

Dealtales — Activity Book

A Spark & Anvil activity book — puzzles, questions, and fun from Dealtales.

Write in the book, circle your answers, and check the Answer Key at the back.

1. The Deck, Suits & Ranks

Circle the correct answer

1. How many cards are in a bridge deck?
(A) 54 (B) 52 (C) 48 (D) 40
2. How many suits are there?
(A) Four (B) Two (C) Five (D) Three
3. How many cards are in each suit?
(A) 13 (B) 10 (C) 14 (D) 12
4. Which two suits are the MAJORS?
(A) Spades and clubs (B) Hearts and diamonds (C) Spades and hearts (D) Diamonds and clubs
5. Which two suits are the MINORS?
(A) Spades and hearts (B) Hearts and clubs (C) Spades and diamonds (D) Diamonds and clubs
6. Which card is the HIGHEST in a suit?
(A) The 10 (B) The King (C) The 2 (D) The Ace

Write the answer

7. Rank these from highest to lowest: King, Ace, Queen.
Answer: _____
8. The Jack is just below which card?
Answer: _____
9. How many players are in a game of bridge?
Answer: _____
10. Where does your PARTNER sit?
Answer: _____

Match each question to its answer

1. The four seats are named after which four directions? →
2. How many cards does each player get at the start? →
3. What do we call all 13 cards one player holds? →
4. How many red suits are there? →
5. Which suit symbol looks like a black leaf or spade? →

- (A) A hand
 - (B) North, East, South, West
 - (C) Two
 - (D) 13
 - (E) Spades ♠
-

2. Tricks & Trick-Taking

Circle the correct answer

11. What is a 'trick' in bridge?

- (A) One round where each of the four players plays one card (B) A whole suit (C) A special bonus card (D) A winning bid

12. How many tricks are there in one deal?

- (A) 13 (B) 4 (C) 52 (D) 10

13. The player who plays the FIRST card of a trick is said to do what?

- (A) Follow (B) Trump (C) Pass (D) Lead

14. If a heart is led, what MUST you do if you have a heart?

- (A) Play a heart (follow suit) (B) Play your highest card (C) Play a trump (D) Play any card you like

15. What can you do if a heart is led and you have NO hearts?

- (A) You lose the trick automatically (B) You must pass (C) Play any card from another suit (D) You must play your Ace

16. In NO-trump, who wins a trick?

- (A) The first card played (B) The highest card of any suit (C) The highest card of the suit that was led (D) The last card played

Write the answer

17. Hearts led: you play the ♥K, others play ♥5, ♥9, ♥2. Who wins?

Answer: _____

18. A trick is led with ♦Q. You hold ♦A and ♦3. Which wins the trick if you play the Ace?

Answer: _____

19. Who leads to the NEXT trick?

Answer: _____

20. Can you win a trick by playing a low card of a DIFFERENT suit than the one led (in notrump)?

Answer: _____

Match each question to its answer

1. What is a card called when you throw a useless off-suit card away on a trick you can't win? →

2. Why is WINNING a trick valuable beyond just the card? →

3. How many cards must you play to a trick? →

4. If you have the led suit but play a different suit instead, that's called what? →

5. In notrump, spades led (♠7). You have no spades. Can your ♥A win? →

(A) A revoke (an illegal play)

(B) The winner leads next — you control what suit comes

(C) No — your heart can't win because spades were led

(D) A discard

(E) Exactly one

3. The Trump Suit

Circle the correct answer

21. What is a 'trump' suit?

(A) The suit with the most cards (B) A chosen suit whose cards beat cards of any other suit (C) The dealer's favorite suit (D) The suit of the last card

22. Hearts are trump. Spades led (♠A); you have no spades and play ♥2. Who wins so far?

(A) The next player (B) The ♠A (C) You — a trump beats the ♠A (D) Nobody

23. Playing a trump on a suit you can't follow is called what?

(A) Ruffing (trumping) (B) Finessing (C) Discarding (D) Leading

24. Can you trump if you CAN still follow suit?

(A) Yes, anytime (B) Only with the Ace (C) Only if partner agrees (D) No — you must follow suit first

25. If two players both trump the same trick, who wins?

(A) The last to trump (B) The first to trump (C) They split it (D) The one who played the higher trump

26. Why is a LONG trump suit powerful?

(A) It cannot lead (B) You can ruff opponents' winners and control the deal (C) It scores no points (D) It must be discarded

