

# BIDDING in *Bridge*

1. Bidding starts with the **dealer**. The dealer either **bids** or **passes**.
2. Bidding continues with the player **to the left**. She either **bids higher** or **passes**.
3. Players keep bidding in clockwise order. **Bidding ends** when there are **three passes in a row**.
4. Whoever bid the winning suit first\* is **declarer** and her partner is **dummy**. (\*of the partnership that won bidding)
5. The **player left of the declarer leads** the first card and then the **dummy turns her hand face up**.

[illegible]

**NT:** NT stands for **No Trump**. If 3NT is the winning bid, then none of the suits are trump. Hurray equality!

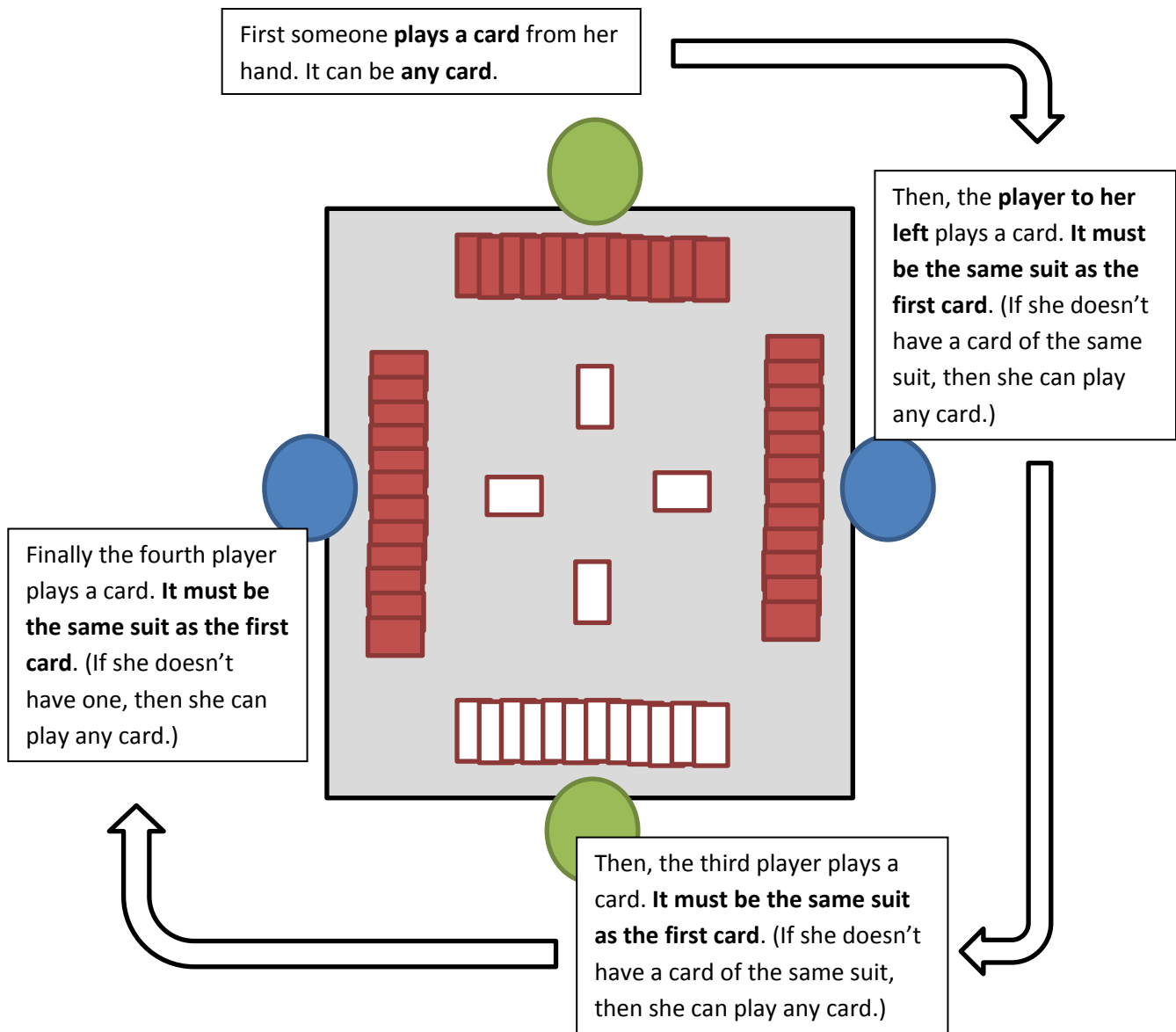
**Overtrick:** You got 2 **overtricks** if you needed 7 tricks and took 9 tricks. Yay!

**Undertrick:** You got 4 **undertricks** if you needed 10 tricks but took only 6 tricks. Aww!

# Playing Bridge

Bridge is played with **four players**, in two teams of two. Your teammate sits across from you.

The **goal of bridge** is to score points, and you score points by **taking tricks**! But what is a trick?



After everyone has played a card, it's time to see **who wins the trick**.

- If no trump-suit card was played:** the **highest card of the suit that was led** (by the first player) wins the trick. The player who wins the trick then plays a new card to start the next trick.
- If any trump-suit card was played:** the **highest trump-suit card** wins the trick. The winner then plays any card to start a new trick.

**Remember:** You have to **follow suit** if you can!