

Bridge Activities

Things to do yourself:

- Deal out groups of 13 cards and practice counting high card points (HCP).
- Look at the practice hands on pages 48-51 of Bridge Is For Kids and try to understand the bidding.
- Look at some of the handouts for hands we have played in class.

Variations of Mini-Bridge (four players):

- Dummy hand can be placed face up (so declarer can see exactly what cards are in dummy) or face down, in suits (so declarer can see how many cards dummy has in each suit, but not exactly what the cards are).
- Declarer can either just choose a strain (suit or NT) or can choose a strain and a level (number of tricks needed to make the contract)
- Instead of placing dummy hand on the table, have declarer and partner take turns in making statements about their hands, or asking questions about partner's hand, until they agree on a contract (there is a large type summary of this on the next page that you can use as a reference as you play):
 - **Opener:**
 - I have at least 5 cards in Hearts / Spades
 - I don't have 5 cards in a major, but my best minor is Clubs/Diamonds (may be 3 cards)
 - **Responder:**
 - We have a fit in Hearts/Spades (I have at least 3)
 - We have a fit in Clubs/Diamonds (I have at least 5)
 - We don't have a fit yet, but I have at least 4 cards in -----
 - We don't have a fit yet, but maybe we can play in NT.
 - **Rebids:**
 - I have an extra card in ----- that I couldn't tell you about before.
 - No fit yet, but I have 4 cards in -----
 - We have something in all the suits, maybe we should play in NT.
 - If you have something in -----, maybe we can play in NT.
 - OK, the contract should be (game/part score) in -----.

With two players:

- I have seen a suggestion to use only A, K, Q, J, and 10 from each suit (so 20 cards in all), and deal out hands for two people (10 cards each) and play the hands in NT.
 - Score one point for each trick above 5, and play until someone has 10 points.
 - I have not done this, but have been told that it is very good for learning strategies for playing the hand.
- Someone in the class suggested dealing out four hands, and using two of them as dummy hands, so that each player controls his hand and a partner dummy hand. I have not tried this.

With three players:

- Deal out all four hands. One of these will be the dummy hand.
 - Place one card from the dummy hand face up.
 - Each of the three players picks up 4 cards from the dummy hand and
 - Announces how many high card points are in those 4 cards (A = 4; K = 3; Q = 2; J = 1)
 - Places them face down in suit order (Clubs, Diamonds, Hearts, Spades), so that the dummy hand is displayed similar to how it would be in a normal game, except that all except one card are face down.
 - At this point, everyone knows how many points the dummy has, and how many cards in each suit are in the dummy.
 - The three players can now bid to be the declarer. Whoever makes the highest bid becomes the declarer and plays with the dummy hand as partner (for equal levels, clubs is the lowest bid, diamonds next, hearts next, spades next (note this is alphabetical order), and NT is higher than any suit.
 - The player to the left of the declarer makes the opening lead, and then the dummy cards are turned over and placed face up.
 - Play proceeds normally.

Natural Language Suit Selection in Mini-Bridge

Opener:

1. I have at least 5 cards in Hearts / Spades
2. I don't have 5 cards in a major, but my best minor is Clubs/Diamonds (may be 3 cards)

Responder:

1. We have a fit in Hearts/Spades (I have at least 3)
2. We have a fit in Clubs/Diamonds (I have at least 5)
3. We don't have a fit yet, but I have at least 4 cards in -----
4. We don't have a fit yet, but maybe we can play in NT.

Rebids:

1. I have an extra card in ----- that I couldn't tell you about before.
2. No fit yet, but I have 4 cards in -----
3. We have something in all the suits, maybe we should play in NT.
4. If you have something in -----, maybe we can play in NT.
5. OK, the contract should be (game/part score) in -----.