Write the answer

27. A contract in 'notrump' means what about trumps?

Answer: _____

28. Diamonds are trump. You're void in the led suit and want the trick. What do you do?

Answer: _____

29. Which is more powerful in a suit contract: the ♠2 (trump) or the ♦A (not trump), spades trump?

Answer: _____

30. Why might declarer 'draw trumps' early?

Answer: _____

Match each question to its answer

1. If you're out of a suit AND out of trumps, what happens when that suit is led? →

2. A 'void' means you have how many cards in a suit? →

3. A 'singleton' is how many cards in a suit? →

4. Why can a short suit (void or singleton) be an ASSET in a trump contract? →

5. In a heart contract, which suit are the 'trumps'? →

(A) It lets you ruff — turning small trumps into winners

(B) You must discard — you can't win the trick

(C) Hearts

(D) One

(E) Zero

4. Counting High-Card Points

Circle the correct answer

31. In the standard point count, how many points is an ACE worth?

(A) 2 (B) 4 (C) 3 (D) 1

32. How many points is a KING worth?

(A) 2 (B) 3 (C) 4 (D) 1

33. How many points is a QUEEN worth?

(A) 2 (B) 4 (C) 1 (D) 3

34. How many points is a JACK worth?

(A) 1 (B) 3 (C) 2 (D) 0

35. How many high-card points are in the WHOLE deck?

(A) 100 (B) 20 (C) 40 (D) 52

36. Your hand: ♠A K, ♥Q, ♦J, and small cards. How many HCP?

(A) 10 (B) 8 (C) 12 (D) 9

Write the answer

37. Your hand: two Aces and two Kings, rest small. How many HCP?

Answer: _____

38. An 'average' hand holds about how many HCP?

Answer: _____

39. Roughly how many combined HCP does a partnership usually need to bid GAME?

Answer: _____

40. Which hand is stronger: (A) ♠A ♥A ♦A ♣A + small, or (B) all four Jacks + all four Queens?

Answer: _____

Match each question to its answer

1. Why are ACES valued the highest? →

2. Do high-card points count SHAPE (suit lengths)? →

3. Two Queens and two Jacks — how many HCP? →

4. A hand with 0-5 HCP is usually described as — →

5. You have ♠A K Q J (all four top spades). How many HCP just in spades? →

- (A) very weak (a 'bust')
 - (B) No — HCP counts only the honor cards
 - (C) 6
 - (D) They are certain to win a trick and can't be captured
 - (E) 10
-

5. The Auction: Opening Bids

Circle the correct answer

41. What is the 'auction' (bidding) in bridge?

- (A) Choosing seats (B) A conversation where partners bid to name the contract (C) A card game within the game (D) A way to shuffle

42. A bid names two things. What are they?

- (A) A level (1-7) and a strain (a suit or notrump) (B) A suit and a card (C) A trump and a trick (D) A player and a score

43. Bidding '1♠' promises to win how many tricks if it becomes the contract?

- (A) Six (B) Seven (6 + the level of 1) (C) One (D) Ten

44. Roughly how many HCP do you usually need to OPEN the bidding?

- (A) About 0 (B) About 20 (C) About 12-13+ (D) About 5

45. With a balanced 15-17 HCP hand, a common opening bid is —

- (A) 1♣ (B) 3NT (C) 1NT (D) Pass

46. If your hand is too weak to open, what do you say?

- (A) Pass (B) Redouble (C) 1♣ anyway (D) Double

Write the answer

47. Which is the LOWEST possible opening bid?

Answer: _____

48. Rank the strains from lowest to highest for bidding.

Answer: _____

49. Each new bid must be HIGHER than the last. Which is a legal bid over 1♥?

Answer: _____

50. With a 5-card major and opening strength, you usually open —

Answer: _____

Match each question to its answer

1. Why open your LONGEST suit first (in suit systems)? →
2. What does 'opening 1NT' tell partner about SHAPE? →
3. A 'Pass' by everyone at the start means what? →
4. Who gets the first chance to bid? →
5. After the dealer, the auction moves in which direction? →

- (A) It points toward the best trump fit
 - (B) The deal is passed out and thrown in (no contract)
 - (C) Clockwise
 - (D) The hand is balanced (no long or very short suit)
 - (E) The dealer
-

6. Responding to Partner

Circle the correct answer

51. Your partner opens 1♥. What are YOU called now?
(A) The dealer (B) The opener (C) The responder (D) The declarer
52. Partner opens 1♥ and you have 4 hearts and 8 HCP. A good simple raise is —
(A) Pass (B) 1NT (C) 3NT (D) 2♥ (raise partner's suit)
53. Why is finding a TRUMP FIT with partner so important?
(A) It scores nothing (B) It ends the auction (C) An 8+ card fit lets your side control the suit and ruff (D) It hides your hand
54. Partner opens 1♣. You have 5 spades and 10 HCP. A natural response is —
(A) 1♠ (show your suit) (B) 2♣ (C) 3NT (D) Pass
55. With about 6-9 HCP, the responder's hand is called —
(A) a game force (B) a minimum (weak) responding hand (C) a slam hand (D) too weak to respond
56. With how few HCP should the responder usually just PASS partner's 1-of-a-suit opening?
(A) 6-9 (B) 10-12 (C) 0-5 HCP (D) Never pass

Write the answer

57. Partner opens 1NT (15-17). You have a flat 10 HCP. A good response is —
Answer: _____

58. Responding in a NEW suit at the one level shows about how many HCP (minimum)?

Answer: _____

59. A jump to game (like partner opens 1♠, you bid 4♠) shows —

Answer: _____

60. Why does responder often bid a new suit rather than notrump with an unbalanced hand?

Answer: _____

Match each question to its answer

1. Partner opens 1♦; you hold 4 spades, 4 hearts, 8 HCP. Standard style bids which first? →

2. A raise of partner's major to the 3-level (e.g. 1♥–3♥) traditionally shows — →

3. What does 'invitational' mean in bidding? →

4. Responder's MAIN job is to — →

5. Partner opens 1♠. You have 3 spades and 7 HCP. Simple raise to 2♠ shows about — →

(A) You're inviting partner to bid game if they have extra strength

(B) 6-9 support points with 3+ spades

(C) 1♥ (bid the lower of two four-card suits up the line)

