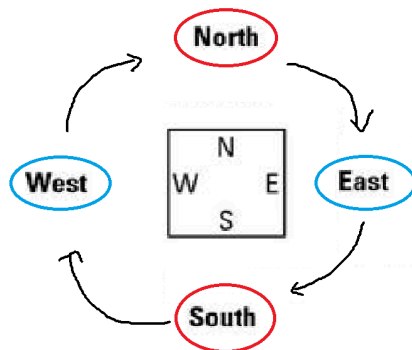


Lesson 1: Bridge basics

1.1 Gameplay

- Standard 52 card deck, A is high
- 4 players each get 13 cards
- Teams of two seated opposite each other

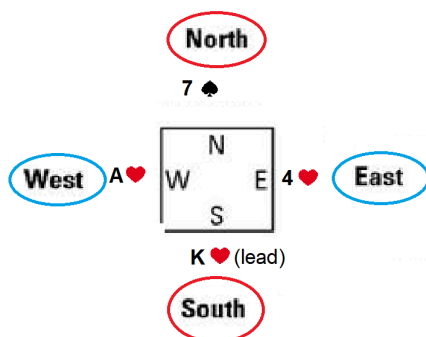


NS (North South) play together

EW (East West) play together

- Trick taking game – Each player will play one card (clockwise) and the highest card wins. The cards played are discarded and the player that won plays again.
- It does not matter which player on a team wins a trick. Only tricks matter.
- Players must follow suit. If they cannot, they can discard anything but cannot win the trick (*unless the suit is trump, explained below)
- Play is either in NT (no trump) or a suit contract ($\spadesuit\heartsuit\diamondsuit\clubsuit$). If it is a suit contract, one suit (ie spades) is trump, which means that suit is better than all other suits

Example:



Hearts was led, everyone must play hearts if they have it

In NT (No Trump), West would win the trick

In a Spade contract, North would win.

In bridge, there is the gameplay (playing 13 tricks until all the cards run out), but there is also an auction that happens after the cards are dealt but before any cards are played that determines the Contract. Therefore, you can think of a round of bridge as two parts: (1) the auction and (2) the gameplay.

1.2 The Auction

The auction is what separates Bridge (game of champions) from other weak ass card games. This part is considered complicated and difficult to learn, but that's not really true if you use your brain properly.

The auction determines the trump suit and how many tricks the team that decides trump must take. A team could take between 0-13 tricks, however, since choosing the trump suit gives a team an advantage, choosing a trump suit requires you to take a majority of the tricks: 7+.

Therefore, you cannot bid less than 7 tricks. A bid is a suit you want to be trump, and the number of tricks you will take. By convention, the bidding starts at the "1 level", which means you need to take 7 tricks. If you bid to level X, you must take 6+X tricks.



Above is every possible contract. Terminology: Majors and Minors (more on this later)

Quiz: How many tricks must you take in the following contracts?

1. 1NT (7)
2. 4♣ (10)
3. 6♠ (12)

In the auction, every player has a chance to bid after a player makes a bid. If three players pass, the last bid becomes the contract. In order to bid, you must bid higher than the previous bid. The suit strength is in alphabetical order: Clubs (weakest), Diamonds, Hearts, Spades, NT (strongest).

An increase in level is stronger than the previous level.

Below are examples of auctions:

W	N	E	S
1♦	PASS	PASS	PASS

Contract: 1♦W

W	N	E	S
1♥	PASS	1NT	PASS
PASS	PASS		

Contract: 1 NT E

W	N	E	S
1NT	PASS	2♥	PASS
2♠	PASS	3♠	PASS
4♠	PASS	PASS	PASS

Contract: 4♠W

W	N	E	S
1♦	1♥	PASS	1♠
2♦	2♠	PASS	PASS
PASS			

Contract: 2♠S* (explained below)

W	N	E	S
1♦	PASS	1♥	PASS
PASS	1♠	PASS	PASS
PASS			

Contract: 1♠N (note you can bid even if you have passed previously)

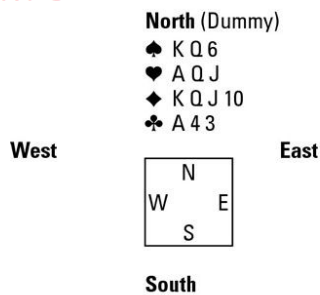
Which player on a team “chooses” the contract is important. The first player on a team that bids the suit that becomes trump becomes “Declarer”.

1.2 Gameplay: Declarer, Dummy, and the defense:

The team that chooses the contract can be considered the “offense”. The opponents are the “defense”. The person that chooses the contract is “declarer”, and their partner is the “dummy”.

Once the bidding is over (and the defense has chosen the first card to play), the dummy hand **is played face up for everyone to see**.

3NT S

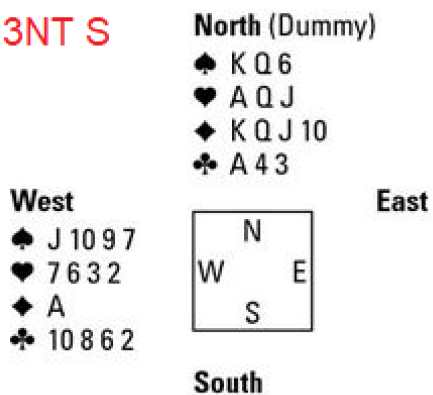


3NT S contract means:

NS team must take $6+3=9$ tricks in No Trump

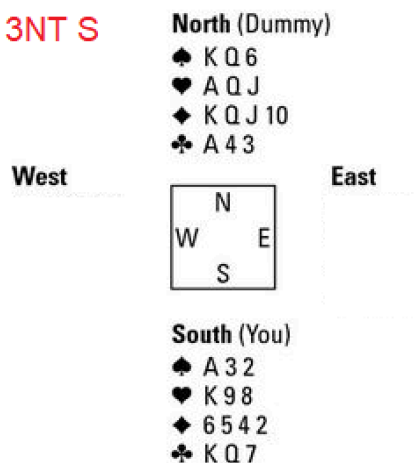
North is dummy and is face up for everyone to see

3NT S



West POV

3NT S



South POV

Declarer (South) chooses what cards Dummy (North) plays

The player before dummy (West) starts by playing the first card. This is called the opening lead.

Scoring:

Once all tricks are played, they are counted up and the round gets scored. If the offense gets to their contract, they make some points, with a bonus for each additional trick.

If the offense does not get to the contract, the defense gets some points, with a bonus for each additional trick

Points can be written as + or - : NS +100 is the same as EW -100

Exact scoring is convoluted and not particularly important for us.

Summary:

Teams of two with partner opposite

Every player gets 13 cards from a normal 52 card deck (A high)

Phase 1: Bidding in order to find out which team is offense and which is defense, and how many tricks must be taken by the offense, and what the trump suit is

Phase 2: Gameplay where cards are played. Dummy is face up and declarer plays for them

If a contract is made, offense gets points. If not, defense gets points

Now: Let's play!

Some places you can play:

- [Into Bridge](#)
- [Bridge Base Online](#)
- [Funbridge \(App\)](#)