

# Introduction to Bridge

## Lesson Content

Brief description and vocabulary of the 2 parts to the game  
 The mechanics of play - tricks, trumps, notrumps, dealer, declarer, dummy  
 Suit ranking, High Card Points, HCP, Finding a fit  
 Mini Bridge – **please note that there is no auction during this lesson**

## Main Points to Emphasise

A fit is 8+ cards between the two hands  
 Declarer to choose the best contract - trump suit or notrumps  
 Declarer to choose the best level - partscore (7 tricks) or game - large bonus for games

## Lesson Progression

**Keep talking to a minimum** – Try and get the class handling cards as soon as possible. Elicit as much from the class as you can – encourage questions from class.  
 A good way to explain the language of bridge is to compare it with learning French for example. You learn a new vocabulary, such as the bids 1♣ - 7NT, declarer, dealer, dummy and so on.  
 Stress the best asset at the table is not your aces and kings but **your partner**.  
 So, re-emphasise the partnership aspect of the game.

Place hand 1 on each table

## Explain

In bridge we have the auction and then the play. Today we concentrate on the play.  
 Deal Hand 1 – and sort cards into suits. Show how tricks are displayed. Discuss  
 Ranking of the cards and the card values (High card points)

## Rules of Mini Bridge (No auction yet)

- Players announce their points either verbally or written on the bidding pad
- The partnership with the most points becomes the declaring side
- Within that partnership, the player with the most points becomes the **declarer**.
- Opening lead comes from the player on declarer's left
- **dummy** is tabled

Explain **fit**. If no fit – play notrumps.

Declarer looks at dummy before deciding to choose a trump suit or NT.

- Declarer chooses **trumps** – ask why – longest or best suit? AKQ or AJ654

Explain concept of a trump suit (or boss suit)

Play hands 2-4 and then break for supper

Now introduce **game**. Declarer to choose game or partscore.

You need 25 HCP to be in game.

If you don't have 25 HCP, you just have to make 7 tricks

An easy way to remember the necessary levels for game is **3 4 5**.

You have to make 9, 10 or 11 tricks depending on the game.

Emphasis is on the **majors** (♠ & ♥) and **notrumps**

Play remaining hands 5-8