

High Card Points (Total HCP = 40)

Ace = 4 King = 3 Queen = 2 Jack = 1

Declaring Team Trick Target	Declaring Team High Card Points	Defending Team Trick Target
7	21—22	7
8	23 - 24 - 25	6
9	26 - 27 - 28	5
10	29 - 30 - 31	4
11	32 - 33 - 34	3
12	35 - 36 - 37	2
13	38 - 39 - 40	1

Before Play

1. Shuffle & deal out all 52 cards to 4 Players (N-S v E-W)
2. Count & sort your 13 cards into suits
3. Add up your High Card Points (HCP)
4. Announce your total and enter it on the **bridge checker**
5. Announce & enter your number of cards in each suit
6. The team with 21+ HCP are Declaring Team for that deal
7. Re-Deal if both teams have 20 HCP
8. The Declaring Team member with more HCP is Declarer
9. If Declaring Team have equal HCP—negotiate Declarer
10. Declarer's partner is Checker with the **table cards**
11. The other two players are Defenders
12. The **table cards** are in the game and placed face up in vertical columns suit by suit
13. Play starts when Defender to Declarer's left plays the first card: the **opening lead**
14. Opening Leader may choose any card to play first

During Play

- [a] Play continues strictly clockwise in turn
- [b] Each player plays one card only per trick
- [c] The winner to each trick is the highest card in the suit chosen as the lead card to each trick
- [d] The winner of trick one plays first to trick two and can choose any card from any suit
- [e] A player going first to a trick sets the suit to follow and all other players must **follow suit**
- [f] If you cannot follow suit you must play any card from another suit but that card cannot win
- [g] Declarer chooses **table cards** one per trick

Winning the Game

First team to reach its team trick target wins the deal and scores 100 match points. Exceeding the target scores 20 bonus points per extra trick
Consulting the Checker forfeits 20 points per view

B	R	I	D	G	E	Live Play	C	H	E	C	K	E	R
Before Play Record no. of cards	West	♠		♥		♣		♦		TRUMPS NO YES ♠ ♥ ♣ ♦			
	East	♠		♥		♣		♦					
	North	♠		♥		♣		♦					
	South	♠		♥		♣		♦					

↓ During Play - Record cards played										↓ Record HCP ↓				Trick No.
♠		♥		♣		♦		W	N	E	S			
A		A		A		A							1	
K		K		K		K							2	
Q		Q		Q		Q							3	
J		J		J		J							4	
10		10		10		10							5	
9		9		9		9							6	
8		8		8		8							7	
7		7		7		7							8	
6		6		6		6							9	
5		5		5		5							10	
4		4		4		4							11	
3		3		3		3							12	
2		2		2		2							13	

Declarer →						W	N	E	S	Before Play Record HCP ↓				©Copyright David Adelman 2011 - 2018 All Rights Reserved www.teachyours elfbridge.com		
Defenders						↓ Targets ↓			Attackers							
1	2	3	4	5	6	7	8	9	10	11	12	13	W		N	E