

## BEGINNERS' LESSONS Welcome

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#### **Lesson One**

Introduction to Bridge

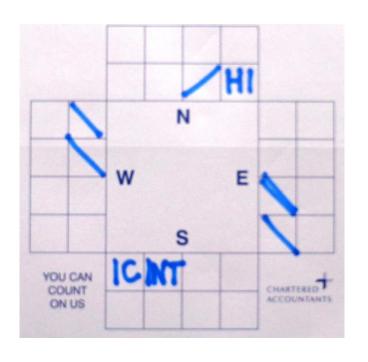


### Lesson One – Introduction to Bridge

The Game of bridge is played in 2 distinct phases:

#### PHASE I

The Auction ... each person in the partnership 'talks' to each other to describe what they have in their hand to work out the best contract

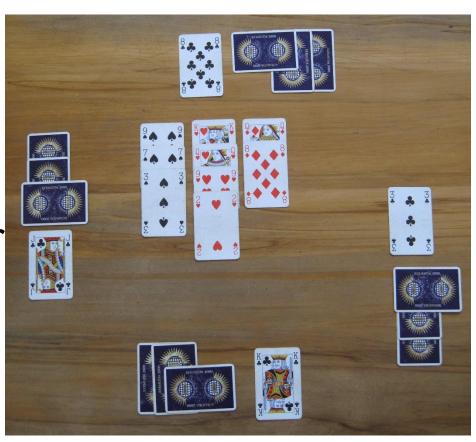




### Lesson One – Introduction to Bridge

#### PHASE 2

The Play ... the winning partnership now needs to fulfil their contract





#### PHASE I - The Auction

- The process of 'talking' to each other to describe the contents of your hand
- The Dealer is the first person to bid
- Bids must be made in the correct order
- Bids are made clockwise
- If you have nothing to say ...you can PASS!





#### PHASE I – The Auction

- Bidding is written down
- The auction concludes when there have been 3 passes in a row
- The Contract is the last bid made before those 3 passes
- The player who bids the suit first will be the **Declarer**





# PHASE 2 – The Play of the Hand

- The Declarer is the person who plays the hand
- The opening lead is made by the person on Declarer's left
- Dummy lays their cards out on the table with the trump suit on their right
- •The cards laid on the table are also known as the **Dummy**



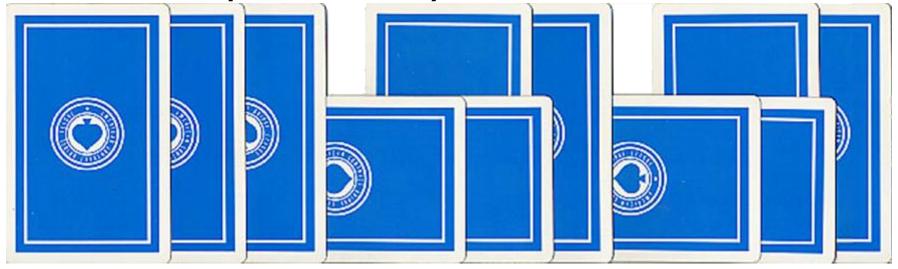
### PHASE 2 - Play of the Hand

- Declarer plays their own cards AND Dummy's cards
- A trick is a collection of 4 cards one from each player
- A player must follow suit where possible
- The highest card of the suit led wins the trick UNLESS a trump is played
- If you win the trick, you lead to the next trick



#### How the Cards are Placed

- Each player keeps their own cards in front of them
- If you win the trick the card is placed vertically in front of you
- If you lose the trick the card is placed horizontally in front of you



### Ranking of Cards in a Suit

Cards are ranked from highest to lowest

AKQJ1098765432



Ranking of the Suits

No Trumps

**S**pades

Hearts

**D**iamonds

Clubs













*	1 •	I♥	<b> </b>	INT
2*	2 ♦	2♥	2♠	2NT
3 🚓	3 ♦	3 ♥	3 ♠	3NT
4.	4 ♦	4♥	<b>4</b> 🖍	4NT
5 <b>.</b> *	5♦	5♥	5 ♠	5NT
<b>6*</b>	6 •	6♥	<b>6</b> ♠	6NT
7.	7♦	7♥	7♠	7NT

The I-level bid means you plan to win 6 + I tricks (7)

2-level 6 + **2** (8 tricks), 3-level 6 + **3** (9 tricks) etc



*	I <b>♦</b>	I 🗸	<b> </b>	INT
2*	2♦	2♥	2 🌲	2NT
3 🚓	3 ♦	3♥	3 ♠	3NT
4*	4♦	4♥	<b>4</b> 🖍	4NT
<b>5*</b>	5♦	5♥	<b>5</b> 🖍	5NT
<b>6.</b>	6♦	6♥	6♠	6NT
7*	7♦	7♥	<b>7</b> 🛧	7NT

If bidding, your bid cannot be a lower ranked suit at the same level as the previous bid.