(D) a fit and INVITATIONAL strength (about 10-12 support points)

(E) describe strength and shape so the pair can pick the best contract

7. Suit Contracts vs Notrump

Circle the correct answer

61. A 'notrump' contract means —

(A) every suit is trump (B) spades are trump (C) there is no trump suit; high cards win tricks (D) the dealer's suit is trump

62. Which contract type lets you RUFF opponents' winners?

(A) A suit contract (B) Neither (C) Notrump (D) Both equally

63. When is NOTRUMP often best?

(A) Always (B) When you have a 7-card suit (C) When you have a void (D) When both hands are balanced with stoppers in every suit

64. When is a SUIT contract often best?

(A) When you have no long suit (B) Never (C) When both hands are flat (D) When your side has an 8+ card trump fit

65. Which notrump contract is 'game'?

(A) 2NT (B) 3NT (nine tricks) (C) 1NT (D) 5NT

66. Which MAJOR-suit contracts are game?

(A) 4♥ and 4♠ (ten tricks) (B) 2♥ and 2♠ (C) 3♥ and 3♠ (D) 5♥ and 5♠

Write the answer

67. Which MINOR-suit contracts are game?

Answer: _____

68. Why do partners usually prefer a MAJOR game (4♥/4♠) over a minor game (5♣/5♦)?

Answer: _____

69. Why is 3NT often preferred over a 5-of-a-minor game?

Answer: _____

70. A hand with a singleton or void is usually a poor fit for —

Answer: _____

Match each question to its answer

1. A 'stopper' in a suit means — →

2. For 3NT you especially want — →

3. Your side has a 5-3 heart fit and balanced shape. Which is usually better, 4♥ or 3NT? →

4. Why can a suit contract make MORE tricks than notrump with the same cards? →

5. Why can NOTRUMP sometimes make more tricks than a suit contract? →

(A) No trumps are 'wasted' drawing the suit; pure high cards cash freely

(B) stoppers in the suits you don't control, plus enough tricks

(C) a card that can stop opponents from running that suit (like an Ace or guarded King)

(D) It depends — a good 8-card major fit often prefers 4♥, but 3NT can be right with flat hands

(E) Ruffing wins extra tricks with small trumps

8. Scoring: Games & Slams

Circle the correct answer

71. A contract that is LESS than game is called a —
(A) a game (B) part-score (C) a slam (D) a grand slam
72. Making a GAME contract earns a large bonus. About how many combined HCP is game?
(A) About 15 (B) About 40 (C) About 10 (D) About 25-26
73. A 'small slam' means contracting to win how many tricks?
(A) 10 (B) 12 (a 6-level contract) (C) 13 (D) 11
74. A 'grand slam' means winning how many tricks?
(A) 12 (B) 10 (C) All 13 (a 7-level contract) (D) 11
75. Why bid game rather than stopping in a comfortable part-score when you have the values?
(A) It's the same score (B) Part-scores score more (C) Game earns a big bonus that a part-score doesn't (D) It's a rule you must
76. Making 4♠ (bid as game) vs making 3♠ +1 (a part-score with an extra trick) — which usually scores more?
(A) They tie exactly (B) 3♠ +1 (C) 4♠ bid as game — you get the game bonus (D) Neither scores

Write the answer

77. Bidding a slam you can make earns —
Answer: _____
78. What happens if you bid a contract and DON'T make it?
Answer: _____
79. Why NOT overbid to slam without the values?
Answer: _____
80. The tension in scoring is between —
Answer: _____

Match each question to its answer

1. Which is a GAME contract? →
2. Which is a SLAM contract? →
3. Because game earns a bonus, partners try hard to reach game when they hold about — →

4. Roughly how many combined HCP is often needed for a small slam? →
5. Vulnerability makes bonuses and penalties — →

- (A) 6♦
 - (B) 4♥
 - (C) bigger
 - (D) About 33
 - (E) 25-26+ combined HCP
-

9. Declarer Play: Making a Plan

Circle the correct answer

81. Who is the 'declarer'?

- (A) The player on lead (B) The player who plays both their hand and the dummy
(C) The dealer always (D) The scorer

82. Who is the 'dummy'?

- (A) An opponent (B) The opening leader (C) Declarer's partner, whose cards are placed face-up on the table (D) The dealer

83. When is the dummy laid down?

- (A) Never (B) At the very end (C) Before the auction (D) After the opening lead, before declarer plays

84. What is the FIRST thing a good declarer does after seeing dummy?

- (A) Play as fast as possible (B) Cash the Ace (C) Draw trumps immediately (D) Make a plan — count winners and losers

85. In a NOTRUMP contract, declarer usually counts —

- (A) opponents' points (B) trumps (C) losers only (D) sure winners (top tricks) and how to develop more

86. In a SUIT contract, declarer often counts —

- (A) opponents' honors (B) nothing (C) losers, and how to avoid or ruff them (D) only Aces

