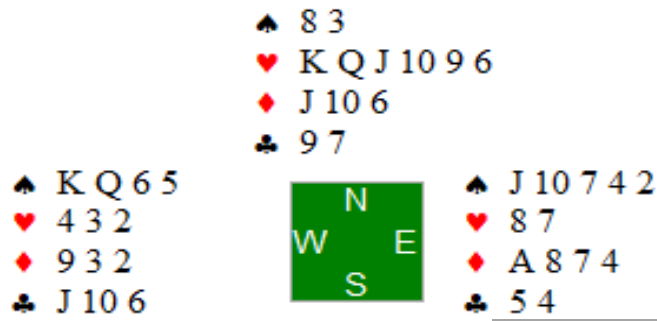


DOUBLE DUMMY BRIDGE

Task 1: Read the instructions for playing on the next page :)

Task 2: Write down 12 stitches in the table! Cards are in the diagram :)

Board 1
 South Deals
 None Vul



In bridge, we must follow suit, for example, if partners played, for example, ♠ 2, we must return the same suit, for example, ♠ . If we don't have clubs, we can ruff with the trump or discard a card in a different suit that we don't need.

The game is played clockwise. If the declarer is, for example, North, the player to the left of them always starts, for example, East (E). Therefore, in the 1st column, 1st row, we write E (East). East executes the 1st trick or lead (attack).

CARDS FOR PLAYING:
 - 52 CARDS (NO JOKERS);
 - EACH PLAYER RECEIVES 13 CARDS;
 - THERE ARE 2 TYPES OF GAMES
 - POSSIBLE:
 - TRUMP GAME & NO-TRUMP GAME.

Cross out the card played that you have written in the table in the diagram with a pencil.

West	North	East	South
Pass	2 ♥	Pass	2 ♣
Pass	3 ♥	Pass	3 ♣
Pass	Pass	Pass	6 ♥
6 ♥ by North			

BIDDING

CONTRACT

A.) EXAMPLE SHOWING THE SOLUTION METHOD :)

"No." of trick/Player (S, W, N, E)	Opening lead	Second	Third	Fourth
1	E	♦ 4	Q	2
2	S	♥ 5	2	10
				6
				7

South (S) wins the trick with the Q, so for example, in the 2nd trick, South (S) starts the play.

B.) ENTER 12 TRICKS INTO THE TABLE BELOW (1 TRICK IS WRITTEN!)

"No." of trick/Player (S, W, N, E)	Opening lead	Second	Third	Fourth
1	E	♦ 4	Q	2
2				
3				
4				
5				
6				
7				
8				
9				
10				
11				
12				
13				

In the 1st row, you can see that the lead was made by, for example, the declarer East (E), playing ♦ 4, which is the lead or attack.

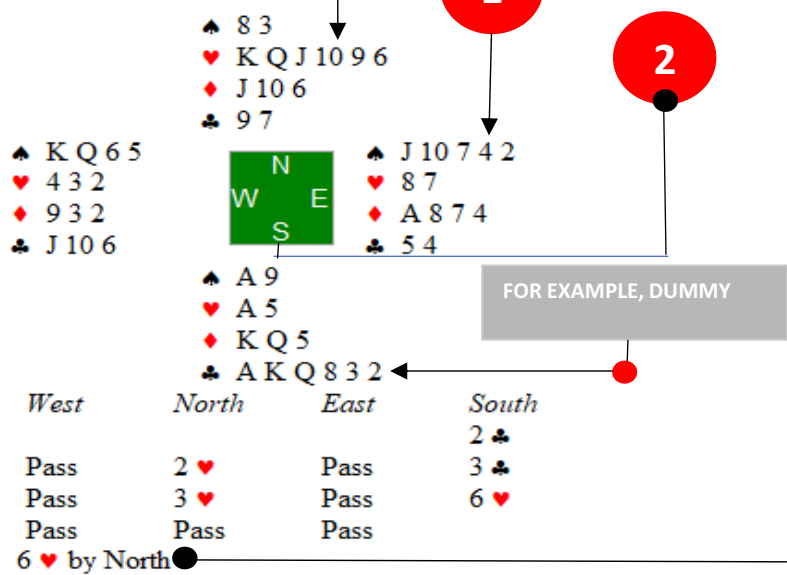
WRITE WITH A PEN. DRAW THE SYMBOL. BESIDE IT, WRITE THE NAME OF THE CARD OR ITS NUMBER, FOR EXAMPLE, ♦ K, ♦ T (DIAMOND TEN = TEN), ♦ 2, ETC. IN THE END, COUNT HOW MANY TRICKS N, S, E, W HAVE WON.

INSTRUCTIONS FOR PLAYING DOUBLE DUMMY BRIDGE

In bridge, the game is played with 52 cards. Each player receives 13 cards (1).

Players are named after the cardinal directions (2):

- South (S);
- West (W);
- North (N);
- East (E).



At the end of the bidding, we have noted:
 by North (North plays -> partner is, for example, South -> East leads (1st card played [1st trick]). West and East are defending in this game. East's action is also called a lead (attack);
 (6♥) we expect to make 12 tricks (6+6). There are a total of 13 tricks.
 Bidding starts at 6+1, 6+2, 6+3, 6+4, 6+5, 6+6, 6+7;
 We have determined ♥ as

Contract (Agreed upon agreement regarding the suit and number of tricks by the partners who won the bidding) [During bidding, they are called opener - responder] {During play, it's declarer and dummy}. The opposing players are defense. One of them leads (attacks) [left of the declarer or responder or hand].

For bidding, it is important how many honor points we have. Each player counts their points according to the following:
 - A (ace) 4 honor points (HCP);
 - K (king) 3 honor points (HCP);
 - Q (queen) 2 honor points (HCP);

1.) In bridge, we have two types of games:

- a.) No-trump game (NT) [no trump];
- b.) Trump (color) game -> for example, the trump suit is hearts♥ .

Regarding point a.) In a no-trump game, we play with balanced hands of 4333, 4432, 5332. For example, 4♠ -3♥ -3♣ -3♦ or 3♠ -4♥ -4♣ -2♦ or 2♠ -3♥ -3♣ -5♦ , etc.

Regarding point b.) In a trump (color) game, we play when we and our partner have 8+ cards in a specific suit, for example, hearts♥ . This is called a fit. Trump game has the following characteristics:

With the trump suit, for example, hearts♥ , we can ruff. This means if we don't have a certain suit, for example, clubs♣ , we "throw" a trump card that wins the trick. For example, in a trick: ♣ K-♣ J-♣ 8-♥ 2. The trick is won by ♥ 2, which is, for example, a trump card. Ruffing is enabled by singletons (one card in hand), doubletons, voids, etc.

It is not necessary to play the trump card, for example, hearts♥ , if we don't have a certain suit in the trick. For example, ♣ K-♣ J-♣ 8-♣ 2. We didn't play the trump card, for example, hearts♥ (ruffed), because, for example, this trick will be won by our partner, etc.

The player who won the contract during the bidding, for example, 6♥ by North, is called the declarer, also known as the opening hand. The declarer plays the game while also seeing the cards from the partner who became the dummy. The declarer plays with the dummy's cards. The declarer instructs the dummy which card to play. The dummy has no other role. That's why it's also called the dummy or the "dead hand" ...

When playing Double Dummy Bridge, we see all the cards in addition to our own. If we were playing regular bridge, we would only see our own cards as the declarer and the dummy's cards. This is also what the other three players see.

