

LANGUAGE AND MECHANICS

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BRIDGE SEATS

- 4 PLAYERS
- 2 PARTNERSHIPS

BRIDGE DECK

- 52 CARDS
- 4 TRUMP SUITS + NO TRUMP
- 13 CARDS IN EACH TRUMP SUIT

BRIDGE HAND

- 13 CARDS FOR EACH PLAYER
- 4 CARDS ON EACH TRICK
- 13 TRICKS IN EACH HAND

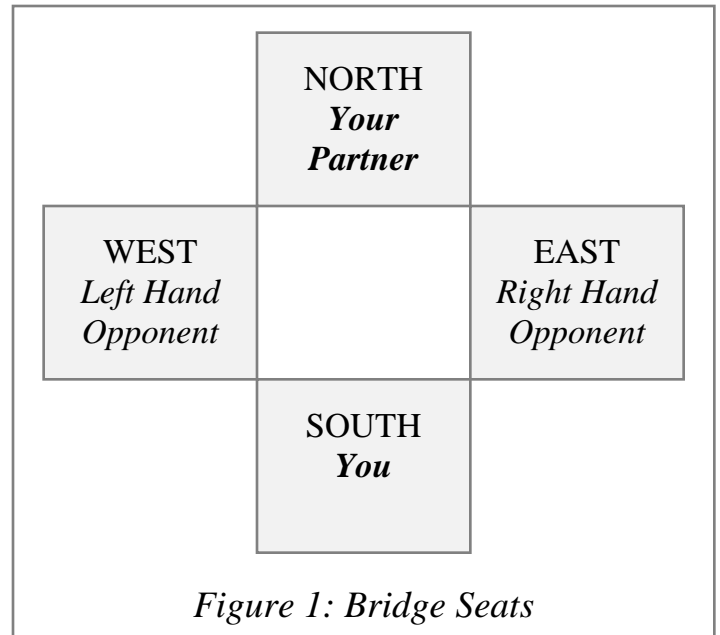


Figure 1: Bridge Seats

RANK				Highest										Lowest									
		SUIT		CARDS (T = 10)																			
Highest		No Trump		HIGH CARDS					SPOT CARDS														
MAJOR	Spades	♠	A K Q J T	9	8	7	6	5	4	3	2												
	Hearts	♥	A K Q J T	9	8	7	6	5	4	3	2												
MINOR	Diamonds	♦	A K Q J T	9	8	7	6	5	4	3	2												
	Clubs	♣	A K Q J T	9	8	7	6	5	4	3	2												
Lowest		SUIT		CARDS (T = 10)																			

Figure 2: Bridge Deck and Suits

DEAL THE HAND

The *dealer* deals all of the cards one at a time face down, clockwise, starting with the dealers *left hand opponent*. While the cards are being dealt, dealer's partner shuffles a second deck to prepare it for the next hand.

After the cards are dealt, each player arranges their 13 cards as he/she sees fit. Most players arrange the cards in each suit in ascending or descending order and alternate their red and black suits for clarity.

DEAL
BID
PLAY
Declarer Defenders
SCORE

Figure 3: Play Hand

BID THE HAND

After the deal is complete and the players have arranged their hand, a ***bidding auction*** is held to determine:

- ✓ which partnership will play offense and which will play defense
- ✓ the least number of tricks the offense must take to score points
- ✓ which suit, if any, will be the trump suit.

The end result of the auction is the ***contract*** for the hand.

As shown on the right, each contract bid contains two parts:

• ***A Level:***

The number of tricks above six (the ***book***) that must be taken if the partnership that made the bid wins the bidding auction.

• ***A Strain:***

Either no trump or the trump suit if the partnership that made the bid wins the bidding auction.

CONTRACT BID	
LEVEL	STRAIN
<i>Trick Count</i>	<i>Trump Suit</i>
3	♠

For example: A final contract bid of "3 Spades by South" means:

- ✓ South will be the ***declarer*** and will play the hand for the offense.
- ✓ South must take at least 9 tricks (6 book + 3 bid) to ***make the contract***.
- ✓ The trump suit is spades.
- ✓ East-West will play defense.
- ✓ The defense must take at least 5 (13 - 9 + 1) tricks to ***set (defeat) the contract***.

