

MINIBRIDGE TERMS – COURSE PART 1 AND PART 2

MiniBridge Term	Explanation	Lesson where first introduced
2nd hand low	A guideline for following suit when defender is second to play to the trick.	Cardplay for defenders
3rd hand high	A guideline for following suit when defender is third to play to the trick.	Cardplay for defenders
Blocked	A suit is blocked when there are high cards in the way, preventing us from transferring the lead from one hand to the other in that suit.	Plan the play (NT) - Top winners and play in right order
Bonus points	Points won for making the contract.	Introduction to scoring
Cash	Playing a card that is certain to win the trick.	Plan the play (NT) - Promoting and Establishing
Contract	A target for number of tricks to win in a particular denomination	Overview of MiniBridge and playing first hands
Cover an honour with an honour	A guideline for following suit when defender is second to play to the trick	Cardplay for defenders
Deal	The set of all 4 hands the players are dealt.	Trick-Taking Card Games
Dealer	The first person to announce points in MiniBridge.	Overview of MiniBridge and playing first hands
Declaring side	The partnership that has the majority of the points.	Overview of MiniBridge and playing first hands
Defenders	The declarer's opponents i.e. the pair who are not declarer or dummy.	Overview of MiniBridge and playing first hands
Denomination	The 4 suits and No Trumps are the 5 denominations.	Overview of MiniBridge and playing first hands

Distribution	The way the cards in a suit are distributed between the four players.	Plan the play (NT) - Promoting and Establishing
Draw trumps	Playing trumps until neither defender has any left.	Plan the play (Suit contracts)
Dummy	Refers to the player or the hand opposite declarer. Dummy is visible to all.	Overview of MiniBridge and playing first hands
Entry	An entry is a high card that allows us to transfer the lead from one hand to the other.	Plan the play (NT) - Top winners and play in right order
Establish	Turning lower cards of a suit into winners by drawing all the opposition's cards of that suit.	Plan the play (NT) - Promoting and Establishing
Finesse	An attempt to win a trick with a card that is lower in rank than a card of the same suit held by our left hand opponent.	Plan the play (NT) – Finessing and the plan
Fit	A 'fit' means a total of 8 or more cards in suit in our hand and dummy.	Choosing the contract
Following suit	Requirement to play card of same suit as the first card led to the trick.	Trick-taking card games
Game Bonus	300 points for making a game contract.	Introduction to scoring
Game Contract	A contract where the points for tricks is 100 points or more. Scores a game bonus of 300.	Introduction to scoring
Goes down	Winning fewer tricks than specified in the contract	Overview of MiniBridge and playing first hands
Hand	The 13 cards we are dealt.	Trick-taking card games
HCPs	see High Card Points	Overview of MiniBridge and playing first hands

High Card Points	A way to assess the strength of a hand by giving values to the high cards: Ace: 4, King: 3, Queen: 2, Jack: 1	Overview of MiniBridge and playing first hands
Honour	Any Ace, King, Queen, Jack or Ten.	Opening leads
Knock out	Playing a card to force out a higher card from the opponents.	Plan the play (NT) - Promoting and Establishing
Lead	First card played to the trick.	Trick-taking card games
Major suit	Spades and hearts are the major suits.	Introduction to scoring
Make the contract	Winning at least as many tricks as specified in the contract.	Overview of MiniBridge and playing first hands
Minor suit	Clubs and diamonds are minor suits.	Introduction to scoring
No Trumps (NT)	When no suit is chosen as trumps.	Trick-taking card games
Overtake	Playing a higher card when partner's card would have won the trick, typically to allow entry to the other hand.	Plan the play (NT) - Top winners and play in right order
Overtricks	Tricks won beyond those needed to make the contract	Introduction to scoring
Partnership	The two players working together collaboratively.	Overview of MiniBridge and playing first hands
Part Score Bonus	50 points for making a part-score contract.	Introduction to scoring
Part-score contract	A contract where the points for tricks is less than 100. It scores a part-score bonus of 50 points.	Introduction to scoring
Promote	A card is promoted when the opponents' higher cards have been knocked out.	Plan the play (NT) - Promoting and Establishing
Rank	2 to 10, Jack, Queen, King and Ace.	Trick-taking card games

Ruff	Playing a trump to win a trick when we can't follow suit.	Plan the play (Suit contracts)
Second hand low	A guideline for following suit when defender is second to play to the trick.	Cardplay for defenders
Sequence	Two or more consecutive cards in a suit: usually honours e.g. KQJ.	Opening leads
Singleton	Having just one card of a particular suit.	Opening leads
Soldiers and Corpses	A way of placing cards after each trick to show which tricks were won by each partnership	Playing with others
Split	The way in which the defenders' cards in a particular suit are divided between their two hands.	Plan the play (NT) - Promoting and Establishing
Suit	Clubs, diamonds, hearts or spades.	Trick-taking card games
Third hand high	A guideline for following suit when defender is third to play to the trick.	Cardplay for defenders
Top of a sequence	Highest of two or more consecutive cards in a suit: usually honours e.g. <u>K</u> QJ.	Opening leads
Top winners	Tricks that we can win without needing to lose the lead.	Plan the play (NT) - Top winners and play in right order
Trick	Four cards, one from each player, played in clockwise rotation.	Trick-taking card games
Trumps	A suit that is designated to rank above all other suits A trump card beats all cards of any other suit.	Trick-taking card games
Unblock	Playing high cards from the short side first to prevent blocking a suit.	Plan the play (NT) - Top winners and play in right order
Void	Having no cards of a particular suit.	Plan the play (Suit contracts)