

U3ABC02: Session Overview

Welcome!

Here is a brief overview of all 16 hands available to play in today's MiniBridge Practice Session. It simply gives you an idea of the main point of each group of four hands.

Bridge is a great game, but it can be overwhelming, so much to think about. Don't worry, it will get easier. We're here to help it all make sense. Don't worry about making mistakes, we all do. We're always happy to explain or answer questions. Remember, you're playing with other people who are just starting out, too. Let's have fun together!

-Ed

- **Hands 1-4: Cashing top tricks:** Count the number of top tricks available. Make a plan to cash these tricks as you have enough for your contract.
- **Hands 5-8: Cashing top tricks in the right order to avoid a blockage:** If you take your top tricks in the wrong order, you will get stuck in the wrong hand (a blockage). Play the honours from the short hand first to avoid blockages.
- **Hands 9-12: Able to ruff initial lead; contract is there in top tricks once trumps are drawn:** A shortage in a suit with no stopper means the hand must be played in a suit. Ruff the suit led, draw trumps, then cash your winners.
- **Hands 13-16: A ruff provides the extra trick after drawing trumps:** Draw trumps and then ruff with the long trump in each hand.