Write the answer

87. You need 9 tricks in 3NT and count 7 sure winners. Your plan must —

Answer: _____

88. A common way to develop extra tricks is —

Answer: _____

89. Why plan BEFORE playing to trick one?

Answer: _____

90. An 'entry' is —

Answer: _____

Match each question to its answer

1. Why are entries to DUMMY often precious? →

2. In a suit contract, declarer often DRAWS TRUMPS to — →

3. When might declarer DELAY drawing trumps? →

4. 'Counting winners' works best in which strain? →

5. A 'loser' in a suit contract is — →

(A) You need them to cash dummy's established winners

(B) a card that will lose a trick unless you do something about it

(C) stop opponents from ruffing your winners

(D) When they need dummy's trumps to ruff losers first

(E) Notrump

10. The Finesse

Circle the correct answer

91. What is a 'finesse'?

(A) Always playing your highest card (B) A scoring bonus (C) A kind of trump (D) An attempt to win a trick with a card while a higher card is still out, by leading toward it

92. You hold ♠A Q in one hand and small spades opposite. You lead LOW toward the AQ hoping the King is —

(A) behind your AQ (on your right) (B) in front of your AQ (on your left) (C) in dummy (D) already played

93. A 'tenace' like A-Q (missing the King) is best used by —

(A) cashing the Ace first (B) leading TOWARD it, not away from it (C) leading it out (D) discarding it

94. A simple finesse (like guessing where one King is) succeeds about —

(A) never (0%) (B) 10% (C) half the time (50%) (D) always (100%)

95. Why finesse instead of just cashing your Ace and King?

(A) It scores double (B) It's required (C) It can win an EXTRA trick you couldn't win by force (D) It's faster

96. You have ♥K x opposite ♥x x. To try for a heart trick with the King, you lead —

(A) the King out immediately (B) toward the King, hoping the Ace is in front of it (C) a trump (D) away from the King

Write the answer

97. A finesse LOSES when the missing high card is —

Answer: _____

98. Two finesses that BOTH must work give you about what chance?

Answer: _____

99. If you can either finesse (50%) or play for a suit to split evenly, a good declarer —

Answer: _____

100. A 'two-way finesse' for a Queen means —

Answer: _____

Match each question to its answer

1. Before finessing, a good declarer looks for — →

2. You lead low toward ♣A Q; left-hand opponent plays low. You should — →

3. If the finesse of the Queen loses to the King, what did you learn? →

4. A finesse needs you to lead from the hand — →

5. With A-Q-J opposite small, you can finesse — →

(A) clues from the bidding and earlier tricks about who holds the missing card

(B) play (finesse) the Queen

(C) The King was behind your tenace this time — but you tried the best odds

(D) OPPOSITE the tenace (toward the honors)

(E) twice against the King (repeat the finesse)

11. Establishing Long Suits

Circle the correct answer

101. To 'establish' a suit means —

(A) to trump it (B) to discard it (C) to name it trump (D) to make your remaining low cards in it into winners by removing opponents' cards

- 102.** You hold ♦A K Q x x (5 cards) opposite ♦x x. If diamonds split 3-2 for the opponents, after three rounds your last two diamonds are —
(A) worthless (B) losers (C) winners (opponents are out) (D) trumps
- 103.** Length winners come from —
(A) trumps only (B) short suits (C) honor cards only (D) the EXTRA cards in a long suit once opponents are exhausted
- 104.** To establish a suit you often must —
(A) never lose a trick (B) give up (lose) a trick or two first to drive out their honors (C) cash your Aces only (D) trump it
- 105.** You have ♣K Q J x x opposite ♣x x. To set up club tricks you should —
(A) never touch clubs (B) lead clubs to drive out the Ace (C) cash the King and stop (D) trump clubs
- 106.** Why do you need ENTRIES to establish and cash a long suit?
(A) Entries score points (B) You don't need them (C) To draw trumps (D) You must reach the hand with the long suit to lead and later cash it

Write the answer

- 107.** A suit splitting 3-3 in the opponents' hands is helpful because —
Answer: _____
- 108.** The 'timing' problem in establishing a suit is —
Answer: _____
- 109.** In notrump, holding up an Ace (refusing to win early) can help by —
Answer: _____
- 110.** The classic reason to hold up an Ace TWICE in notrump is to —
Answer: _____

Match each question to its answer

1. A long suit is more valuable when you ALSO have — →
 2. You can combine establishing a suit with a finesse by — →
 3. Establishing a suit in a SUIT contract usually needs you to — →
 4. The point of establishing low cards is that — →
 5. A suit that won't 'come home' usually lacks — →
- (A) small cards can win tricks once the higher cards are gone
(B) the entries and stoppers to establish and cash it in time
(C) leading toward honors in the long suit to gain extra tricks
(D) entries to reach it after it's established

(E) keep control (trumps) so opponents can't cash their tricks first

12. Defense: Leads & Signals

Circle the correct answer

111. Who makes the OPENING LEAD?

(A) The dummy (B) The dealer (C) The player to the declarer's left (D) The declarer

112. The two DEFENDERS are —

(A) the partnership that did NOT win the contract (B) the dealer and North (C) declarer and dummy (D) any two players

113. A classic opening lead against NOTRUMP is —

(A) fourth-highest of your longest and strongest suit (B) an Ace from nowhere (C) a trump (D) your shortest suit

114. Why lead your LONG suit against notrump?

(A) To waste time (B) To set up length winners for your side before declarer sets up theirs (C) To help declarer (D) Because it's a rule

115. Leading the TOP of a sequence (like K from K-Q-J) is good because —

(A) it helps declarer (B) it's illegal (C) it wastes the King (D) it's safe and can establish tricks without giving one away

116. Against a SUIT contract, leading an unsupported Ace (Ax) early is often —

(A) always best (B) required (C) risky — you can set up declarer's King (D) impossible

