



Setting Up Bridge Get-Togethers In Your Living Room

Maybe you would like to host some Bridge Play in your own home.
Lots of people do this.

You can decide whether you want to allow notes and table talk to help each other while you play.

1. You need a table at which 4 people can sit while playing cards.
Square table is better than rectangular table. Small round tables often work.
(and you need 4 chairs)
2. You should probably have 2 – 3 decks of standard cards. Remove Jokers.
3. The 4 of you are seated.
Decide who is North, South, East, and West
Maybe give yourself a name tag? Or put a note on the table in front of each of you.
4. North should shuffle one of the decks.
If they are brand new decks, shuffle 12-15 times on first use. Really.
If they are used decks, shuffle 7 times to get a good mixture.

Note: While North is shuffling one deck, East is shuffling a 2nd deck.
When East is finished, she puts it next to her, out of the way.

North then deals out the cards. One card per person clockwise until all 52 cards are dealt out.
Every player should then have their 13 cards.
5. Suggestion: Spades, Hearts, Clubs, Diamonds in your hand
Aces on the left in each suit. *Left-handed people might rearrange differently.*

6. Bidding: Do you have plastic Bidding Boxes? You can purchase them off Amazon if you want.
If you do not have Bidding Boxes, you WILL need to keep track of the bidding.
Someone might want to review the entire bidding sequence before playing.

Certainly, once the bidding ends, someone needs to write down
the contract and the declarer.



7. Opening Lead is made face up on the table in front of Opening Leader

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8. Do you know how to lay a Dummy on an actual table?

The Dummy is put on the table in Columns by suit.
Leave about 3 inches from edge of table to top of cards.
Dummy will play the cards in the 'alley' between edge of table and top of cards



Now, Declarer TELLS Dummy what card to play. Dummy never decides for himself!
Dummy is not allowed to touch cards until Declarer tells Dummy which card to play
Even if it is a Singleton!

Declarer names a card in Dummy's hand. Dummy plays that card sideways in the alley.

9. The next player (other Defender) plays a card directly in front of him.

10. Declarer plays a card.

11. All 4 players have played a trick.

*The partnership that has won this trick turns the card over and displays it vertically to left of that player
The partnership that has lost this trick turns the card over and displays it horizontally to the left of that player.*

After each trick, each player will turn their card over and display it vertically or horizontally depending on whether their partnership won the trick or lost the trick.

Stagger the 13 cards from left to right in front of you until you have 13 overturned tricks.



12. Winner of trick leads to next trick.

Remember, if Dummy won that trick, Declarer must tell Dummy what card to lead on the next trick.

At the end of 13 tricks, Declarer counts up the Vertical cards in front of her to check her outcome.

After everyone agrees on Declarer's outcome, all 52 cards are collected and placed in a pile.

Hand all the cards from this first deck to SOUTH.



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NOW.... how about the next hand?

Remember that East was shuffling the 2nd deck?

Those cards are ready to deal.

East is the Dealer and deals out the 52 cards.

While East is Dealing this 2nd deck, SOUTH is shuffling Deck 1 to get it ready for the next hand.

This process repeats around the table for each hand played.

So. this is how we get the cards ready ahead of time for each hand.

What About Vulnerability?

If you care about knowing who is Vulnerable and who is not, the easiest way to mark Vulnerability is this:

When North is Dealer, no one is Vul.

When East is Dealer, NS are Vul

When South is Dealer, EW are Vul

When West is Dealer, everyone is Vul

Extra Special Note:

Don't forget Snacks!