

# Bridge Lessons

@ the Civil Service Bridge Club



We are one of the Premier Bridge Clubs of Ireland and our Introductory Lessons start on the 29th of August at 7:30pm.

Come along to us @  
72 Heytesbury Street  
(next door to Synge St CBS).

All are welcome, so book your place by phoning Gareth on

089 496 0471

# The Basics

## Your First Page(s) of Bridge Notes

These notes below are your first introduction to the Wonderful World of Bridge.

Card games are divided into two basic types ; those that look for combinations of cards - Gin Rummy , Canasta , Poker ; whereas Bridge belongs to the "trick" taking variety - Solo, Whist , Don.

Bridge is a card game that uses all 52 cards in a standard pack of cards, no jokers allowed. The cards are dealt to two teams of two people. Team members sit opposite one another in the Cardinal points of North/South and East/West.

### **A Deck of Cards** (No Tex Ritter imitations please)

A pack of cards is split into 4 suits :-

Majors :-

 Spades

 Hearts

Minors :-

 Diamonds

 Clubs





In bridge the suits are ordered or "ranked" as well as the individual cards being ranked. Clubs being the lowest ranked suit and Spades the highest (note in alphabetical order C,D,H,S). Clubs and Diamonds being called the **minors** , Hearts and Spades the **Majors** (more if this later - much later).

Each suit has thirteen cards :-

In order, we have the 9 "spot" cards running from 2 through to 10 and then the 4 "Honour" cards Jack, Queen, King with the Ace, being the highest.

The purpose of the game is **TO WIN TRICKS**

In any one suit the highest order card will always "win the trick".

So , if West plays say the 7  , North then follows with say the 5  , East then plays 10  and South then plays the J  . South is then said to have "Won the trick" .

A couple of early rules !!

### **FOLLOWING SUIT**





You must always follow suit if you have a card in that suit

If you don't follow suit, but find out later you have "renege" , or "revoked" then you must tell the table as soon as you discover the error.

### **TRUMPING IN** (another way to win tricks!!!)

If you are playing in "**trumps**" then if you don't have a card in the suit led then you can "trump in" or "ruff" the lead

The highest ranked card will always **"take the trick"** , unless one or more of the players **"trumps in"** , then the highest order trump will win the trick

So , if West plays say the Ace  , North is out of Hearts, but "trumps in" with say the 2  , East then plays 10  and South then plays the J  . Even though South has the highest Heart , South would win as a "trump" beats any of the other cards played .

### **Mechanics of the Game**

The four players sit down at a table and draw cards to deal. The player with the highest ranking card becomes the dealer.

He or she shuffles the cards and deals out all 52 cards to the other three players, and obviously to themselves. So there are 4 piles of cards on the table.

Each player picks up their cards , counts them to make sure there are 13 cards and then sorts them into suits (most players order their cards from left to right , Spades , Hearts , Clubs , Diamonds , to separate the black suits from the red - to avoid costly mistakes).

The players will then order each suit , left to right in rank order - A,K,Q,J,10,9,8,7,6,5,4,3,2

Once this is done the dealer then **BIDS**

(For the rest of this you will need to turn up for the lessons)