Write the answer

117. A defensive 'signal' is —

Answer: _____

118. In standard 'attitude' signals, a HIGH card played on partner's lead means —

Answer: _____

119. In standard attitude signals, a LOW card means —

Answer: _____

120. A 'count' signal tells partner —

Answer: _____

Match each question to its answer

1. Good defense depends most on — →
 2. 'Second hand low' is a guideline meaning — →
 3. 'Third hand high' is a guideline meaning — →
 4. Why return your PARTNER's led suit after winning a trick (often)? →
 5. When you return partner's suit, which card do you usually lead back? →
- (A) the two defenders working together, since neither sees the other's hand
(B) the third player to a trick usually plays high to win it or force declarer's honor
(C) It continues the suit your side is establishing
(D) the second player to a trick usually plays low
(E) Your original higher/appropriate card to help partner's count
-

13. Squeezes & End Plays

Circle the correct answer

121. A 'squeeze' forces an opponent to —
(A) discard a card they needed, because they can't keep everything (B) reveal their hand (C) play their Ace (D) pass
122. An 'end play' (throw-in) forces a defender to —
(A) pass (B) lead a suit that helps you (into a tenace or giving a ruff-and-discard)
(C) discard an Ace (D) trump your winner
123. A squeeze usually works near the END of the hand because —
(A) there are more cards (B) trumps are gone (C) it's the rule (D) hands are short, so a defender can no longer keep every guard
124. For a simple squeeze you generally need —
(A) all the tricks but one (be 'one off') with two threats against one opponent (B) no honors (C) many losers (D) a void
125. 'Rectifying the count' means —
(A) counting your points (B) cashing an Ace (C) drawing trumps (D) losing your extra loser early so the squeeze operates at the end
126. A 'throw-in' works because the thrown-in defender —
(A) always has a safe card (B) has only losing options — any lead helps declarer
(C) can pass (D) wins the deal

Write the answer

127. A 'ruff and discard' (ruff-sluff) helps declarer by letting them —

Answer: _____

128. Why must you usually 'strip' the hand before an end play?

Answer: _____

129. A squeeze needs a 'menace' (threat), which is —

Answer: _____

130. The 'squeeze card' is —

Answer: _____

Match each question to its answer

1. These plays are 'character moments' in DealTales because — →

2. An end play often gains a trick you could NOT win by — →

3. Before a squeeze can work, you usually must lose — →

4. A key sign a squeeze might be available is — →

5. The simplest end play to spot is when — →

(A) you're one trick short and one opponent guards two suits alone

(B) all your other losers except the one the squeeze will save

(C) a defender is out of safe suits and must lead into your A-Q (tenace)

(D) they're dramatic, clever endings where careful preparation pays off

(E) leading the suit yourself (finessing)

14. Bidding Conventions

Circle the correct answer

131. A bidding 'convention' is —

(A) a lead (B) a natural suit bid (C) an illegal bid (D) a bid whose meaning is agreed in advance, not its natural meaning

132. The 'Stayman' convention is a 2♣ response to 1NT that asks —

(A) 'please pass' (B) 'do you have clubs?' (C) 'do you have a four-card major?' (D) 'how many Aces?'

133. Why use Stayman?

(A) To show clubs (B) To end the auction (C) To ask for Aces (D) To find a 4-4 major fit that plays better than notrump

134. A 'Jacoby transfer' after 1NT (2♦ shows hearts) works by —

(A) hiding the suit (B) ending the auction (C) having opener bid the next suit so responder's long major becomes trumps with opener as declarer (D) asking for Aces

135. A big benefit of a transfer is —

(A) it reveals both hands (B) the strong hand (opener) becomes declarer, hiding it from the opening lead (C) it shows fewer points (D) it ends bidding

136. The 'Blackwood' convention (4NT) asks partner —

(A) how many Aces do you have? (B) how many points? (C) please pass (D) which suit?

Write the answer

137. Why do partners need to AGREE on conventions beforehand?

Answer: _____

138. Conventions are also disclosed to opponents because —

Answer: _____

139. Stayman is used only after —

Answer: _____

140. If opener has NO four-card major after Stayman, opener rebids —

Answer: _____

Match each question to its answer

1. A convention's whole purpose is to — →

2. Overusing conventions can backfire when — →

3. Transfers are especially valuable when responder's long suit is — →

4. A 'natural' bid vs a 'conventional' bid differ in that — →

5. Blackwood is used mainly when — →

(A) you forget the meaning and misbid

(B) you're heading for slam and need to check you aren't missing two Aces

(C) natural shows the suit bid; conventional carries an agreed different message

(D) a MAJOR they want to become trumps with the strong hand hidden

(E) let partners exchange specific information a natural bid couldn't

15. Slam Bidding & Judgment

Circle the correct answer

- 141.** A 'small slam' commits you to winning —
 (A) 11 (B) 13 (C) 12 of the 13 tricks (D) 10
- 142.** Beyond points, slams especially need —
 (A) only Queens (B) only length (C) no honors (D) controls: Aces and Kings to avoid losing early tricks
- 143.** Roughly how many combined HCP typically suggests a small slam?
 (A) 25 (B) About 33 (C) 40 (D) 20
- 144.** Before bidding slam you should check you're NOT missing —
 (A) any Queens (B) any spot cards (C) any Jacks (D) two cashing Aces (or an Ace and a fast loser)
- 145.** Blackwood (4NT) is used in slam auctions to —
 (A) count points (B) sign off (C) count the partnership's Aces (D) pick trumps
- 146.** A strong trump fit plus extra shape (a void) increases slam chances because —
 (A) it lowers tricks (B) shape doesn't matter (C) shortness lets you ruff losers and needs fewer high cards (D) voids are bad

