

Introduction to Bridge

1. Who starts the auction?
2. How do you decide the contract?
3. How many tricks do you need to bid game?
4. What are the game contracts?
5. What is a trick?
6. What do you need to choose a trump suit?
7. When do you bid no trumps?
8. What is the minimum number of tricks you need to make a contract?



In the photo above:

9. Who is the dummy?
10. Who is the declarer?
11. Who made the opening lead?

LESSON 1 QUIZ ANSWERS

Introduction to Bridge

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| 1. Who starts the auction? | <u>Dealer</u> |
| 2. How do you decide the contract? | <u>Declarer chooses a trump suit if a fit is possible, otherwise chooses NT</u> |
| 3. What do you need to bid game? | <u>25+ HCP (High Card Points)</u> |
| 4. What are the game contracts? | <u>3NT 4♥ 4♠ 5♣ 5♦</u> |
| 5. What is a trick? | <u>Collection of 4 cards from each player</u> |
| 6. What do you need to choose a trump suit? | <u>A fit of at least 8+ cards</u> |
| 7. When do you bid no trumps? | <u>When you don't have a fit in a suit</u> |
| 8. What is the minimum number of tricks you need to make a contract? | <u>7 tricks</u> |



In the photo above:

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|--------------------------------|--------------|
| 9. Who is the dummy? | <u>North</u> |
| 10. Who is the declarer? | <u>South</u> |
| 11. Who made the opening lead? | <u>West</u> |