

DealTales – Joke Book

A Spark & Anvil joke book. Groan-worthy puns, tricky riddles, silly nonsense, and real fun facts from the world of DealTales – read them out loud and make someone laugh.

Why did the bridge partners get along so well?

Because in bridge, you win or lose as a team!

How to use this book

Read a joke, pause at the question, and try to guess the answer before you read on. Best of all: read them out loud to a friend, a grown-up, or your class. A good laugh makes the tricky stuff easier – that's real science.

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[How to use this book](#)

[Puns](#)

[Riddles](#)

[Silly Stuff](#)

[Fun Facts](#)

[Keep laughing](#)

Keep exploring online

Puns

Why did the bridge partners get along so well?

💡 Because in bridge, you win or lose as a team!

Why is a bid like a message?

💡 Because in bridge, every bid quietly tells your partner about your hand!

Why did the trump suit feel unstoppable?

💡 Because a trump can beat any card from another suit!

Why did the dummy just sit there?

💡 Because after the opening lead, one player's hand is laid face up for all to see!

Why did the ace feel so valuable?

💡 Because it's worth 4 high-card points -- the most of any single card!

Why did the finesse feel like a magic trick?

💡 Because it wins a trick with a card that "shouldn't" have won!

Why did the player have to follow suit?

💡 Because you must play the suit that was led if you can!

Why did the contract feel like a promise?

💡 Because the winning bidders promise to take a certain number of tricks!

Why did the declarer plan before playing?

💡 Because in bridge, thinking through all 13 tricks first is the key to fulfilling your contract!

Why did no-trump feel so pure?

💡 Because in a no-trump contract, the highest card of the suit led simply wins!

Why did counting points before bidding matter?

💡 Because your total high-card points tell you how high to bid!

Why did the long suit feel powerful late in the hand?

💡 Because once everyone else runs out, your extra cards win tricks!

Why did the trick have four cards?

💡 Because each of the four players plays exactly one card to a trick!

Why did partners never talk during play?

💡 Because in bridge, all your messages must be sent through your bids and cards, not words!

Why did the small trump feel mighty?

💡 Because even a lowly trump beats the highest card of a plain suit!

Why did the opening lead matter so much?

💡 Because the very first card played can set the whole hand on the right track!

Why did the game contract feel like a goal?

💡 Because bidding and making "game" earns a big bonus!

Why did the players count the cards already played?

💡 Because keeping track tells you what's left in each suit!

Why did the partnership trust each other's bids?

💡 Because bridge is built on believing what your partner is telling you!

Why did bridge feel like a conversation and a puzzle at once?

💡 Because you communicate through bidding, then solve the puzzle of taking tricks!

Riddles

How many players are in a game of bridge, and how are they arranged?

💡 4 players, in 2 partnerships! Partners sit across from each other, so it's you-and-your-partner versus the other two.

How many cards does each player get in bridge?

💡 13! A 52-card deck divided among 4 players gives everyone 13 cards.

In bridge scoring, the four honor cards are worth "high-card points."

How many is an Ace worth?

💡 4! Ace = 4, King = 3, Queen = 2, Jack = 1 -- adding up to 10 points per suit, 40 in the whole deck.

What is the total number of high-card points in the entire 52-card deck?

💡 40! Each suit has $A(4)+K(3)+Q(2)+J(1) = 10$, and 10×4 suits = 40.

How many tricks are played in a single bridge hand?

💡 13! With 13 cards each and 4 cards per trick, the hand is 13 tricks total.

A spade is led. You have spades in your hand. Must you play a spade?

💡 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.

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?

💡 You do! A trump (heart) beats any card of a non-trump suit, even a low one.

After the opening lead, one player's cards are placed face up on the table. Which player, and what is that hand called?

💡 The declarer's PARTNER, and the hand is the "dummy"! The declarer then plays both their own hand and the dummy.

A "no-trump" contract has no trump suit. So how do you win a trick?

💡 The highest card of the suit that was LED wins! With no trumps, you can never beat a suit you can't follow.

The bidding is an auction. What does the winning bid become?

💡 The contract! The final bid sets how many tricks the declarer's side promises to take, and in which trump suit (or no-trump).

You bid "3 Hearts," meaning hearts are trump and you promise to take how many tricks?

💡 9! A bid's number plus 6 gives the tricks promised: $3 + 6 = 9$ tricks out of 13.

Roughly how many high-card points does a player usually want before making an opening bid?

💡 About 12-13 or more! With a strong enough hand, you open the bidding to start describing it to your partner.

You hold the Ace and Queen of a suit but not the King, and the King is in an opponent's hand behind you. What clever play might win a trick with your Queen anyway?

💡 A finesse! Lead toward the Queen hoping the opponent with the King plays second, so your Queen wins if the King is on the correct side.

Why is a long suit (say, six cards in hearts) valuable?

💡 Because after everyone else runs out of hearts, your extra hearts become winning tricks that nothing can beat!

