

Advance Bridge Rules

Bridge is a social card game played between one couple against a competing couple. The objective is for one couple to establish a card contract and to complete the contract while the opposing couple is trying to the contract. Bridge is a game of Luck (drawing High Card Points), Skill of play, and ability to communicate with partner. Skill of play and learning to better communicate with partner can be learned and improved with playing the game. Developing skill in reading your hand as in counting High Card Points, number of cards in each suit, and learning the proper Bridge language in communicating the information to your partner is of prime importance in Bidding for the Contract to play the hand. The objective in bidding and playing the hand is making game and obtaining points for completing the Contract. Total High point score is the objective in Playing Bridge.

Basic Tools in Developing The Contract

There are 52 cards in a deck, so 13 cards are dealt to each player.

Each player should arrange the 13 cards into four suits: Spades, Hearts, Diamonds, and Clubs.

Each suit has a value with Spades being the strongest, Hearts next, then Diamonds, and then lowest value Clubs.

Within each suit, each card has its own value with Ace the highest value, followed by King, Queen, Jack, Ten etc.

Determining value of the dealt hand

- 1) Count number of cards in each suit. Could range from none or More. An example could be 3 Spades, 3 Hearts, 3 Diamonds and 4 Clubs. Important to make a mental note of the arrangement.
- 2) Count value of face cards(honors). Ace – 4, King – 3, Queen – 2, and Jack -1.
- 3) A total of 25 points held between two players (partners) out of a possible 40 points, will usually help win the required number of tricks to make game in No Trumps, Spades, or in Hearts.