



Bridge Card Game Rules Pdf

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Bridge Basics

The Players: Bridge is a card game played by 4 people in 2 pairs or partnerships. Partners sit across the table from each other. One pair is the North/South pair and the other is the East/West pair.

The Cards: The card deck consists of 52 cards in 4 suits: clubs, diamonds, hearts and spades. There are 13 cards in each suit. There are many guidelines and caveats to help you reach Game or Slam or to know when they are impossible. Here are some:

SLOW SHOWS — Strong (“Let’s think about Slam, go slowly, make every bid count to show our controls.”)

FAST ARRIVAL — Weak (“Slam unlikely, let’s get right to Game and stop there.”).

All the elaborate bidding rules and conventions are designed to help you and your partner guess the number of tricks you can take and determine what is your combined best suit. Dealer bids first, then bidding continues clockwise until there are three passes.

First choice: A major (hearts or spades) if you have at least an 8-card fit.

Second choice: Notrump if you have balanced strength and no fit in a major suit.

Third choice: A minor (clubs or diamonds) if you have at least an 8-card fit and unbalanced strength.

MiniBridge enables you to start playing bridge right away without having to know all the rules for bidding. Everything you learn in MiniBridge is relevant to real bridge i.e. counting your points, how to play the cards, game and part score contracts, scoring etc.

HOW TO PLAY MINIBRIDGE 1. First goal is to find an 8-card fit in a major suit. No 5-card major suit. More diamonds than clubs or 4 of each. No 5-card major suit. More clubs than diamonds or 3 of each. With 3-card support, raise the suit. With 5 cards in any other suit and 10+ pts, bid new suit at 2 level; otherwise bid NT*.

With 3-card support, raise the suit.