In bridge, can partners tell each other what cards they hold by talking?

💡 No! All communication happens through legal bids and the cards you play -- talking about your hand is against the rules.

Which is higher in bridge bidding: 1 No-Trump or 1 Spade?

💡 1 No-Trump! The suit ranking from low to high is clubs, diamonds, hearts, spades, then no-trump on top -- so at the same level, no-trump outranks spades.

The declarer counts winners and losers before playing a single card. Why?

💡 To make a PLAN! Knowing how many tricks are sure and where extra ones might come from is how you fulfill the contract.

You and your partner together hold 26 high-card points. Is that usually enough to bid "game"?

💡 Yes! About 25-26 combined points is the traditional guideline for having enough strength to bid a game contract.

The first card played to a hand, before the dummy is revealed, is called what?

💡 The opening lead! It's made by the player to the declarer's left, and choosing it well can make or break the defense.

Bridge is often called a "partnership" game. What's the single most important skill in it?

💡 Communication! Your bids and plays send messages to your partner -- bridge is really a conversation you both must understand.

Silly Stuff

A bridge player counted their high-card points three times to be sure, arrived at 40, and realized they had accidentally counted the entire deck. It is physically impossible to hold 40 points. Recount.

The dummy laid its hand face up and then had absolutely nothing to do for the rest of the game. "Best seat in bridge," said the dummy, relaxing while its partner did all the work.

A trump card beat the Ace of another suit and the Ace was furious. "I'm an ACE," it protested. "Yes," said the trump, "of the wrong suit." Rank means nothing outside your own suit in a trump contract.

Two partners communicated so perfectly through their bids that they knew each other's exact hands without a word. The opponents accused them of telepathy. It was just good bidding. Bridge looks like magic from across the table.

A finesse worked perfectly and the declarer took a bow. Then the same finesse failed the next hand and the declarer blamed "the position of the King." The King had, in fact, moved. That's the finesse: a coin flip you can plan for.

A player was so proud of their long suit that they saved it for the very end and won five tricks in a row. The opponents watched, helpless, as the "boring" little cards became unbeatable.

The auction went so high that one partnership bid a "grand slam" -- promising ALL 13 tricks -- and then made it. Nobody breathed for the whole hand. Grand slams are the ballet of bridge.

A beginner tried to tell their partner "I have lots of hearts" out loud. The rules gently reminded them that in bridge, you say that with a BID, not a sentence. Words are forbidden; bids are the language.

A declarer forgot to make a plan, played the first card that came to mind, and then spent 12 tricks trying to recover. In bridge, the first 30 seconds of planning save the next 13 tricks of regret.

A player revoked -- failed to follow suit when they could have -- and the whole table gasped. Following suit is bridge's oldest rule. Breaking it is the game's most classic "oops."

Two partners disagreed about a bid, lost the hand, and then had a very polite, very silent argument entirely through their next round of bidding. Bridge partnerships settle everything at the table, wordlessly.

The opening lead was so good that the defense took the first five tricks before the declarer touched the dummy. Choosing the right first card is a quiet superpower.

A player held four aces and got so excited they overbid dramatically. Four aces is 16 points -- strong, but not "bid everything" strong. Excitement is not a bidding system.

A no-trump contract had no trumps, so a player kept waiting for the "trump moment" that never came. In no-trump, the highest card of the led suit just wins -- no rescues, no surprises, pure card power.

A declarer counted every card played so carefully that by the last trick they knew exactly what everyone held. It felt like mind-reading. It was just arithmetic and attention -- the two humblest superpowers.

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!

Did you know? A long suit is a hidden treasure. Once opponents run out of a suit, your extra cards in it win automatically -- so six small cards in one suit can be worth more than a couple of high cards!

Did you know? The suit ranking in bridge bidding, from lowest to highest, is Clubs, Diamonds, Hearts, Spades, then No-Trump on top. A handy memory: the suits are alphabetical from low to high!

Did you know? Bidding and making a "game" or "slam" earns big bonus points. A "grand slam" means winning ALL 13 tricks -- one of the rarest and most thrilling achievements in the game!

Did you know? Good declarers PLAN before playing a single card -- counting sure winners and possible losers across all 13 tricks. A few seconds of planning saves a whole hand of scrambling!

Did you know? Bridge grew out of older card games like whist in the 1800s and 1900s. Its partnership bidding made it far deeper -- and it became hugely popular in the early 20th century!

Did you know? The opening lead -- the very first card played -- is one of the hardest choices in bridge. Defenders must guess well, because a great opening lead can defeat a contract before it even begins!

Did you know? Bridge is famous for keeping minds sharp -- it exercises memory, logic, and communication all at once. Many people play the same partner for decades, building a wordless understanding!

Keep laughing

That's **70 jokes** from DealTales. Made someone laugh? Try making up your own – the best jokes are the ones you tell.

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