

Beginners: Lesson 1

Pack of Cards:

- 52 Cards - no Joker
- 4 Suits - 13 cards in each: 4 Honours - A K Q J; 9 Rags - 10, 9, 8 ... 2
- Clubs ♣; Diamonds ♦; Hearts ♥; Spades ♠; ♣ & ♦ are minor suits; ♥ & ♠ are majors
- There are **10 High Card Points** in each Suit: (HCP); A = 4; K = 3; Q = 2; J = 1

The Deal:

- Each hand is dealt **13 cards**.
- You receive the cards and count them to check you are holding 13!
- **Sort your cards into Suits**
- Count the value of your HCPs: shows the **strength** of your hand
- If you have a **Void** in a Suit it is worth **5 HCP** once a fit in a **Suit has been agreed**.

You play with a Partner (North/South or East/West):

- The strength of your side is a **combination of both sets of cards**.
- Your Partnership is aiming to win more points than your opponents.
- A fit means holding 8 cards in a suit (trumps) by the partnership eg 5/3, 4/4
- You **earn points by winning Tricks**.
- A trick is won when your **partnerships plays the highest card** of the suit or a **trump is played** against a winning card if you no longer hold that suit.

Start the Game with an Auction between the partnerships:

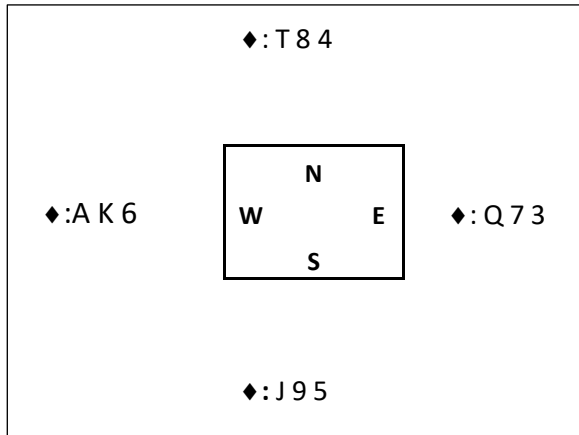
- The Dealer has the first Bid in the Auction – it is used to describe what your hand is like.
- If you are strong ie holding **12+ HCPs you open the auction** showing partner your longest suit or other choice depending on your bidding system.
- If you do not hold 12+ HCP you should **Pass** using the symbol /
- The Suits are bid in order ♣, ♦, ♥, ♠, **NT**; A Contract in major suits is worth more points.
- No Trumps (**NT**) means no suit has preference, each card is worth its face value during play.
- ***The Auction is a very important part of the game and much more time will be spent on this topic in future lessons. We will play the 5 Card Major Bidding System.***

Play the Cards to Win or Defeat the Contract:

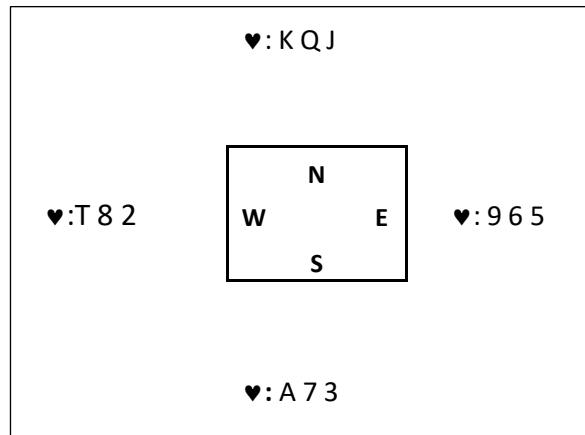
- The player on the left of the Contract owner plays the first card then play continues in a clockwise direction.
- Contract owner's Partner, is called **Dummy**, and **places their hand on the table** after the lead card is played. ***Dummy only plays the cards as directed by their partner.***
- In general, **lead** a singleton, the top of touching Honours, **or** the 4th lowest card of a long suit
- If the lead from the 1st player, is low, 3rd player should play high, it may set up partner's suit
- Usually 2nd player plays low.

