

In our club we play at a high level, though conviviality is also very important to us. Activities are regularly organized around bridge and September 2022 we celebrate our 50th anniversary.

Get to know bridge at ABC Bridge Son en Breugel on our weekly competition evening in Braecklant, Amerikalaan 2. Start playing at 19.30hrs and sign-up ultimately **before 19.15 hrs**. Competition runs from September to May/June, after which we start summer competition if sufficient interest. Summer competition is also open for non-members (against payment).

For experienced bridge players we organize asap a bridge partner from our poule of players. Experienced players in other card games may walk along with an player for a deep dive into bridge. Express your interest by mail abcbridgeson@gmail.com or via contact page bridgeclubabcsonenbreugel.nl/
Come to see how much joy bridge can bring.

BRIDGE IN SHORT

Bridge is played by four players, consisting of two pairs formed by opposite players; de North & South pair and East & West pair. The game is played with one pack of cards without jokers. The 52 cards are shuffled and dealt, so that each player has 13 cards. Count each ace in your hand for 4 points, each king for 3, each queen 2, and each jack for 1 point. Calculate the total number of points in your hand. The bidding, based on the points in each hand, then decides who has the contract to play and which pair defends.

Bidding. The one who dealt the cards starts the bidding. Then the player on the left side bids, and so on clockwise. Each consecutive bid must be higher in suit and/or level than the previous bids. The order of suits from low to high is; 1♣, 1♦, 1♥, 1♠, 1NT (No Trump = without trump). The number of tricks required is 6 tricks plus the bid level. See table on next page. To obtain a 3♥ contract, you must obtain (6+3=) 9 tricks.



With at least 12 points or a very long suit in your hand, you can be the first to make a bid (in your turn), or "open" by placing a bid card of your choice (from the bid box). If you have too few points and you cannot open, you place a green "PAS" card, with which the turn goes to the left neighbor (clockwise). After an opening of the opponents, a follow-up bid applies at least from 8 points. From 6 points you respond to your partner's bid. Because talking is not allowed, there are many "conventions" that allow players to indicate what they have in their hands or what contract they want to play. The meaning of the conventions are public and should always be explained by the player's playing partner upon inquiry. The opening bid is based on both a "long" suit and a minimum of 12 Points. If you offer a suit, you indicate that you want to make that suit trump. When it is your



Playing partners' turn, he / she responds indicating whether there is a "fit" with playing partner, or eight card of a suit, it is more easily to dominate a game. Less cards of that suit or too little power in that suit will increase risk of losing tricks. You take this into account when offering level of contract as a the height of offered contract also determines the girth of penalty points.



The girth of the (penalty) points to be obtained can be found on the back of the cards in the bid box. The number of points that leader and dummy have together determines the number of tricks they have to get together to score IMP's. This system corrects the score for more and less than average number of points. From 3SA up, leader and dummy receive extra points (in Dutch called "manche premium") when the contract is achieved.

Points	Bid	Minimum tricks	
21 points	1 ♣, ♦, ♥, ♠	7 tricks	
22-23 points	2 ♣, ♦, ♥, ♠	8 tricks	
24 points	3 ♣, ♦, ♥, ♠	9 tricks	
21-22 points	1 SA	7 tricks	
23-24 points	2 SA	8 tricks	
≥ 25 points	3 SA of 4 ♣, ♦, ♥, ♠	9 tricks 10 tricks	Manchepremium (extra points)
≥ 28 points	5 ♣, ♦, ♥, ♠	11 tricks	Manchepremium

Playing. The first bid in a suit determines that when the contract in that suit is the highest, the maker of the first bid is the leader and "plays". His left opponent lays the first card. This takes into account the suits that are offered in the bid by the playing partner and leader. Then it's the turn of the leader's playing partner, who puts all his cards open on the table when it's his turn, so that the other three players have insight into his cards. The player with open cards is called the dummy. The leader determines which cards are laid by the dummy. The dummy must refrain from commenting and may not point or make suggestions. So the leader plays for two people!

It is mandatory to follow with cards in the suit that has been first laid. Only when you no longer have cards in that suit can you play a different suit. That can be can be a trump (in a trump contract) but that is not necessary. If the highest contract has ended up with SA, then there is no trump card. If you can no longer play in a particular suit, you may use a card of another suit.



If you can no longer follow in a suit, you may use another suit. The cards of each trick are turned over with the back facing up (and should not be turned over). You place the cards upright for a winning trick and sideways for a lost trick. ♣♦♥♠