
- **PLAYER THAT BID THE SUIT/NT OF THE CONTRACT FIRST IS “THE DECLARER”**

THE PLAY

The player to the left of the declarer starts the play by making the “**Opening Lead**”. After this **opening lead**, the partner of the declarer puts their entire hand face up on the table. The declarer will now make all the decisions for both hands (their hidden hand & the **face up dummy**). A card from **dummy** is played directly after the opening lead and trick one concludes clockwise with the declarer playing the last card to that trick. Play continues as normal until all 13 tricks are played. Each team counts the number of tricks won and records the result.

WEST	NORTH	EAST	SOUTH
	1 ♣	1 ♥	1 ♠
2 ♥	2 ♠	3 ♥	4 ♠
P	P	P	

THE CONTRACT
4 ♠



RULES FOR THE PLAY OF BRIDGE HANDS

- **THE OPENING LEAD STARTS THE PLAY** (Always the player to the left of the declarer)
- **PLAY CONTINUES CLOCKWISE, BY TRICK TAKING RULES, UNTIL ALL THE CARDS ARE GONE**
 - **Thirteen tricks in every bridge hand.**
- **THE CONTRACT WILL DETERMINE HOW MANY TRICKS ARE NEEDED TO WIN.**
 - **6 + the level of the contract** are the tricks needed for success.
 - **Contract: 4 Hearts – 10 tricks** needed
 - **Contract: 2 Clubs – 8 tricks** needed
 - **Contract: 7 Spades – 13 tricks** needed
- **IF DECLARER TAKES AT LEAST THE NUMBER OF TRICKS NEEDED FOR THE CONTRACT;**
 - **Their side is awarded a positive score corresponding to the contract level they bid.**
- **IF DECLARER DOES NOT TAKE THE NUMBER OF TRICKS NEEDED FOR THE CONTRACT**
 - **Their side is penalized for each trick they are away from the required number**
 - **7 tricks taken in a 4 level contract = - 3 or “down 3”**
 - **6 tricks taken in a 1 level contract = - 1 or “down 1”**