

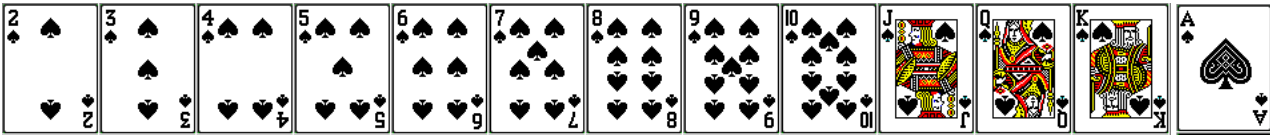
Introduction.

Minibridge as a game was invented in the early 1990s by the Dutch bridge federation as a method of introducing the game of bridge in an easy way. Other bridge federations (notably the English Bridge Union) have adopted these ideas with thanks. Before we start with Minibridge, though, we really ought to look at the two ideas that underpin all games based on whist, that is: tricks and trumps.

Tricks and trumps

The ranking of the cards in each of the four suits (♠, ♥, ♦, ♣) is the same:

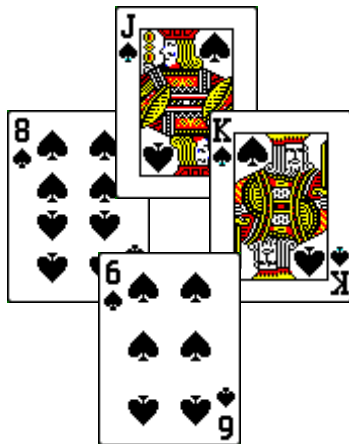
The **two** is the lowest card, then the **3, 4, 5, 6, 7, 8, 9, 10, Jack, Queen, King, Ace**.



All games in the whist family (and that includes bridge and Minibridge) use the principle of **tricks** and **trumps**.
A trick.

A trick is a collection of cards containing one card from each player, usually played into the centre. Tricks are always played **clockwise**. Except when a **trump** has been played, a trick is won by the highest card belonging to the suit that was led – that is, to the same suit as the first card played in that trick.

In all cases in all whist-based game the primary rule for all players is to **follow suit** – ie play a card of the suit led.

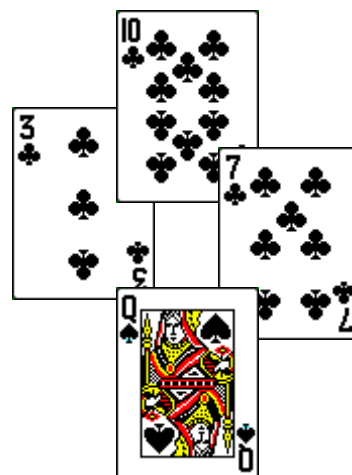


Here we see a typical *trick*. One of the four players has led a card – let us say the player sitting with the ♠8. The next three players have, in turn, *followed suit* with the ♠J, the ♠K and the ♠6.

The highest card here is the ♠K so that player wins the trick – the four cards are gathered in and given to that player. In a partnership game the trick may be kept by either partner.

Here we see another example of a trick. This time a Club was led – the ♣3. The next two players *followed suit* but the last player had no Clubs left. When a player cannot follow suit he may play any card.

However, here the trick is won by the player who contributed the ♣10. The fact that the ♠Q is the highest ranked card in this example trick is irrelevant. “A *trick* is won by the highest card belonging to the suit that was led”



The player who wins a trick leads to the next one.

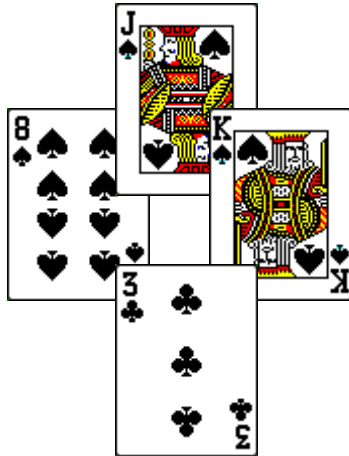
Trumps and the trumps suit.

A **trump** is any card belonging to the **trump suit**.

The *trump suit* is determined before each hand is played and may be any of the four suits. How a trump suit is determined is a topic for another time and place – each card game may have its own way of setting trumps. You will see how trumps are determined in Minibridge later.

A trump card beats any card belonging to the suit led. You may only play a trump if you are unable to **follow suit**. If two (or more) players are unable to follow suit one might **overtrump** the other.

The highest ranked card in the whole pack is the **Ace of trumps**.



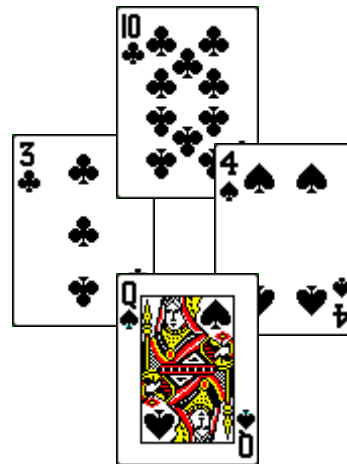
Here, **Clubs** are trumps.

The ♠8 has been led and doubtless the player with the ♠K expected to win the trick. However, the last player to play has no Spades in his hand and was able to play a trump card.

All trumps outrank all “plain cards” (non-trumps) so in this instance the ♣3 wins the trick.

In the example to the right it is **Spades** that are trumps.

The ♣3 has been lead and the next player, able to follow suit, has played the ♣10. The third player has no Clubs and has tried to win the trick by trumping it (also known as *ruffing* it) with the ♠4. However, the last player to play also has no Clubs and he has played a higher trump than the ♠4 – in this case the ♠Q. The trick is won, therefore, by the ♠Q.



Note that it is perfectly fair (indeed, sensible) to lead trumps if you so wish.

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