

## Taster Session – guide to running a 2 hour session

*“Welcome to Bridge – the best ever game to test your mental arithmetic, logical and strategic skills as well as having fun! Tonight I’ll be giving you a little introduction, assuming no knowledge. It’ll be very practical and relaxed.”*

**6pm** (suggested start time)

### 1. Introduction

This is a Partnership game - get everyone to smile at their partner opposite and tell each other their first name. Bridge uses one full pack of ordinary playing cards with 52 cards and no jokers. A game finishes when all 52 cards have been played. The partnership with the most tricks wins that game

### 2. Dealing and sorting cards:

Person nearest the door on each table takes the pack, shuffles and deals; card to left face down – clockwise. Dealer should get last card.

Everyone sorts their cards into suits (spades, hearts, diamonds and clubs). Encourage everyone to fan them red suit/black suit/red suit/black and within each suit from high to low – Ace is high.

### 3. Hand evaluation

Ace-4 points

King – 3 points

Queen – 2 points

Jack – one point

Shape – high cards and lots of a suit is good – eg 5 card suit and 2 of 3 (A/K/Q) is good

### 4. Play

Bridge is in two parts bidding (ingenious code to describe your cards) & play. Tonight we are going to look at the play - certain things get decided in bidding one of which who is boss – **go round telling each table who is boss (best hand) and their partner will be dummy**. Player, on left of the boss, leads (probably low of a long suit, a pointer not a rule), dummy’s hand is tabled. Using one table as an example, run through first trick stating that each player is trying to

“win the trick” with the highest card in that suit. If you don’t have a higher card than the person before, you play your lowest. Player who won last trick leads to next trick. One person from each partnership keeps their tricks - don’t mention partner of defender who takes first trick keeps.

## 5. Trumps

**18.45pm Deal Two** – ask what you could do when unable to follow suit – explain trumps– go round telling each table what trump suit is and who declarer is (ie “the boss”) – *(the partnership with majority of points and the player in that partnership who has the most cards in their longest suit is the declarer)*. Reiterate that a small trump can beat an Ace in another suit but **ONLY** if they have no more cards in that other suit. All tables play their hands

**19.15 Deal Three** – ask “were trumps important?” which would they prefer two trumps, the ace and king or lots of trumps say six of them even if small ones: quantity not quality – how else winning tricks – write up point-count — they count points – Ask what is an average hand? – Ask what is most points possible? Ask other staff their most points

Introduce MiniBridge – side with most points (added together) declares, and the player in that partnership who has most cards in “their” (ie the partnership’s) longest suit is the boss/the declarer. Pack of cards passes to the left after each game, the cards are well shuffled and dealt by the person on your left. Everyone can play minibridge at home – as long as they have 4 players and a standard pack of cards (excl jokers)

*Declarer tip: draw trumps a s a p.*

**19:40 Deal Four (last deal)** – sort into suits, notice shape, count points, announce points, check add to 40. *The player who hasn’t yet declared is declarer can choose trumps after seeing partner’s hand*

19:45/ 20:00 Finish with another glass of wine and some nibbles. And introduce the group to the range of lessons available – either locally/at the club or online