

## Minibridge

### Step 1: Without trumps = „No Trump (NT)“

High Card Points (HCP): A = 4  
K = 3  
Q = 2  
J = 1

Scale: 21-22 HCP => 7 Tricks (including 6 Tricks for the book => 1 NT)  
23-24 HCP => 8 Tricks = 2 NT  
25-26 HCP => 9 Tricks = 3 NT  
27-29 HCP => 10 Tricks = 4 NT  
30-32 HCP => 11 Tricks = 5 NT  
33-36 HCP => 12 Tricks = 6 NT  
37-40 HCP => 13 Tricks = 7 NT

Procedure: All players tell their HCP (clockwise beginning with the **dealer**). The stronger person ("**declarer**" of the stronger pair announces, how many tricks he/she will make ("**contract**"). His Left Hand Opponent leads, and partner of declarer puts his cards face up on the table (now "**Dummy**"). Declarer calls the card dummy must play. The hand with the highest card wins the trick and leads to the next.

Lead: It is best to lead the highest Honor of a sequence (i.e. K from KQJx or KQ10x). Without a sequence, lead 4th best of your longest and strongest suit (i.e. the 6 from KJ862).

Signaling: You can encourage the suit partner plays with a high card (7,8,9) or discourage with the lowest one (2,3,4).

Tips:

- Start by developing your longest suits
- Third position high
- Second position low
- Do not rush to cash blank Aces

Calculation: If declarer fulfills his contract, his side gets as many points as the announced contract (i.e. 2 for 2NT)  
If declarer falls, the opponents get 1 point for each "undertrick" = down (irrelevant of the contract).  
If the contract is doubled, the result is multiplied with 2 (or 4 when Redoubled)

## Step 2: Introducing trumps

The hierarchy of the suits:

1. NT = No Trump is the highest rank and awards most points for tricks
2. ♠ = Spades (S) (D: Pik, F: Pique)
3. ♥ = Hearts (H) (D: Herz, F: Coeur)      }
4. ♦ = Diamonds (D) (D: Karo, F: Carreau)    }    **Majors**
5. ♣ = Clubs (C) (D: Treff, F: Trèfle)        }    **Minors**

**Scoring:** If you make your contract, you get a 1 point bonus if you played in No Trump, but 1 point less for playing in a minor.

**Procedure:** Starting with the Dealer, the first person holding 13 HCP says "I open" and becomes "declarer". His/her partner tells him/her the high card points as well as the distribution - in the order of Spades, Hearts, Diamonds, Clubs (example 2-4-3-4). He/she must now choose trumps and the number of tricks (the contract", upon which left hand opponent leads and partner puts down the cards on the table ("dummy")

**Fit:** A trump suit is considered playable, if the partnership has at least 8 cards together ("**Fit**") To help evaluate the value of a fit, add the following distributional points once you know about a fit:

No cards = Void:       + 3 DP  
Singleton:            + 2 DP  
Doubleton:            + 1 DP

**Scale:** 21-22 HCP+DP => 7 Tricks = 1 of suit (incl. 6 Tricks for the book)  
23-24 HCP+DP => 8 Tricks = 2 of suit  
25-26 HCP+DP => 9 Tricks = 3 of suit  
27-29 HCP+DP => 10 Tricks = 4 of suit  
30-32 HCP+DP => 11 Tricks = 5 of suit  
33-36 HCP+DP => 12 Tricks = 6 of suit  
37-40 HCP+DP => 13 Tricks = 7 of suit

**Play of the cards**

**Following suit:** As long as you still have cards in the suit that are lead, you have to follow suit.

**Ruffing:** When you cannot follow suit any more, you may **ruff** with a trump in order to win the trick or discard a useless card if you

**Drawing trumps:** Since declarer wants to protect his high cards from being ruffed, it is usually best to first draw the opponents trumps.

**Opening lead:** Do not underlead an Ace because it may "disappear" when declarer pitches his losers on a side suit.

### Stufe 3: Bridge scoring

#### A. Base points for the bid contract (excluding book)

No Trump = 1st trick 40, every other trick 30 (Ex 2NT = 8 tricks = 40+30 = 70)

Hearts and Spades = 30 per trick

Clubs and Diamonds = 20 per trick

If the base points announced are at least 100, this is called a **game** and a premium will be awarded. Game levels are:

$$3NT = 40 + 30 + 30 = 100$$

$$4H/S = 4 \times 30 = 120$$

$$5C/D = 5 \times 20 = 100$$

A game can be thought of like a set in tennis. If a pair wins 2 games (called a **rubber**), the play is finished and new partnerships are arranged. If one pair reaches a game, it becomes **vulnerable** and premiums or penalties are increased. The changed vulnerability is indicated by a change from the color **green (not vulnerable)** to **red**.

