

U3ABC03: 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: Establish extra top tricks by knocking out an ace or king:** Game in NT needs nine tricks. Any nine will do, but not necessarily the first nine. Be prepared to lose the lead. Make a plan.
- **Hands 5-8: Drive out an ace to create winners, but draw trumps first:** You should always draw trumps first unless you have a good reason not to; draw trumps, then be prepared to lose the lead to set up tricks.
- **Hands 9-12: Establish extra top tricks by knocking out two high cards:** Sometimes you need to knock out two high cards to establish long suits - as long as it's safe to lose the lead twice.
- **Hands 13-16: Delay drawing trumps to take a ruff in short trump hand first:** If dummy has only a few trumps (e.g. a 5-3 fit) and you draw trumps straight away, there won't be any trumps left in dummy to ruff your losers. Sometimes you need to ruff your losers before drawing trumps.