Write the answer

- 147.** Slam bidding is a case where partners must —
 Answer: _____
- 148.** A grand slam (7-level) should be bid only when —
 Answer: _____
- 149.** Why can bidding a slam you can't make be a big MISTAKE?
 Answer: _____
- 150.** A 'cue bid' on the way to slam typically shows —
 Answer: _____

Match each question to its answer

1. Slam decisions reward partners who have — →
2. If Blackwood shows you're off ONE Ace, you should usually — →
3. If Blackwood shows you're off TWO Aces, you should — →
4. A slam bid on 'power' (huge HCP) differs from one on 'shape' (fit + void) because — →
5. Partnership 'judgment' means — →

- (A) described their hands well earlier so they can trust the picture
 - (B) sign off below slam — opponents can cash two tricks
 - (C) shape slams can make on fewer points thanks to ruffing
 - (D) reading all the clues (fit, controls, extras) to make the best decision, not obeying one rule
 - (E) stop in a small slam or game (not bid grand)
-

16. Putting It Together

Circle the correct answer

- 151.** The three phases of a bridge deal, in order, are —
(A) shuffle, deal, quit (B) play, bid, deal (C) the auction (bidding), the play, and scoring (D) score, bid, play
- 152.** Across a whole deal, the single most important partnership skill is —
(A) playing fast (B) having the most Aces (C) communication — describing hands accurately and reading partner (D) luck
- 153.** Before bidding, you count points; before playing, you should —
(A) make a plan (count winners or losers) (B) play instantly (C) give up (D) draw trumps blindly
- 154.** Good bidding aims to reach —
(A) any random contract (B) the highest possible bid (C) a contract you can make at a level that earns the bonuses you deserve (D) the lowest possible bid
- 155.** On defense, your goal is to —
(A) win the auction (B) help declarer (C) take enough tricks to set (defeat) the contract, working with partner (D) take one trick
- 156.** A finesse, a long suit, and a squeeze are all ways to —
(A) win extra tricks in the play (B) score bonuses directly (C) bid slams (D) shuffle

Write the answer

- 157.** Why is bridge called a game of INCOMPLETE information?

Answer: _____

- 158.** The best players treat a LOSING finesse or set contract as —

Answer: _____

- 159.** A part-score, a game, and a slam differ mainly in —

Answer: _____

160. When bidding and play work together, declarer should —

Answer: _____

Match each question to its answer

1. A hallmark of an expert partnership is that they — →
2. If you must choose between two lines of play, you should — →
3. Counting — points, tricks, and the suits as they fall — is important because it — →
4. The reason to keep your bids DISCIPLINED (matching your values) is — →
5. What makes bridge a lifelong game to learn? →

- (A) pick the one with the better odds (or that combines chances)
 - (B) turns guessing into knowing across the whole deal
 - (C) trust each other's bids and signals and rarely surprise one another
 - (D) It blends math, logic, memory, and teamwork with endless variety
 - (E) partner relies on your bids being accurate to make good decisions
-

Riddle & Joke Break

Guess the answer, then check the key!

- 161.** How many players are in a game of bridge, and how are they arranged?
- 162.** How many cards does each player get in bridge?
- 163.** In bridge scoring, the four honor cards are worth "high-card points." How many is an Ace worth?
- 164.** What is the total number of high-card points in the entire 52-card deck?
- 165.** How many tricks are played in a single bridge hand?
- 166.** A spade is led. You have spades in your hand. Must you play a spade?
- 167.** In a hearts-trump contract, someone leads a high spade, but you're out of spades and play a low heart. Who wins the trick?
- 168.** After the opening lead, one player's cards are placed face up on the table. Which player, and what is that hand called?
- 169.** Why did the bridge partners get along so well?
- 170.** Why is a bid like a message?
- 171.** Why did the trump suit feel unstoppable?
- 172.** Why did the dummy just sit there?

173. Why did the ace feel so valuable?

174. Why did the finesse feel like a magic trick?

Fun Facts

- Did you know? Bridge is played by tens of millions of people worldwide and is even recognized as a "mind sport." There are world championships, just like chess -- but bridge is played in PAIRS!
 - Did you know? In bridge, the bidding is a code. Each bid sends your partner information about your hand's strength and shape -- so the auction is really a careful conversation in a special language!
 - Did you know? The whole 52-card deck holds exactly 40 high-card points (Ace 4, King 3, Queen 2, Jack 1, times four suits). Counting your points is the first step in every bridge hand!
 - Did you know? A "trick" is four cards, one from each player, and the highest card (or the highest trump) wins it. A whole bridge hand is exactly 13 tricks -- one for each card in your hand!
 - Did you know? After the opening lead, the declarer's partner puts their hand face up as the "dummy," and the declarer plays BOTH hands. It's the only card game where you get to see and control 26 cards!
 - Did you know? A "finesse" is a clever play that tries to win a trick with a card that isn't the highest -- by betting that a key card is in a certain opponent's hand. It works about half the time, but you plan for it!
 - Did you know? In bridge you may NOT tell your partner about your cards with words -- all communication goes through your bids and the cards you play. It's teamwork under strict rules of silence!
 - Did you know? A bid's number plus 6 equals the tricks you promise. So "4 Spades" promises 10 tricks ($4 + 6$) with spades as trump. It's a simple formula that runs the whole auction!
-

