

Introduction to Bridge

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| 1. Who starts the auction? | <u>Dealer</u> |
| 2. How do you decide the contract? | <u>Declarer chooses a trump suit if a fit is possible, otherwise chooses NT</u> |
| 3. What do you need to bid game? | <u>25+ HCP (High Card Points)</u> |
| 4. What are the game contracts? | <u>3NT 4♥ 4♠ 5♣ 5♦</u> |
| 5. What is a trick? | <u>Collection of 4 cards from each player</u> |
| 6. What do you need to choose a trump suit? | <u>A fit of at least 8+ cards</u> |
| 7. When do you bid no trumps? | <u>When you don't have a fit in a suit</u> |
| 8. What is the minimum number of tricks you need to make a contract? | <u>7 tricks</u> |



In the photo above:

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| 9. Who is the dummy? | <u>North</u> |
| 10. Who is the declarer? | <u>South</u> |
| 11. Who made the opening lead? | <u>West</u> |