Some Leads to play (think about 2nd and 3rd player responses):

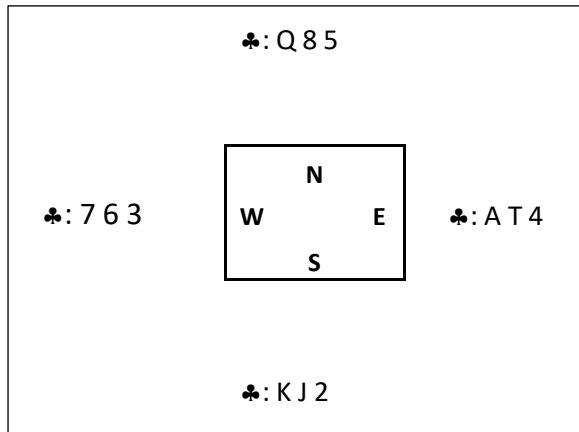
1. West will lead:



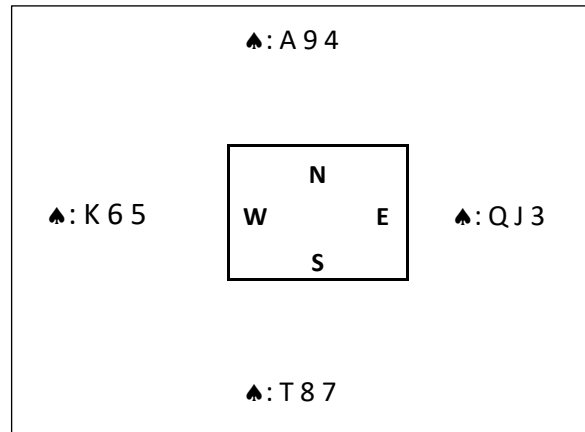
2. North will lead:



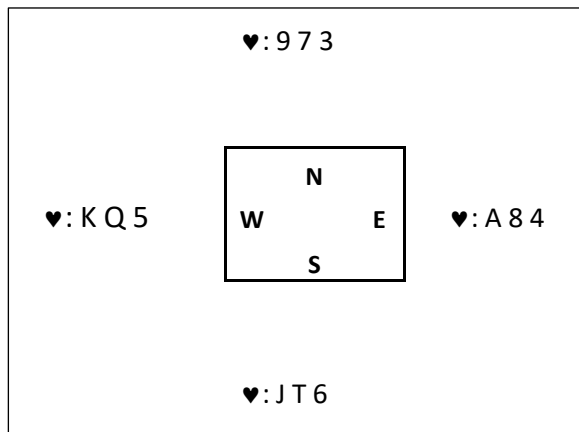
3. South to lead: (♣2)



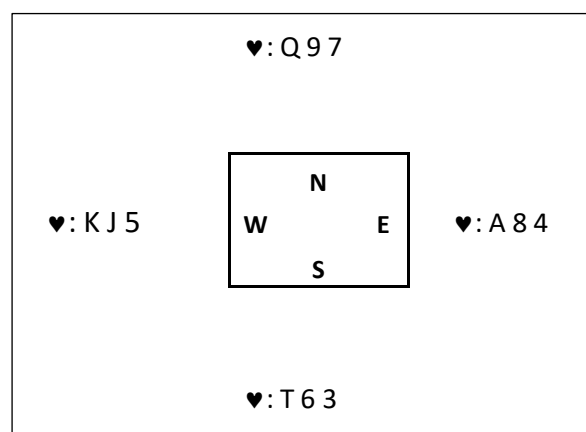
4. East to lead:



5. West to lead:



6. North to lead:



7. Playing Practice at the table from pre-dealt boards. See handout.

Some tips:

- The partnership wants to find a fit in the suit being bid by opener.
- If no fit with your partner's bid offer your longest suit
- Use NT to say your hand holds an even suit distribution, ie no longer suit
- Bidding goes up the line ♣, ♦, ♥, ♠, NT
- If partner opens 1♥, you may bid 2♥ - saying I have a **fit** and **6+ HCP** strength;
 - ** 1♠ says I do not hold 3♥s, but I hold 4+ ♠s;
 - ** you cannot bid 1♣ over 1♥, you. Must bid up the line. With average HCPs and 5♣s you could say 2♣; else say 1NT
- Play goes clockwise, N - E - S - W. The lead comes from the next player after the contract owner.
- **Suggested leads:** a singleton, the top of touching Honours, **or** the 4th lowest card of a long suit

Board 1. N is Dealer (starts the Bidding)

Notes:

		S: K Q 6 5 4	
		H: A T 9	
		D: A T 2	
		C: 9 2	
S: 3 2			S: 9 7
H: J 8 5 4			H: Q 3 2
D: 9 8 6			D: K Q J 4
C: A K T 6			C: Q 8 7 3
		S: A J T 8	
		H: K 7 6	
		D: 7 6 5	
		C: J 5 4	

Next Week: Bidding – Homework/Preparation...read Chapters 1 & 2 of *Introduction to Bridge*
Try the Quiz and Practice Deals at the end of the chapters