♣	I •	I 🗸	<b>I</b> 🛧	INT
2*	2♦	2♥	2♠	2NT
3*	3 ♦	3♥	3 ♠	3NT
4.	4♦	4♥	<b>4</b> 🖍	4NT
<b>5 *</b>	5♦	5♥	<b>5</b> 🛧	5NT
<b>6*</b>	6♦	6♥	<b>6</b> ♠	6NT
7.	7♦	7♥	<b>7</b> ♠	7NT

#### **EXAMPLE**

if someone bids I ◆ the next person <u>CANNOT</u> bid I ♣ If they want to bid clubs, they would have to bid 2 ♣

♣	I ♦	I 🗸	I 🌲	INT
2*	2♦	2♥	2♠	2NT
3*	3 ♦	3♥	3 ♠	3NT
4.	4 ♦	4♥	4 🖍	4NT
<b>5 *</b>	5♦	5♥	<b>5</b> 🛦	5NT
<b>6*</b>	6♦	6♥	<b>6</b> 🖍	6NT
7 <b>.</b> *	7♦	7♥	7♠	7NT

#### Game scores are worth a lot more!

NoTrumps is at the 3-level, Majors at the 4-level and minors at the 5-level



*	I •	I 🗸	<b>I</b> 🛧	INT
2*	2♦	2♥	2♠	2NT
3 🚓	3 ♦	3♥	3 ♠	3NT
4.	4 ♦	4♥	<b>4</b> •	4NT
<b>5*</b>	5♦	5♥	<b>5</b> 🛧	5NT
<b>6*</b>	6♦	6♥	<b>6</b> ♠	6NT
<b>7</b> ♣	7♦	7♥	<b>7</b> 🛧	7NT

Slam scores are better still!

Slam

**Grand Slam** 



### The contract Suit









- Naming a suit as the contract is the suit to be trumps
- Trumps is the dominant suit
- A card from the trump suit is more powerful than any other card
- NoTrumps means that there is no dominant suit



#### Value of the Honour Cards

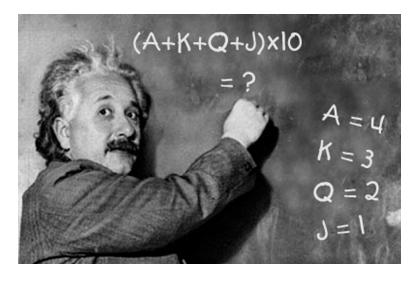
Add your High Card Points (HCP) together

Ace  $\mathbf{A} = 4$  points

King K = 3 points

Queen Q = 2 points

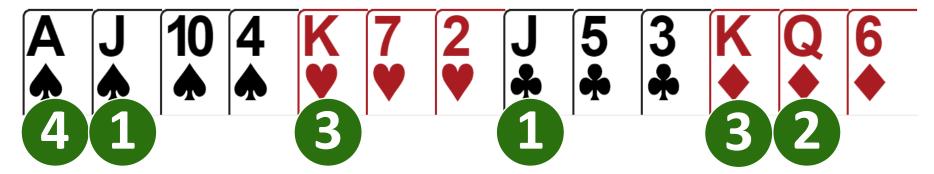
Jack J = I point



Each suit total = 
$$10$$
 points Each deal total  $40$  points



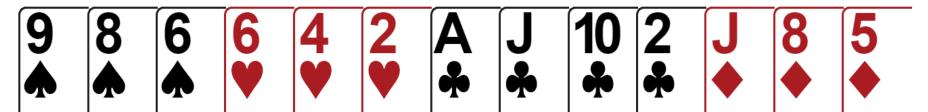
#### **How many High Card Points?**







#### **How many High Card Points?**







#### **How many High Card Points?**







### Finding a Fit

- A Fit is 8+ cards in one suit
   between the two hands
- If there is a fit in a major suit, then this will be the trump suit
- If there is no fit, then choose
   NoTrumps





### Finding a Fit

- If there is a fit in a minor, then
  you can choose whether to play
  in the minor or in NoTrumps
- The **quality** of the cards does not matter ... there just have to be 8 or more of them in the suit





## Which suit has a fit? 8+ cards between the two hands



## Which suit has a fit? 8+ cards between the two hands

10 9 4 2 5 Q 5 K Q 10 7 6 ♣ ♣ ♣ ♣ ♦ ♦ ♦ ♦

K 7 6 3 A Q J K J 10 8 J 5 ↑



# What is the Partnership looking for?

• STEP ONE: Find a fit

• **STEPTWO**: Decide the level to play the contract at

Partscore Total Points than 25

Game Total Points 25 – 32

Slam Total Points

33+



#### What is GAME?

- You get a large bonus for bidding and making a GAME contract
- The number of tricks required to make game depends on the trump suit or NoTrumps

3NT - 9 tricks

**4 ∨** / **♠** - | 10 tricks

5♣/♦ - II tricks



### **GAME Contracts**

♣	I •	I 🗸	I A	INT
2.	2 ♦	2♥	2♠	2NT
3*	3 ♦	3♥	3♠	3NT
4.	4 ♦	4♥	<b>4</b> 🖍	4NT
<b>5 *</b>	5♦	5♥	<b>5</b> 🛦	5NT
<b>6*</b>	6♦	6♥	<b>6</b> ♠	6NT
<b>7 </b>	7♦	7♥	7♠	7NT



### Homework (sorry)

LESSON 1 QUIZ

### **NZB**rîdge

#### **Introduction to Bridge**

- 1. Who starts the auction?
- 2. How do you decide the contract?
- 3. What do you need to bid game?
- 4. What are the game contracts?
- 5. What is a trick?
- 6. What do you need to choose a trump suit?
- 7. When do you bid no trumps?
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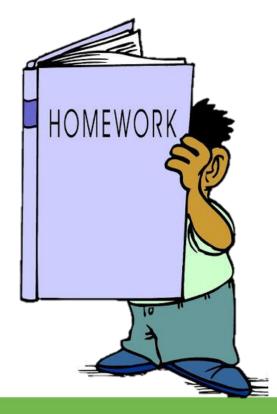


#### **Practice and Review**

- Review tonight's lesson notes as soon as possible
- Review lesson notes again before next week's

lesson

Do your homework – Quiz I
 ..... Please







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