

Mini Bridge Rules

1. Each player counts his High Card Points:

A = 4; K = 3; Q = 2; J = 1

2. Starting with the dealer and going clockwise (to dealer's left) each person announces how many High Card Points they have. Check that the total is 40 points.

3. Each team totals its points. The team with the most points is the declaring side. The other team is the defending side. If each team has 20 points, re-deal. The player with the most points is the declarer (if both partners have the same number of points, the first to announce their points is the declarer).

4. The player opposite the declare puts his cards on the table, arranged in suits (C, D, H, S), face up. This is the dummy hand.

5. The declarer decides what strain (suit or no trump) to play in, and whether they should try for a game or slam bonus. The table below shows the approximate number of HCP needed to have a good chance of winning enough tricks to get the game or slam bonus.

- The dummy hand is usually re-arranged so that the trump suit is on the declarer's left.

6. The player to the dealer's left makes the opening lead.

7. If the declaring team makes its contract, it scores points as shown in the table, If the declaring team does not make their contract the defending team gets 50 points for each undertrick.

High Card Points (HCP)	Clubs/Diamonds	Hearts/Spades	No Trump
Score per trick:	20 points/trick (after 6 tricks)	30 points/trick (after 6 tricks)	30 points/trick (after 6 tricks) + 10 points
21-25	Not strong enough for game: play at lowest level possible. Part score bonus: 50 points		
25-27	Game: 5 C/D (11 tricks) Game Bonus: 300 points 5 C making exactly = 400 pts	Game: 4 H/S (10 tricks) Game Bonus: 300 points 4H making exactly = 420 points	Game: 3 NT (9 tricks) Game Bonus: 300 points 3NT making exactly = 400 points
28-32	Not strong enough for game Part score bonus: 50 points		
33-36	Might try for small slam (6 level, 12 tricks: can only lose one trick) Game Bonus: 300/500 points Small slam bonus: 500 points 6 C/D = 920 points; 6 H/S = 980 points		
37-40	Might try for grand slam (7 level, 13 tricks: can't lose any tricks) Game Bonus: 300 points Grand slam bonus: 1000 points 7 C/D = 1440 points; 7 H/S = 1510 points		
<ul style="list-style-type: none"> • In order to play in a suit it is best for the declaring team to have at least 8 cards in that suit • In order to play in NT, it is best to have enough length or strength in all suits so that defenders cannot win a lot of tricks in any suit. 			