

# TARGET MINIBRIDGE

Compiled and Modified by Daisy B. Smith

**Minibridge** is a simplified form of bridge developed in Holland. A competent MiniBridge player is more than halfway to becoming a competent bridge player.

## THE RULES

### The Bidding

The cards are dealt as in regular bridge, with 13 cards per player and the North and South players are partners and the East and West players are partners.

The cards are dealt just as in bridge and each player counts his high card points (HCPs) **A = 4, K = 3, Q = 2, and J = 1**. Dealer announces how many HCP he holds, followed in turn by each of the others. If the total is not 40, something has gone wrong already and a re-count is necessary. The partnership with the higher total wins the contract (re-deal if there are 20 HCP apiece) and the individual in the partnership with the higher total becomes declarer (or the first to speak if they have the same number each). The declarer's partner will be the dummy.

At this point dummy goes down and declarer can see the combined partnership assets. He uses all his skill and judgment to decide which suit will be trump or whether to play in no-trumps and announces his choice. Pick a trump that you and your partner have the most cards in that suit. If you both have balanced hands, try a notrump. The declarer will be assigned a **TARGET** to make based on his combined partnership HCP.

### TARGET SCALE

#### Combined points of partnership

- 21 must make one (7 tricks)
- 22 -23 **HCPs** ---- must make two (8 tricks)
- 24 -25 **HCPs** ---- must make three (9 tricks)
- 26 -28 **HCPs**---- must make four (10 tricks)
- 29 -32 **HCPs** ---- must make five ((11 tricks)
- 33 -36 **HCPs** --- must make six (12 tricks)
- 37 -40 **HCPs** --- must make seven (13 tricks)

### The Play

The player to the left of the declarer starts by playing the first card (the opening lead), after which the procedure is the same as in regular bridge, whist, or spades.

## Scoring Target MiniBridge

Make
1- 100
2 - 200
3 - 300
4 - 400
5 - 500
6 - 600
7 - 700

Each Trick Down is 100.

### Minibridge Tips:

- Pick a trump that you and your partner have the most cards in suit. A fit is at least 8 cards between partnerships or three more than opponents. If you both have balanced hands, try a notrump.
- Remember the point count each player has in his/her hand. This information will be helpful to you when playing a hand as declarer or opponent. Before the lead is made, you can request a review.
- The declarer should count sure tricks and make a plan how to make the tricks needed to make your target.
- When a card is led and you are in the second position, play low and play high (looking at dummy) in third position.
- Remember your partner wants his/her lead back unless you have something better.
- A high spot card played on partner's lead asks partner to continue that suit. A low spot card asks partner not to continue that suit.

### Bridge Vocabulary:

- Trick -*Book*
- Declarer - The player of the hand
- Defenders - The partnership not playing the hand.
- Dummy - The hand up and Declarer's partner
- Revoke - *Renegue*
- Ruff - *Cut*
- Honor Cards - Ace, King, Queen, Jack, and Ten
- Spot Cards - below a ten
- HCP - High Card Points

Play minibridge online at:

<http://www.bluechipbridge.co.uk/MiniBridge.htm>

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