



A Summary of Minibridge

- 1 **Shuffle** The player to the left of the dealer shuffles the pack
- 2 **Deal** The dealer deals the cards into 4 equal piles of 13
- 3 **Sort** Each player sorts his cards into suits
- 4 **Count** Each player counts his High Card Points
- 5 **Announce** Starting with the dealer, each player announces how many points he has
- 6 **Declare** The partnership with more than 20 points between them becomes the declaring side. Within that partnership the player with more points becomes declarer. His partner is dummy
- 7 **Display** Dummy places his cards face upwards on the table with the suits in columns
- 8 **Contract** Declarer, after seeing partner's hand, bids the contract. He selects *Trump* (♠ ♥ ♦ ♣) or *No trump* (You need at least 8 cards in a trump suit)
 - Game or No Game*
 - No Game = at least 7 tricks in your chosen denomination
 - Game in NT = 9 tricks
 - ♠/♥ = 10 tricks
 - ♦/♣ = 11 tricks
- 9 **Lead** The player on declarer's left leads to the first trick
- 10 **Tricks** After each trick is complete each player places his card face down in front of him
 - Upright ↑ when his side wins the trick
 - Sideways ⇒ when his side loses the trick
- 11 **Score** At the end of the board North fills in the travelling score slip East checks the score
 - If declarer makes **enough** tricks for his he scores:
 - 30 points for the 7th trick in ♠/♥, plus 30 for each subsequent trick
 - 20 points for the 7th trick in ♦/♣, plus 20 for each subsequent trick
 - 40 points for the 7th trick in NT, plus 30 for each subsequent trick.
 - In addition there is a partscore bonus of 50 and a game bonus of 300

If declarer makes **not enough** tricks for his contract he scores 50 minus points for each undertrick