

Summary of MiniBridge



1 The cards are shuffled and dealt, 13 each to the 4 players (or taken from a pre-dealt board).

2 Points are counted and announced, starting with dealer and taking turns clockwise, using the scale:

Ace = 4 King = 3 Queen = 2 Jack = 1

3 The points for each partnership are totalled. The declaring side is the partnership with most points, declarer is the member of this side with most points, or the first to announce if equal. Declarer's partner's hand is placed face up on the table as dummy.

4 Declarer decides and announces the contract – the target number of tricks and choice of trumps suit or no trumps. Target numbers of tricks may be:

Part score: 7+ Game in no trumps: 9+
Game in ♥ or ♠: 10+ Game in ♣ or ♦: 11+

5 The opening lead is made by the player on declarer's left. Tricks are played out clockwise, cards face up. Declarer decides the play of the cards from dummy.

6 After each trick has been completed, cards in that trick are turned face down. The winner of each trick leads the first card to the next trick.

7 At the end of play, the tricks won and lost are counted and agreed and the score is calculated.

8 Dealer is the next player clockwise for the next deal.

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MiniBridge Scoring



Contracts made

Points for contracts made are won by the declaring side. The declaring side only scores points if they win the target number of tricks, or more.

No points are won for the first 6 tricks. For each additional trick, in a making contract, points are scored according to the contract as follows:

- ♣ or ♦ 20 points
- ♥ or ♠ 30 points
- No trumps 40 points for trick 7, 30 points thereafter

Bonuses are awarded as follows:

For a part score contract: 50 points
(at least 7 tricks)

For a game contract: 300 points
(at least 9 tricks in no trumps, 10 tricks in ♥ or ♠, 11 tricks in ♣ or ♦)

Unsuccessful contracts

If a contract is not made (ie the target number of tricks is not reached), the defending side scores points instead of the declaring side. The defenders score as follows, for each trick short of the target:

Per undertrick 50 points

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