

Rules of Mini-Bridge

Who becomes Declarer?

- Each player, starting with the **DEALER**, adds up their HCP.
- The pair with the majority of points becomes the declaring side.
- The player of the partnership with the most points is the **DECLARER**.
- That is the end of the Auction phase at this stage.

What happens next?

- The partner of the declarer, who becomes the **DUMMY**, places their cards in suits on the table.
- Declarer studies the dummy cards and their own hand and then decides what the contract should be - one of the **SUITS** or **NOTRUMPS** (NT).
- The partnership must try and find a **fit** which is 8+ cards between the two hands.
- If there is a **fit**, then declarer chooses this as the trump suit.
- Trumps are then placed on dummy's right.
- The partnership should **always** try for a **MAJOR fit** first.
- If no good **fit** is possible, then they choose a NT or minor contract.
- Declarer now decides whether to bid Game.
- If the combined point tally of both hands is **25** or over, the contract is declared in Game. Otherwise declarer plays in a partscore and needs to make **7** tricks, which is the minimum number to make any contract.

Then what?

- The opponent on declarer's left leads a card to start the play.
- A **TRICK** is a collection of four cards – one from each player in turn.
- The player who wins this first trick then leads to the second trick.
- This continues until all 13 tricks have been played.