

1. Introduction

♠ The Auction

Every hand starts with an auction in which players bid their preferred suit. The first bid, is normally "one club" or "one diamond" or "one heart" or "one spade" - whichever is the bidder's longest suit. The last bid determines the trump (boss) suit, (or notrumps) and the contract. The bidding ends after 3 passes. Declarer's task is to make the number of tricks bid for - plus 6.

- 2♥ contracts to make 8 tricks = 2+6
- 3NT contracts to make 9 tricks = 3+6
- 6♠ contracts to make 12 tricks = 6+6

♥ The Suits

Suits in the game of bridge have a special rank.

NT	notrumps
♠	spades
♥	hearts
♦	diamonds
♣	club

Spades and hearts are called *majors*.
 Diamonds and clubs are called *minors*.

1♣ is the lowest bid you can make. 1♥ is higher than 1♦, but you would have to bid 2♥ over 1♠.

Starting with the dealer and moving clockwise, each bid must be higher than the previous bid. If you don't want to bid, you pass. If three players in a row pass the auction is finished -

going, going, gone.

One of the most important skills a bridge player must develop is that of being a good partner. It's counterproductive to tell partners how they could have done better. If you want to help, then "well done" or "bad luck" are the best comments to make. If you're declarer it is polite to say, "thank you, partner" when the dummy goes down - regardless of whether or not you approve of it.



♣ The Play

Each round of 4 cards is called a *trick*. Cards are played around the table in clockwise rotation.

The highest card of the suit led wins the trick unless a trump is played. In that case, the highest trump wins. You can play a trump if you have run out of the suit being led.

The *declarer*, who plays the hand, is the player who first bid the trump suit or notrumps. After the opening lead, the declarer's partner, who is called *dummy*, puts her hand face up on the table with trumps on the right.

Declarer chooses which cards to play from dummy. Dummy's task is to make sure that declarer plays from the right hand. Declarer must lead from the hand where the last trick was won.

The cards are stacked individually in front of each player once the trick is over. They are vertical if the trick is won and horizontal if the trick is lost.



♦ The People

- Opener* - makes the first bid. Pass does not count.
- Responder* - the opener's partner.
- Overcaller* - bids after an opponent has bid.
- Declarer* - the player who plays the hand.
- Dummy* - declarer's partner, whose cards are face up.



In the photo above:

1. Who is the dummy?
2. Who is the declarer?
3. Who made the opening lead?