

## **Exercise 1: Introduce the Game of Bridgelt**

“Today you are going to learn the game of Bridgelt. Instead of announcing your points, you will write them down on the paper form in front of you along with the exact number of cards you have in each suit – that is spades, hearts, diamonds and clubs, in that order. Everyone can see everyone else’s paper.

“Next, starting with the dealer, each player in clockwise rotation must either pass or propose a contract for their side to play. The contract must be higher than the previously proposed contract, so you need to know the ranking of the suits. Notrump ranks higher than all the suits, therefore the bid of 1NT outranks one of any suit. Does anyone know which suit is highest in rank? (*Spades.*) How about the lowest suit? (*Clubs.*) A trick for remembering the suit rankings is that they are alphabetical, so Clubs, which comes first in the alphabet, is the lowest ranked suit. (*Refer to the Bridge Poster for the suit ranks.*)

“Taking turns proposing a contract or passing is called bidding. If none of the four players propose a contract, so that the auction consists of four passes, the hand is thrown in. Otherwise the bidding continues until three players pass in a row, then the last proposed contract becomes final. The declarer is the player on the side that won the contract who proposed the final strain first, not necessarily the one who made the last bid. The term for a completed set of bids is an auction. Your objective is to get the best score you can for your side. Let’s play the first hand and give it a try.”