

Some believe that the 12 face cards in a deck refer to the 12 signs of the Zodiac or the 12 months of the year. They say the two colors (Red and Black) refer to the Solstice and Equinox phases. They see the four Suits as the four Seasons, the entire pack of 52 cards representing the 52 weeks of the year, and the 13 cards in each Suit being the same as the weeks in each quarter of the year (Winter, Spring, Summer, Fall).

Bridge Basics

Suit Ranking (From high to low)		
No Trump	NT	
Spades	S ♠	Major Suits
Hearts	H ♥	
Diamonds	D ♦	Minor Suits
Clubs	C ♣	

High Card Point (HCP) Values		
Ace	A	4 HCP
King	K	3 "
Queen	Q	2 "
Jack	J	1 "

Quick Tricks (QT)			
K	0 (zero)	A	1
Kx	½	AQ	1 ½
KQ	½	AK	2
KQx	1		

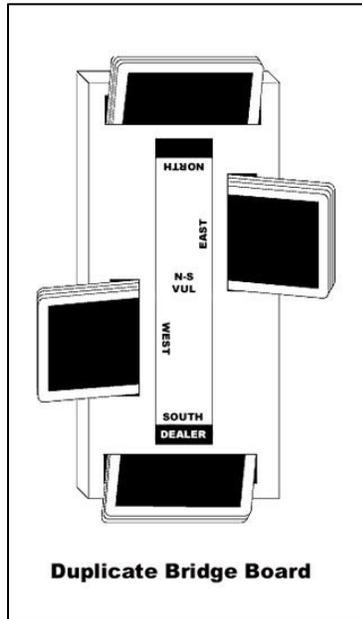
Opening 1 of a Suit Requirements			
Minor Suits ♣ ♦		Major Suits ♥ ♠	
1	13-21 HCP	1	10-21 HCP
2	3 card minimum	2	5 card minimum
3	2 ½ QT (quick trick)	3	2 ½ QT
4	A re-bid	4	A re-bid

Support & Distribution Points	
Void (no cards in a suit)	5 points
Singleton (1 card in a suit)	3 points
Doubleton (2 cards in a suit)	1 point
<ul style="list-style-type: none"> ✓ Add 1 point each for outside suits longer than 4 cards ✓ Add 1 point each for a trump suit that is longer than 8 cards (combined hands) ✓ You must have an 8 card fit before adding the points listed above! 	

Game Requirements			
Suit	Values	Tricks	Bonus
3 NT	25 HCP	9	300 (500) game
4 ♥ ♠	25 PTS	10	300 (500) game
5 ♣ ♦	29 PTS	11	300 (500) game
6 NT	32 HCP	12	500 (750) slam
6 ♣ ♦ ♥ ♠	32 PTS	12	500 (750) Slam
7 NT	36 HCP	13	1000 (1500) grand
7 ♣ ♦ ♥ ♠	36 PTS	13	1000 (1500) grand

Scoring Tricks in Game			
	♣ ♦	♥ ♠	NT
Tricks 1-6	0	0	0
Tricks 7-13	20	30	30
Trick 7 Bonus	0	0	10
Partscore Bonus	50	50	50

Ranges			
Opener		Responder	
13 – 15 =	Simple	6-9 =	Simple
16 – 18 =	Medium	10 – 12 =	Medium
19 – 21 =	Large	13 – 15 =	Large
		16 =	Unusual



In bridge a **board** is an item of equipment that holds one or one deck of 52 cards distributed in four *hands* of 13 cards each. The design permits the entire deal of four hands to be passed, carried or stacked securely with the cards hidden from view. This is required for duplicate bridge, where the same deal is played several times and so the composition of each hand must be preserved during and after each play of each deal.

Each board is usually marked with the following information: board number – (usually in the sequence '1' to '32') identifies the deal and helps to order the play of multiple deals; compass directions – used to match the four hands to the four players at a table; dealer – designates which player is the "dealer"; this designates the player who is to make the first call of the auction; vulnerability – (often represented by color code: a "vulnerable" partnership is usually shown in red) designates which of the two partnerships are vulnerable: neither, North–South, West–East, or both. Most designs include a slot or pocket to hold a paper travelling score sheet.

Playing out the Contract

Play proceeds in a clockwise rotation. The player to the left of the declarer plays the first card (or the "opening lead"). At this point, the partner of the declarer (Dummy) places his hand on the table, ordered by suit, (starting with the trump suit if a suit contract) facing the declarer.

The declarer calls for a card from Dummy, and Dummy plays that card. Declarer does not touch Dummy's cards or the cards of the opponents. When a trick has been "quitted" — everyone has played to it — the side that won the trick places it, face down, vertically on the table in front of him. The side that lost the trick puts it down horizontally.

The lead comes from the hand that won the trick. If Dummy won the trick, Declarer chooses a card from Dummy to lead to the next trick. Play continues in clockwise rotation until all thirteen tricks have been played.

Declarer and the defenders count their tricks at the end to see whether Declarer made his contract.

Each player will try to win tricks for his side. If your partner is winning the trick, it would be wasteful to try to win it yourself, as when partner has led the king of a suit and you have the ace. You know the king is going to win. You would play the ace only in the most extreme and unusual circumstance. Of course, if the ace is the only card in the suit that you hold, you must play it, wasteful or not.

If Declarer is playing a trump contract and leads a suit you are out of, you can win that trick with your lowest trump.

You and your partner do not have to win a trick. Your side can purposefully choose to lose a trick, which is a key strategy in certain situations.