

THE GAME OF MINIBRIDGE

Minibridge is a trick taking game for 4 players in fixed partnerships where you try win the number of tricks you have "contracted" to win or attempt to prevent your opponents from making their contract. It is a simplified version of Bridge where there is no auction for the contract

Shuffle and deal 13 cards to each player. The computer deals the cards. Count and announce points clockwise starting with the Dealer.

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

The points for each partnership are totaled. The declaring side is the partnership with the most points. Declarer is the member of the side with the most points, or the first to announce if equal. Declarer's partner's hand is placed face up on the table as dummy. If playing with three players, the dummy is the fourth player.

Declarer decides and announces the contract ~ the target number of tricks and choice of trumps suit or no trumps. When you have 8 or more cards in one suit between the two hands, you call that suit as trump. Otherwise, you call notrump. The points required for the different bonus levels are as follows:

- Part Score: Less than game points ~ Must take at least 7 Tricks to score.
- Game in Notrump: 25 or more points ~ Must take at least 9 Tricks to score.
- Game in ♠s or ♥s: 26 or more points ~ Must take at least 10 tricks to score.
- Game in ♦s or ♣s: 29 or more points ~ Must take at least 11 tricks to score.

PLAY

The opening lead is made by the player on Declarer's left. Tricks are played clockwise, cards face up. Declarer decides the play of the cards from the dummy. 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. At the end of play, the tricks won and lost are counted and the score is calculated. For the next hand, the Dealer is the next player clockwise.

SCORING

Contracts Made

Points for contracts made are won by the Declarer. The Declarer only scores points if the minimum number of tricks required by the contract are taken by the Declaring side.

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

♦ or ♣ = 20 points ♠ or ♥ = 30 points
No Trump = 40 points for trick seven, 30 points thereafter

Bonus Points

Partscore contract: 50 points

Game contract: 300 points

Unsuccessful Contracts

If a contract is not made (the target number of tricks is not reached), the defending side scores points instead of the declaring side. The Defenders score 50 points per undertrick.

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