

U3ABC04: 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: Even small cards can be winners in a long suit:** There are 13 cards in each suit. If you have 8, the defence have 5. These are often divided 3 in one hand, 2 in the other; play 3 rounds and any remaining cards should be winners
- **Hands 5-8: Delay drawing trumps to discard a loser first:** If defence have a trump winner and you need to discard a loser in another suit, you must do that first before drawing trumps
- **Hands 9-12: Lose the lead to create a small card as a winner in a long suit:** If you need to lose a trick to set up the rest of a suit, do so before cashing other winners so you can regain the lead. Count the small cards as they are played.
- **Hands 13-16: Delay drawing trumps if you'll need them as entries:** If you need to set up a side suit and will need to use trumps to get back to that hand, you must set up that suit before drawing trumps.