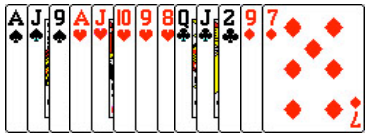
Put together by BridgeUnion.com

Deck has 52 cards: 4 suits with 13 cards in each suit: clubs ♣, diamonds ♦, hearts ♥, spades ♠

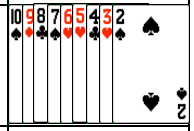
Ranks are called (from highest to lowest): Ace (A), King (K), Queen (Q), Jack (J), ten (10), nine (9), eight (8), seven (7), six (6), five (5), four (4), three (3), two (2)

Rules of mini bridge: Goal is to win as many tricks as possible

1. Dealer deals 13 cards to each person clockwise
2. Everyone counts card face down to make sure that everyone has 13 cards
3. Next everyone sorts their cards and puts them in order – do not show your cards to other players

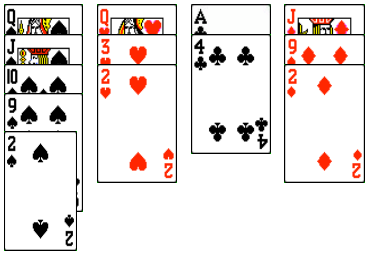


4. Everyone counts high card points to identify pair who has majority of points

High Card Points (Face cards/Honors) Total points in deck: 40				Small Card Points
Ace	King	Queen	Jack	1098765432
				
4	3	2	1	None

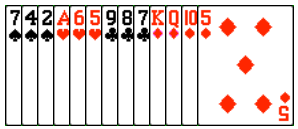
5. Find out player who has the most points. This person will be declarer
6. Person on the left from dealer plays any card – lead
7. Declarer's partner becomes dummy and puts cards on the table with face up

Dummy hand

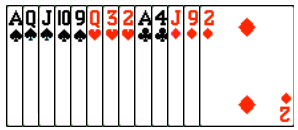


8. After that, declarer should find out trump suit (8 or more cards in that suit), or no-trump

Dummy hand:



Declarer hand:



9. Next find out contract level

Zone	Part Score Zone		Game Zone			Small Slam Zone	Grand Slam Zone
Tricks	7	8	9	10	11	12	13
NT	20-22	23-25	26-28	29-30	31-32	33-36	37-40
♠♥	20-21	22-23	24-25	26-28	29-32		
♣♦	20-22	23-25	26-27	28	29-32		

10. After the lead, the next three players must play clockwise the same suit as lead. If someone doesn't have that suit, that player should play another card.
11. When all four people have played a card, the trick is complete. The rules for determining the winner of a trick are:
    a. If a trick contains no trump card, it is won by the highest card of the suit led.
    b. If a trick contains a trump card, the highest trump played wins it.
12. Play continues this way for all 13 tricks. The player that won the trick should put his cards long side perpendicular to table edge, and other students should put their cards long side parallel to the table.
13. If the declaring side wins the number of tricks they designated in the contract, they earn points. If the target number of tricks declared in the contract is not reached, the declaring side receives no points. The defending partners earn points for every trick not made by the declarer.

Zone	Part Score Zone add Bonus 50		Game Zone add Bonus 300			Small Slam Zone add Bonus 500 plus 300 Game Zone Bonus	Grand Slam Zone add Bonus 500 plus 300 Game Zone Bonus
Tricks	7	8	9	10	11	12	13
NT	40	30	30	30	30	30	30
♠♥	30	30	30	30	30	30	30
♣♦	20	20	20	20	20	20	20

Under tricks	1	2	3	4	5	6	7	8	9	10	11	12	13
Lost points	50	50	50	50	50	50	50	50	50	50	50	50	50