CONTRACT BIDS					TRICKS TO MAKE		
Pass	1♣	1♦	1♥	1♠	1 NT	<i>Lowest</i>	6 + 1 = 7
	2♣	2♦	2♥	2♠	2 NT		6 + 2 = 8
Double	3♣	3♦	3♥	3♠	3 NT		6 + 3 = 9
ReDoub	4♣	4♦	4♥	4♠	4 NT		6 + 4 = 10
	5♣	5♦	5♥	5♠	5 NT		6 + 5 = 11
	6♣	6♦	6♥	6♠	6 NT		6 + 6 = 12
	7♣	7♦	7♥	7♠	7 NT	<i>Highest</i>	6 + 7 = 13
	<i>Lowest</i>					<i>Highest</i>	

Figure 4: Bridge Bids

THE BIDS

Figure 4 shows all of the possible *contract bids* in rank order. Each contract bid specifies a *level*, a number of tricks above the book, and a *strain*, either a trump suit or no trump. The *bid rank* is a combination of the numeric level and the rank of the strain. A bid of **1♣** has a lower rank than either a bid of **1♦** (higher strain) or a bid of **2♣** (higher level).

The most used bid is *Pass* which means that the player does not want to make a bid. The *Double* and *Redouble* bids will be discussed later.

THE AUCTION

BIDDING RULES

- ✓ Bidding is clockwise starting with the dealer.
- ✓ If the first four bids are *pass* the hand is not played.
- ✓ Each bid must **either** be a contract bid that is higher than the previous contract bid **or** it must be *pass*, *double*, or *redouble*.
- ✓ The auction ends after three consecutive passes.

Unlike some games, a player that passes on a turn may make a contract bid on the next turn.

The partnership that makes that last contract bid wins the contract. The *declarer* is the player in the winning partnership who was the **first to bid** the trump suit or no trump specified by the final contract bid.

AN EXAMPLE

- Your partner (North), who was the dealer, made the first bid which was *pass*.
- Your right hand opponent (East) opened the bidding with a contract bid of **1♥**.
- You (South) bid **1♠** which is a higher ranking contract bid because Spades have a higher suit rank than Hearts.
- Your left hand opponent (West) passed.
- Your partner (North) bid **2♠**.
- Three consecutive passes finished the auction.
- The contract for the hand is "Two Spades by South".
- You (South) are the declarer because you were the first player in your partnership to bid Spades.
- Your partner (North) is the dummy.
- You must take at least 8 (6 + 2) tricks to make the contract.
- Your opponents must take at least 6 (13 - 8 + 1) tricks to defeat the contract.

North	East	South	West
Pass	1♥	1♠	Pass
2♠	Pass	Pass	Pass

SOUTH - YOU

♠	K Q T 7 2
♥	A J T
♦	T 2
♣	K T 5

PLAY THE HAND

The opponent to the left of the declarer makes the *opening lead* for the defense. After the opening lead is made, declarer's partner tables his/her cards face up. This exposed hand is called the *dummy*. The declarer plays the cards in both his/her hand and the dummy hand.

- ### PLAYING RULES
- ✓ The player to the left of the declarer makes the opening lead.
 - ✓ Declarer's partner tables the dummy after the opening lead.
 - ✓ Play proceeds clockwise until four cards have been played on the trick.
 - ✓ Each player must follow the lead suit unless the hand is void in the suit.
 - ✓ The highest trump or the highest card in the lead suit wins the trick.
 - ✓ The player that played the winning card on a trick makes the lead for the next trick.

Note that unlike some games, a player does not have to "beat the trick" and does not have to trump if unable to follow suit.

SCORE THE HAND

At the end of play, points are awarded based on the final contract bid and whether or not declarer took enough tricks to make the contract.

If declarer makes the contract, the offensive partnership earns score points in two ways:

- Trick points for each trick above book (tricks 7 — 13).
- Bonus points if the contract was a *game contract*.

DECLARER TRICK POINTS

TRUMP SUIT	TRICKS		
	0 — 6	7	8 — 13
No Trump	0 Each	40	30 Each
Major (♥ or ♠)	0 Each	30	30 Each
Minor (♣ or ♦)	0 Each	20	20 Each

GAME CONTRACTS

NEED 100 POINTS FOR GAME		
CONTRACT	TRICKS	SCORE
3NT	6 + 3 = 9	40 + 2×30 = 100
4♥ or 4♠	6 + 4 = 10	4×30 = 120
5♣ or 5♦	6 + 5 = 11	5×20 = 100

Declarer does not earn a game bonus if the offensive partnership did not bid a game contract even though declarer might have taken enough tricks to make a game contract.

The defensive partnership earns penalty points only if they take enough tricks to set (defeat) the contract.