

Rules of Mini Bridge

“Bidding”:

- 1) There are four players in partnerships. Partners should sit opposite one another.
- 2) The rank of the cards is Ace (high), King, Queen, Jack, 10,9,8,7,6,5,4,3,2.
- 3) Each player deals in turn, clockwise around the table. The dealer shuffles the cards and deals the entire deck, one card at a time starting with the player on his left.
- 4) Each player counts the high card points in his hand using the normal point count method (Ace =4, King=3, Queen=2, Jack=1).
- 5) Starting with the dealer, and moving clockwise around the table, each player announces the number of points held. If the total does not equal forty points, they try again.
- 6) The partnership which holds the greatest number of points will choose to play the Contract. They are the declaring side and their opponents are the defenders. If both sides hold twenty points, the same player reshuffles and deals again.
- 7) The player with the greater number of points on the declaring side will actually choose to play the contract. This player is called the declarer. If both players on the declaring side have the same number of points, the player who announced first is the declarer.

Example: South deals and has five points, West has ten, North thirteen and East twelve. East-West have twenty-two points to North-South's eighteen. East-West will play the contract and East will be declarer. If East and West had each held eleven points, then West would have been declarer by virtue of announcing the point value before East.

- 8) Declarer's partner is known as dummy. Dummy spreads his or her hand face up with each suit in its own vertical pile. Dummy now has nothing more to do for this hand except to select and turn over the cards as they are called by declarer during the play.
- 9) Declarer next announces whether or not he is playing in GAME, and which suit, if any, will be trumps. If there is no trump suit, declarer is playing in NO-TRUMPS. The selected trump suit is then moved to dummy's right next to the other suits in the dummy hand.
- 9) The defender to the declarer's left then makes the first lead to the contract and the hand is played out as it would be in bridge, with declarer playing for both hands.

Scoring:

- 1) Declarer's goal (contract) depends on his announcement.
 - a) If he has not announced game, the contract is seven or more tricks.
 - b) If he has announced game in NT, his contract is 9 tricks.
 - c) If he has announced game in Spades or Hearts, his contract is 10 tricks.
 - d) If he has announced game in clubs or diamonds, his contract is 11 tricks.
- 2) If declarer does not make his contract, the defenders score 50 points for each trick by which he fails.
- 3) If declarer reaches or exceeds the contract, his side receives scores for each odd trick taken. Odd tricks are the seventh and subsequent tricks taken by declarer. No points are scored for the first six of declarer's tricks. The score for No-trump is 40 points per odd trick. For spades and hearts it is 30 points per odd trick and for clubs and diamonds, 20 points per odd trick.
- 4) If the declarer succeeds after declaring GAME, the trick score will exceed 100 points and a 300 bonus will be given. A trick score of 100 points or more will only provide a game bonus if declarer has announced game.
- 5) Each hand is scored independently. The players may elect to conclude the game at a given time, after a certain number of hands or after a particular score has been reached by one side or the other.

Three Handed Variation

Each player deals in turn, dealing to each player plus the dummy. The three players announce their point-count in clockwise order starting with the dealer. The player with most points will be the declarer and his dummy will be the fourth hand. If there is a point-count tie, the player who announced first will be the declarer. If the declarer's point count plus the known point count of the dummy is less than 21, it is an option to scrap the hand and deal again.

Scoring for three hands is as normal but each of the three players must keep a personal score. Successful defenders each receive a penalty of 50 points per trick short.