

**Primary Schools Mini Bridge**

**Lesson 1**

**Introduction**

Introduce a pack of cards, 52 in each pack

Name the suits - Spades, Hearts, Diamonds, Clubs

Sort the cards into the 4 suits

Count 13 cards in each suit  
Recognise the Ace, King, Queen and Jack

Play whist or knock-out whist with 7 cards in no-trumps, sort each hand into suits and teach following suit.

Discuss discarding when you cannot follow suit

If whist play 3 rounds, increasing by 1 card each round

Introduce trumps, can only trump if short in the led suit

Winner of each round decides trump for next round  
3 rounds of trump whist again increasing no of cards by one each round.

**Resources**

Card holders

packs of cards

Laminated Ace, King, Queen, Jack

**Emphasise fun and etiquette at all times!**

**Comments**

Card holders can be made from Pringle lids in craft lesson before the course starts and be available for any pupils who struggle to hold cards.  
Packs must look different on back otherwise easy to get packs mixed

Allow each table to sort pack into suits , lay out all the aces-boss cards, underneath lay out kings, then queens and jacks

It may be necessary to play first hand with hands on the table

Placing cards in front of players and pointing according to won/lost did work from start

If coping well with cards increase number of cards each round. trump

Each pupil should keep record of score on each round and check total is same as number of cards dealt  
Card showing which suit is trump in centre - novice players forget.  
Rotate choosing trump.

**Language**

Deal

hands

Discard

trump

Trumping

**Lesson 2**

**Playing whist with 13 cards**

Play 2 hands of trump whist with 10 cards (May be omitted)

Introduce partnerships N/S, E/W

13 cards each - introduce counting points

40 points between the 4 hands

**Resources**

packs of cards wallets, card holders

Laminated N, S, E, W cards

laminated cards with points

**Comments**

**Extract from EBU**

If you are not used to playing a card game with a hand of 13 cards (or even if you are!) here are some tips to help you sort your hand quickly and efficiently. You may like to practice at home!

1. Pick up the dealt hand and group all the cards together, with the backs of the cards facing out.
2. With one hand, hold the cards tightly at the bottom. Use the thumb and first finger of the other hand to spread out the top corners of the cards so that you can see the number or picture letter (A,K,Q,J) to form a
3. Count up the high card points before you sort the cards so you can begin to think whether or not to bid while you sort the cards in order.
4. Now, take the lowest diamond (♦) from the hand and place it behind all the other cards so that you can no longer see it.
5. Take the next lowest ♦ and place it behind all the cards so that you can no longer see it.

**Language**

Declarer

Trumps

Starting with North declare number of points in each hand. Which partnership has most? This partnership plays the hand the player with most in the partnership is DECLARER and choose trumps

Do not trump if partner has already done so **omit**

Discuss discarding an unimportant card

Play hands 1-4 NTs **Introduce playing in partnership**  
Count the tricks made and complete the playing sheet for each of the 4 hands **counting the tricks made by partnership**  
**Compare tricks made with target sheet**

**Playing point**  
laminated sheet looking at the play.

Recap the hand on the  
lead towards KS

Hands 1-4 NTs( SBU 2009 hands 1-4)

small score sheet showing points and  
tricks taken

Playing sheet Deal 3

6. Repeat step 5 until you have done all the ♦'s.

7. Repeat steps 4 to 6 with clubs (♣), then hearts (♥), then spades (♠).

8. You will now be looking at the lowest ♦, the first card you moved. Discard  
Spread out the cards as in step 2 and your hand will be sorted.

**Lead towards an honour**

**Lesson 3**

**Point counting - Contract**

**Recap** NSEW, Declarer, dummy, defence, point counting  
 Explain dummy - dummy has to stay quiet- remain dumb  
 Pair with greatest number of points play the hand. Player in the partnership with most points is declarer. His partner is dummy. Dummy puts his hand on the table in columns in suits (L2? Hands 3 and 4)  
 Explain the concept of contract  
 Declarer decides what the contract is ie number of tricks and trumps or NT  
 Recap trumps

Play prepared hands

Count the tricks made and complete the playing sheet for each of the 4 hands

Compare the tricks chart to the target sheet, does it match?

Recap one of the hands on the laminated sheet immediately after

playing it talking about play.

Playing point look for work suits. Establish work suit. Draw trumps and trumping in dummy

If time play hands again in NT or deal more hands or swap hands round and N/S plays E/W hands

If more time deal cards and play more hands

If time,

**Resources**

Packs of cards/wallets, card holders  
 Sheet with target number of tricks

Lesson 2 hands 1-4 hands(SBU 2009 hands7-10)

Laminated hand

Playing sheet

Laminated Target sheet

**Comments**

Remember to lead towards honour cards

Use the target number of tricks sheet to help declarer decide on contract

Remind pupils of rules on trumping.

**Language**

Declarer  
 Dummy  
 Defender

Contract

**Lesson 4**

**Language -Declarer, Dummy, Planning**

**Revise trumping and when to trump. Discuss winning tricks by trumping in short suits ie advantages of short suits**

Start by playing hands 5, 6 11 and 12 in any order (Two are trump hands and 2 are NT hands) emphasising play techniques

Emphasise language - declare and dummy, defenders/opponents

How many tricks can they make ?

Where can tricks be made, extra tricks, work suits

Count suits as they are played. Know when your cards are winners

**Playing point**

**Play honours from**

**short hand first**

Discuss the two laminated hands

**Resources**

packs cards, wallets, card holders

L4 handsL 1-4 (SBU 2009 5, 6, 11, 12)

Deal 1

deal 3

1NT and 1 trump hand laminated

**Comments**

Emphasise counting tricks and planning

Work suit is Diamonds. Play JD first and QJ10C. Do not get blocked!

**Language**

Dummy

Declarer

Opening  
 Lead

**Lesson 5**

**Scoring Trumping in short hand**

Introduce scoring/scoring chart for part scores

Explain points for each trick **beyond 6th trick**

Explain under tricks

**Resources**

Packs of cards/wallets, card holders  
 points for trickschart

Laminated hand Deal 2 take only 2 rounds of trumps-hearts and use rest of trumps to ruff Diamonds and clubs

**Comments**

Explain why playing in NT scores better than suit and why H/S is better than C/D

minus 50 for each undertick

**Language**

Language

Subsequent  
 bonus

You can get a plus score from making a contract OR from defeating a contract  
Playing points Count trumps. Do not take out more rounds than you need to.  
Use your trumps to ruff short suits

undertrick

Defeat

**Lesson 6**

**Playing session - recap**

Game scores, (non-vulnerable only)  
Emphasise bonus for games  
Recap playing strategies-establish work suit trump in dummy ,draw trumps lead towards honours, honours from short hand first.  
Emphasise the importance of choosing best contract  
Look for work suits

**Resources**

Scoring chart for games  
How to score sheets  
Tips sheet  
Packs of cards/wallets

**Comments**

Scoring chart for tricks  
Score cards  
Deal 3  
Hands

**Lesson 7**

**Defensive play**

Lead top of sequence.  
2nd hand plays low, 3rd hand high  
Watch partners cards. Return hsi/her suit  
Do not overtake partner's tricks

**Resources**

Examples sheet  
example sheet  
hands

**Comments**

Emphasise supporting partner and returning partner's suit.

**Language**

Defence  
Defending  
Support partner

Laminated hands

partnership  
cooperation

**Fun session**

**Comments**

**Language**

hands

Emphasise fun and etiquette at all times!

Team matches if more than one table