#### B. Premium for fulfilling the contract

**Part score:** +50 (green or red)

**Game:** +300 green, +500 red

**Slam (=12 tricks):** +500 green, +750 red (incl game +800/+1250)

**Grand slam (=13 tricks):** +1000 green, +1500 red (incl game +1300/+2000)

<i>Green/not vuln.</i>	1	2	3	4	5	6	7
Clubs/Diamonds	70	90	110	130	400	920	1440
Hearts/Spades	80	110	140	420	450	980	1510
No Trump	90	120	400	430	460	990	1520

<i>Red/vulnerable</i>	1	2	3	4	5	6	7
Clubs/Diamonds	70	90	110	130	600	1370	2140
Hearts/Spades	80	110	140	620	650	1430	2210
No Trump	90	120	600	630	660	1440	2220

C. Overtricks: Overtricks just give base points and do not count for the premium.

$$Ex: 3H + 2 = 140 + 2 \times 30 = 200$$

D. Downs: If you don't fulfill your contract, you get penalized for every trick below:  
-50 green per down, -100 red per down

E. Double: If you believe the opponent will not make their contract, you can Double them which means points will be increased. You'll get  
+100 green for 1 down, +300 for 2 down, +500 for 3 down (+300 each)  
+200 red for 1 down, +500 for 2 down, +800 for 3 down (+300 each)

If they make the doubled contract, however, they receive an "insult" premium of +50 and all basis points get doubled. An overtricks give an extra reward of +100 green and +200 red.

Attention: doubled basis points also count for the game premium! Ex:  
2NT Dbl red made =  $2 \times 40 + 2 \times 30 + 500 \text{ game} + 50 \text{ insult} = 690$

F. Redouble: If they double you, you can double the tariff again by redoubling. There is no Re-Redouble though.

### Step 4: Simple Bidding

## A. Opening

With 13+ HCP one has an opening, with less you should „pass“. To facilitate finding 8 card fits with a major, an opening in a major promises 5 cards. In absence of a 5 card major open 1NT with a balanced hand and 15-17 HCP or your better minor otherwise. If you have two 5 card suits, always open with the higher ranking suit. If you have 20+HCP, you can even open the bidding at the 2level (rare).

1C/D = 13+ HCP promising at least 3 cards (better minor)

1H/S = 13+ HCP with 5 card suit

1 NT = 15-17 HCP with balanced distribution (no Single)

2C/D/H/S = 20+ HCP with a good suit

2NT = 20+ HCP balanced

There are different opening styles around the world. This one is called **5 card Major, better minor**. In Acoll, every suit just promises 4 cards. **Swiss Acoll** is a mix with 1S promising 5 cards, 1H only 4.

## B. Response

When partner opened, we reply as follows (in order of priority):

1. with 0-5 HCP: PASS
2. with at least 3 card support for the major :
  - raise with 6-10 HP+VP (simple raise without a jump),
  - jump raise with a invitation to game, being 11-12 HCP + DP, or
  - bid game (4H/S) with 13+ HCP + DP
3. bid 1H or 1S which promises at least 4 cards. This is forcing, meaning partner is not allowed to pass.
4. bid 1NT with 6-10 HCP (even if shape is not balanced)
5. with 11+ HCP and a 5card suit bid it on the 2level (without a jump).
6. with 11+ HCP and no 5 card suit bid 2NT with 11-12 HCP (invitation for 3NT) or bid 3NT directly with 13+ HCP

## C. Subsequent bidding

As long as no major suit fit has been discovered, bid a second suit (showing 4 cards), rebid your suit with a 6 card suit or bid NT. A jump rebid shows extra strength (19+ by opener, 13+ by responder) and forces to game. A new suit is generally **forcing** (partner must bid something at his turn), whereas raises and NT bids are **limit bids** that may be passed.

## D. Stayman after NT opening

When partner opens 1NT (or 2NT), we often want to find out whether his hand contains a 4 card major. This can be investigated by our first convention called **Stayman**:

1NT - 2 Clubs (=“Stayman“)

2 D = I have no 4 card major

2 H = I have 4 cards in hearts

2 S = I have 4 cards in spades

2NT = both majors