

Minibridge

Minibridge is essentially bridge without bidding. Devised in the early eighties in Holland, it is a wonderful way of introducing bridge to children, a great way to learn about the play of the cards, and indeed a very skilful game in itself.

must know

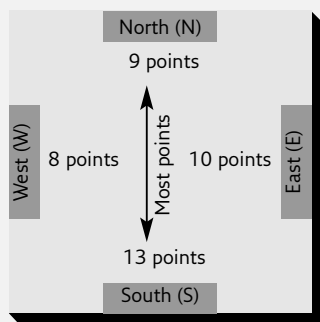
Choose the longest trump suit.

Method of play

Each player counts their points and, unlike real bridge, announces their total. These should add up to 40. One partnership will have more points (re-deal with 20-20), and the member of that partnership who has fewer points puts his cards face up on the table. His partner, the one with more points, chooses a trump suit (the longest will normally be best) and becomes the declarer.

Dummy
(puts cards face up on the table, allowing partner to choose trumps)

(Makes opening lead after his right-hand opponent has named trumps)



Declarer
(has most points within the winning partnership)

The opening lead is made by the player on declarer's left (with dummy visible – unlike the real game), and play proceeds clockwise with declarer (and the opponents) trying to make as many tricks as possible (there are variations of minibridge – in some declarer has contracted to make [at least] a specific number of tricks).

You may decide to give minibridge a miss. But it will nonetheless be instructive for all to follow through a minibridge deal (with the points as shown on the previous page). It will help you to lay out all 52 cards and play through slowly.

	North (Dummy)	
	♠ K432	
West	♥ 2	East
♠ 105	♦ AQ64	♠ Q98
♥ J108764	♣ 6432	♥ KQ9
♦ 1098		♦ 732
♣ AK		♣ QJ107
	South (Declarer)	
	♠ AJ76	
	♥ A53	
	♦ KJ5	
	♣ 985	

As declarer, you as South choose spades as trumps – with eight cards between the two hands. West leads ♠A. Trick One proceeds ♣2 (from dummy), ♣7 (from East), ♣5 (from you). At Trick Two West leads out ♠K, and again the other three players follow with their lowest card. With no more clubs, at Trick Three West switches to ♦10 (as good as anything); dummy plays ♦4, East ♦2, and you as declarer win ♦J. Best play from here is as follows, resulting in you scoring ALL the remaining tricks:

Lead out ♥A, getting rid of dummy's only heart. Then lead ♥3 and trump it in dummy with ♠2. Next lead ♠3 and, after seeing East play ♠8 (best), reflect that West announced eight points, but has already revealed seven (♠A and ♠K). Ergo – East must have ♠Q (if West held it, he would have nine points). So you play ♠J, winning the trick. You follow with ♥5, trumping with ♠4, then cash ♠K (you could have cashed this card three tricks earlier – before leading to ♠J). You lead ♦6 to ♦K, East and West playing low, and follow with ♠A, felling East's ♠Q (the last opposing trump) and throwing ♣4 from dummy. Next you lead ♦5 to ♦Q, and score the penultimate trick with ♦A, throwing away ♣9. The final trick is also yours – by leading ♣6 and trumping with ♠7. You only lost the first two tricks and made the last 11.

good to know

You can get all the information on minibridge you need via the English Bridge Union's website <http://www.ebu.co.uk/education/minibridge>.