

INTRODUCTION Trick Taking ♠♥♦♣

Key Points

- We use a standard deck of 52 cards.
- The 4 suits are Clubs , Diamonds , Hearts , and Spades .
- Cards are dealt and each player gets 13 cards which is their 'hand'.
- The 4 hands form a 'deal'.
- Each player plays one card in turn clockwise round the table.
- The 4 cards make a 'trick'.
- We have to play a card of the same suit as the first card of that trick if we have one (this is called 'following suit').
- If we can't follow suit, we can play any card.

Ranking of Cards in a Suit

A K Q J 10 9 8 7 6 5 4 3 2

Ranking of the Suits

Notrumps NT

Spades ♠ Spades and Hearts are also called the MAJOR suits

Hearts ♥

Diamonds ♦ Diamonds and Clubs are also called the MINOR suits

Clubs ♣

Naming a suit

- Naming a suit declares that suit to be TRUMPS (the dominant suit)
- A card from the trump suit is more powerful than cards from any other suit
- NOTRUMPS means that there is no dominant (trump) suit

Short Videos

- New to Trick Based Card Games? [Try MiniBridge Part 1](#) - short videos. (No need to register for either Part or Part 2)
- Guidelines on how to play cards better - again short videos. [Try MiniBridge Part 2](#)
- Maybe you'll like P Hollands longer videos, [Learn to Play Bridge](#) (42mins)

To Play Bridge

To play bridge all you need are four people sitting at a table, and a deck of cards. One person (the dealer) distributes thirteen cards to each player, one at a time, clockwise.

There are fifty-two cards in the deck, and four suits:

Spades, Hearts, Diamonds and + Clubs.

The Ace is the highest in value, followed by the King and so on down to the 2.

That's A K Q J 10 9 8 7 6 5 4 3 2.

The four players, sitting opposite each other in two **partnerships**, score points by winning tricks. A **trick** is four cards, played one at a time, clockwise. The highest card wins. Thirteen tricks may be taken on each hand. One person leads, and the other three players follow suit, provided they hold a card of that suit. If they don't, they discard (i.e. play a card of another suit they don't think will win a later trick). Whoever wins the trick starts the play to the next trick and leads whatever card they choose.


The aim is to make your contract (an undertaking to win a certain number of tricks) which one of the two partnerships enters into. If you make the number of tricks you contract for, or more, you receive a score. If you don't, the other partnership receives a score because you didn't make your contract.

A hand may be played in no trumps or with any one suit as a trump suit:

- ♠ Spades
- ♥ Hearts
- ♦ Diamonds or
- ♣ Clubs

In no trumps, the highest card led to any trick wins. But if there's been a trump suit chosen, a trump will beat any card, provided you have no cards left in the suit that was led.

QUIZ (Courtesy No Fear Bridge)

Which suit is this: 

- Hearts
- Clubs
- Diamonds
- Spades

Clubs

How many Aces are there in a pack of cards?

- 3
- 2
- 4
- 1

4

In whist and bridge the two is higher than the Ace.


- True
- False

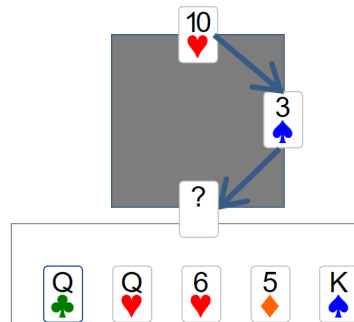
False

Following suit means playing a ...

- card of the same suit as the card that was led.
- card of the same suit as the player just before us.
- club
- spade

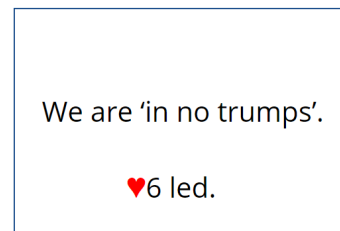
Card of the same suit as the card that was led

The  was led. Click on each card we would be allowed to play for our turn.



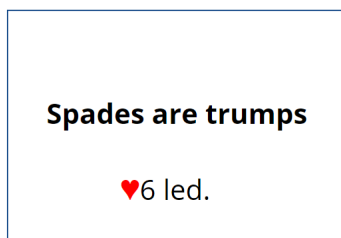
♥Q and ♥6

Click on the winning card.




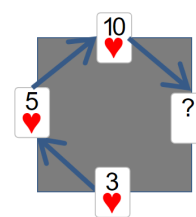
♥A













Click on the winning card.



♠4 - a trump

The  is led. Spades are trumps. Three cards are left to play. Click on ALL the hands that contain a card that can win the trick.



hand 1			
hand 2			
hand 3			
hand 4			

Hand 1 - ♥Q

Hand 3 - a trump (no hearts left)