Answer Key

1. B — 52
2. A — Four
3. A — 13
4. C — Spades and hearts

5. D — Diamonds and clubs
6. D — The Ace
7. Ace, King, Queen
8. The Queen
9. Four
10. Directly across from you
Matching (The Deck, Suits & Ranks): 1→B, 2→D, 3→A, 4→C, 5→E
11. A — One round where each of the four players plays one card
12. A — 13
13. D — Lead
14. A — Play a heart (follow suit)
15. C — Play any card from another suit
16. C — The highest card of the suit that was led
17. You, with the ♥K
18. Your ♦A (if it's the highest diamond played)
19. Whoever won the previous trick
20. No — off-suit cards can't win in notrump
Matching (Tricks & Trick-Taking): 1→D, 2→B, 3→E, 4→A, 5→C
21. B — A chosen suit whose cards beat cards of any other suit
22. C — You — a trump beats the ♠A
23. A — Ruffing (trumping)
24. D — No — you must follow suit first
25. D — The one who played the higher trump
26. B — You can ruff opponents' winners and control the deal
27. There is NO trump suit that deal
28. Ruff with a diamond
29. The ♠2 — a trump beats a non-trump Ace
30. To remove opponents' trumps so they can't ruff your winners

Matching (The Trump Suit): 1→B, 2→E, 3→D, 4→A, 5→C

31. B — 4

32. B — 3

33. A — 2

34. A — 1

35. C — 40

36. A — 10

37. 14

38. 10

39. About 25-26

40. Hand A — four Aces = 16 HCP beats four Jacks + Queens = 12

Matching (Counting High-Card Points): 1→D, 2→B, 3→C, 4→A, 5→E

41. B — A conversation where partners bid to name the contract

42. A — A level (1-7) and a strain (a suit or notrump)

43. B — Seven (6 + the level of 1)

44. C — About 12-13+

45. C — 1NT

46. A — Pass

47. 1♣

48. ♣, ♦, ♥, ♠, NT

49. 1♠

50. that major (e.g. 1♥ or 1♠)

Matching (The Auction: Opening Bids): 1→A, 2→D, 3→B, 4→E, 5→C

51. C — The responder

52. D — 2♥ (raise partner's suit)

53. C — An 8+ card fit lets your side control the suit and ruff

54. A — 1♠ (show your suit)

55. B — a minimum (weak) responding hand

56. C — 0-5 HCP
57. 3NT (bid game — combined ~25-27)
58. 6 or more
59. a fit and enough combined strength for game
60. To keep searching for a trump fit
Matching (Responding to Partner): 1→C, 2→D, 3→A, 4→E, 5→B
61. C — there is no trump suit; high cards win tricks
62. A — A suit contract
63. D — When both hands are balanced with stoppers in every suit
64. D — When your side has an 8+ card trump fit
65. B — 3NT (nine tricks)
66. A — 4♥ and 4♠ (ten tricks)
67. 5♣ and 5♦ (eleven tricks)
68. A major game needs only 10 tricks, not 11, and scores well
69. 3NT needs only 9 tricks, while 5 of a minor needs 11
70. notrump (unstopped short suits get attacked)
Matching (Suit Contracts vs Notrump): 1→C, 2→B, 3→D, 4→E, 5→A
71. B — part-score
72. D — About 25-26
73. B — 12 (a 6-level contract)
74. C — All 13 (a 7-level contract)
75. C — Game earns a big bonus that a part-score doesn't
76. C — 4♠ bid as game — you get the game bonus
77. an even bigger bonus than game
78. The other side scores penalty points
79. If you go down, you lose points and miss a safe game
80. bidding high enough to earn bonuses but not so high you fail
Matching (Scoring: Games & Slams): 1→B, 2→A, 3→E, 4→D, 5→C

81. B — The player who plays both their hand and the dummy
82. C — Declarer's partner, whose cards are placed face-up on the table
83. D — After the opening lead, before declarer plays
84. D — Make a plan — count winners and losers
85. D — sure winners (top tricks) and how to develop more
86. C — losers, and how to avoid or ruff them
87. develop 2 more tricks (e.g. from a long suit or a finesse)
88. establishing a long suit by driving out opponents' high cards
89. The first card you play can wreck a later plan
90. a way to get the lead into a particular hand
Matching (Declarer Play: Making a Plan): 1→A, 2→C, 3→D, 4→E, 5→B
91. D — An attempt to win a trick with a card while a higher card is still out, by leading toward it
92. B — in front of your AQ (on your left)
93. B — leading TOWARD it, not away from it
94. C — half the time (50%)
95. C — It can win an EXTRA trick you couldn't win by force
96. B — toward the King, hoping the Ace is in front of it
97. behind your honor (positioned to capture it)
98. About 25% ($\frac{1}{2} \times \frac{1}{2}$)
99. compares the odds and picks the better chance (or combines them)
100. you could finesse either opponent for it and must pick a side
Matching (The Finesse): 1→A, 2→B, 3→C, 4→D, 5→E
101. D — to make your remaining low cards in it into winners by removing opponents' cards
102. C — winners (opponents are out)
103. D — the EXTRA cards in a long suit once opponents are exhausted
104. B — give up (lose) a trick or two first to drive out their honors

