

WELSH BRIDGE UNION



Minibridge Crib Sheet

Rank of suits

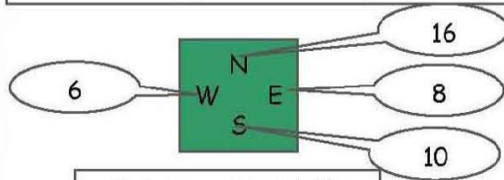
NT	No Trumps	
♠	Spades	Majors
♥	Hearts	
♦	Diamonds	Minors
♣	Clubs	

Low to High ↑

Value of Honour cards

	Ace	4
	King	3
	Queen	2
	Jack	1

Announcing points - Dealer goes first



Points must total 40

Side with most points is Declaring side

Person with most points is *Declarer*
Partner is *Dummy*

Equal points - Re deal

Draw Trumps

Draw Trumps as soon as you can Unless you can ruff from the 'short' hand

STOP Drawing trumps

When you have taken all of the Oppositions' OR They have one left higher than any of yours

Planning



- Strength** TOP winners
- Weakness** Tricks short
- Opportunity** Ruffs from the short hand
Work Suits
Finesse
- Threat** Blocking
Danger hand

Don't Block



Make sure that you take tricks in the right sequence.
Usually, in the short hand first.

Work Suits

Any suit where you jointly hold 7 or more cards is an

Opportunity

But Draw Trumps and lose your losers early on

You don't have to play your Ace

When the opposition try to lose their losers, they want you to play your Ace. Hold it up!

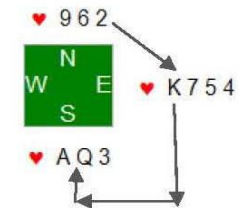
How might Opponent's cards break?

Odd breaks close to even

Even breaks close to Odd

Finesses

Making a sandwich to trap their honour between yours.



Try to sandwich the K♥ between the A and Q♥

Play LOW from North TO HIGH in South.

Danger Hand

The hand with winning cards. A 4th from an honour lead must have a long suit with an honour!

Choosing Trumps or No Trumps

Magic 8 between you?

♠ J 10 4 2	W N E	♠ AK863
♥ 9 8 2	W N E	♥ AJ5
♦ AJ 10	W N E	♦ K96
♣ KJ 2	W N E	♣ 10 8

With 9 spades East-West will choose ♠ as trumps

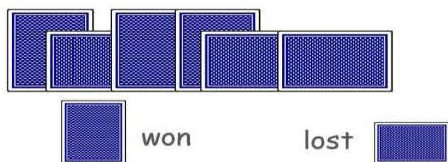
With Magic 8 in a Minor Or No Magic 8 choose No Trumps

♠ AJ 8	W N E	♠ KQ 2
♥ 10 9	W N E	♥ QJ 7 3
♦ K 9 6 5	W N E	♦ A J
♣ A 6 5 4	W N E	♣ J 10 3 2

How many Tricks?

Combined points	No of Tricks
21-22	7
23-24	8
25-26	9
27-28	10
29-32	11
33-36	12
37+	13

Keeping track of Tricks



WBU Website <https://welshbridgeunion.org>

Scoring For tricks over 6

♠♥	30 points per trick
♦♣	20 points per trick
NT	40 points for 1st trick 30 for the rest
Bonuses	
50 for a part score	
300 for game score	

How many tricks for game?

♠♥	10 Tricks
♦♣	11 Tricks
NT	9 Tricks

If we don't make our contract?

50 points per trick short to the **Opposition**



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Leads

After Dummy is on the table, the player on Declarer's **LEFT** leads a card.

Lead vs. No Trump contracts.

1. Top of a sequence of honours
2. Top of an interior sequence
3. Top of a near sequence
4. 4th from an Honour
5. MUD
6. Doubleton or Singleton

Lead vs. Suit contracts.

1. Top of a sequence of honours
2. Singleton
3. Top of a Doubleton
4. MUD

Basic Strategies

Second plays **LOW**

Third person tries to win
(Third man does what he can)

Return the suit partner led

Don't cash top tricks until you have lost your losers.

Lead through strength towards weakness.