

# MiniBridge

**Draw** for partners once each set of four deals (called a "chukker").\*

## 1. "Six Starting Steps"

**Shuffle – Cut – Deal** (This is done for you at tournaments!)

1. Dealer's LHO shuffles (Left-Hand Opponent)
2. Dealer's RHO cuts *toward dealer* (Do not complete the cut; let dealer do it. RHO? Duh!)
3. Dealer passes out all the cards one by one, clockwise – LHO first

**Count – Sort – Add Up**

4. **Count** your cards *face down* (Do you have 13?)
5. **Sort** your suits for "Shape" (**Balanced**: 5-3-3-2 / 4-4-3-2 / 4-3-3-3 **OR NOT Balanced**: any other)
6. **Add up** your HCP (High-Card Points: A=4 / K=3 / Q=2 / J=1 / 10 is a +)

## 2. Announce S&H ("Auction" or "Bidding")

Dealer **announces S&H** first (**Shape & HCP**) – then the other players announce in clockwise rotation  
(Does the HCP total 40? Which partnership has more than 20 HCP? Which partner has more?)

Determine 3D: **(1) Defense** (lower HCP), **(2) Dummy**, & **(3) Declarer**

Declarer's partner displays **Dummy** and plays the cards Declarer calls

[This happens *after* the "opening lead" in other kinds of bridge!]

Declarer chooses the **Target & Trumps**: (1) **Game** or **No game** (2) **Trumps** or **Notrump**

(1) How high? and (2) Where? [Questions decided by the "auction" in other kinds of bridge]

## 3. Opening Lead & Time to Make a Battle P-L-A-N

Declarer's LHO plays the first card – the **Opening Lead** *face down* ("read the lead" & remember it)

Everyone **Pauses** to **Look**, **Analyze** and **Now Act** (Insist on 30-90 seconds. Don't let anyone rush you.)

RHO tries to win the trick or else **Signals** with a spot card (HELD: High Encourages / Low Discourages)

## 4. Card Play

**Tracking Tricks – Do not mix your cards with another hand!**

## 5. Scoring

**P-L-A-N** • Count & Cash • Promote • Establish • Finesse • "Ruff" • "Sluff" • **Have F-U-N**

<http://bridge-squad.info/>

### Sportsmanship

Your opponent during this chukker may be your partner during the next.

Treat opponents and partners like your score depends on it ... because ... it does!

\* In four-deal bridge each unit of play – called a chukker (from a Hindi word meaning "round" or "wheel," also used as the name of a period of play in polo) – consists of exactly four deals, one dealt by each player. Four-deal bridge offers predictability of the time required for one unit of play (about 20 minutes – rarely more than half an hour) and the regular changing of partners.