105. B — lead clubs to drive out the Ace
106. D — You must reach the hand with the long suit to lead and later cash it
107. after three rounds they're out and your 4th card wins
108. doing it before opponents establish and cash THEIR suit
109. cutting the opponents' communication so they can't reach their long suit
110. leave one opponent with none of the suit, so their partner can't reach them
Matching (Establishing Long Suits): 1→B, 2→C, 3→E, 4→A, 5→D
111. C — The player to the declarer's left
112. A — the partnership that did NOT win the contract
113. A — fourth-highest of your longest and strongest suit
114. B — To set up length winners for your side before declarer sets up theirs
115. D — it's safe and can establish tricks without giving one away
116. C — risky — you can set up declarer's King
117. a card played to send partner a message (encourage, count, or suit preference)
118. encourage — I like this suit, keep leading it
119. discourage — don't continue this suit
120. how many cards you hold in the suit (often high-low = even)
Matching (Defense: Leads & Signals): 1→A, 2→D, 3→B, 4→C, 5→E
121. A — discard a card they needed, because they can't keep everything
122. B — lead a suit that helps you (into a tenace or giving a ruff-and-discard)
123. D — hands are short, so a defender can no longer keep every guard
124. A — all the tricks but one (be 'one off') with two threats against one opponent
125. D — losing your extra loser early so the squeeze operates at the end
126. B — has only losing options — any lead helps declarer
127. ruff in one hand and discard a loser from the other
128. So the defender has no safe suit left to lead
129. a card that will become a winner if the defender lets go of their guard
130. the winner you cash that forces the fatal discard

Matching (Squeezes & End Plays): 1→D, 2→E, 3→B, 4→A, 5→C

- 131. D — a bid whose meaning is agreed in advance, not its natural meaning
- 132. C — 'do you have a four-card major?'
- 133. D — To find a 4-4 major fit that plays better than notrump
- 134. C — having opener bid the next suit so responder's long major becomes trumps with opener as declarer
- 135. B — the strong hand (opener) becomes declarer, hiding it from the opening lead
- 136. A — how many Aces do you have?
- 137. Both must know the artificial meaning, or the message is lost
- 138. fair play requires both sides know your agreements
- 139. a notrump opening (like 1NT)
- 140. 2♦ (a conventional 'no major' reply)

Matching (Bidding Conventions): 1→E, 2→A, 3→D, 4→C, 5→B

- 141. C — 12 of the 13 tricks
- 142. D — controls: Aces and Kings to avoid losing early tricks
- 143. B — About 33
- 144. D — two cashing Aces (or an Ace and a fast loser)
- 145. C — count the partnership's Aces
- 146. C — shortness lets you ruff losers and needs fewer high cards
- 147. combine strength AND controls AND fit — judgment, not just points
- 148. you can count 13 tricks (or are as close to certain as possible)
- 149. You lose a penalty AND miss the safe game bonus
- 150. a control (an Ace or void) in that suit

Matching (Slam Bidding & Judgment): 1→A, 2→E, 3→B, 4→C, 5→D

- 151. C — the auction (bidding), the play, and scoring
- 152. C — communication — describing hands accurately and reading partner
- 153. A — make a plan (count winners or losers)
- 154. C — a contract you can make at a level that earns the bonuses you deserve

- 155. C — take enough tricks to set (defeat) the contract, working with partner
- 156. A — win extra tricks in the play
- 157. You never see the other three hands, so you deduce from bids and cards
- 158. a normal part of a game of odds, learning for next time
- 159. how many tricks they require and how big a bonus they earn
- 160. let the auction's clues guide the play (who holds what)
Matching (Putting It Together): $1 \rightarrow C, 2 \rightarrow A, 3 \rightarrow B, 4 \rightarrow E, 5 \rightarrow D$
- 161. 4 players, in 2 partnerships! Partners sit across from each other, so it's you-and-your-partner versus the other two.
- 162. 13! A 52-card deck divided among 4 players gives everyone 13 cards.
- 163. 4! Ace = 4, King = 3, Queen = 2, Jack = 1 -- adding up to 10 points per suit, 40 in the whole deck.
- 164. 40! Each suit has $A(4)+K(3)+Q(2)+J(1) = 10$, and $10 \times 4 \text{ suits} = 40$.
- 165. 13! With 13 cards each and 4 cards per trick, the hand is 13 tricks total.
- 166. Yes! You must "follow suit" -- play a card of the suit led if you have one. Only if you're out of that suit may you play something else.
- 167. You do! A trump (heart) beats any card of a non-trump suit, even a low one.
- 168. The declarer's PARTNER, and the hand is the "dummy"! The declarer then plays both their own hand and the dummy.
- 169. Because in bridge, you win or lose as a team!
- 170. Because in bridge, every bid quietly tells your partner about your hand!
- 171. Because a trump can beat any card from another suit!
- 172. Because after the opening lead, one player's hand is laid face up for all to see!
- 173. Because it's worth 4 high-card points -- the most of any single card!
- 174. Because it wins a trick with a card that "shouldn't" have won!