## MOOS NOOS



## GARDEN PARTY FINALE AT TORCROFT GRANGE

Six tables enjoyed the final Mini Moos of the series. Pimms and lemonade flowed all afternoon and strawberries and cream made for a memorable afternoon.

Congratulations to our winner today JANE WEIR from the Hamilton Bridge Club.

Runner up, also from Hamilton, Fred Grace with a noteable third for Mary Allen from Morrinsville.

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November 2014

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## FULL RESULTS FROM MINI MOOS 3

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| 1. | Jane Weir | Hamilton | 94 |

## MINI BRIDGE and HONEYMOON BRIDGE

## MINIBRIDGE

This is a grossly simplified form of bridge suitable for those who have never played before.
Non Bridge players only need to have explained:
High-Card points ( $A=4, K=3, Q=2, J=1$ ) and
Rank of the cards AKQJT98765432 with no bowers or joker.
MiniBridge is played by four people in partnerships of two who sit opposite each other.

Deal
13 cards per player, dealt one at a time from a well-shuffled pack (as in bridge)

Count Points
Each player adds up the high-card points in their hand and announces it or (preferably) writes it on a pad in the middle of the table.
[Obviously the total should be 40; if it is not they need to be checked and whoever got it wrong has to buy the next round of drinks!]

## Declarer

The side with the higher total points becomes the declaring side (if it is 20 each, redeal)
The player of that pair with the better hand becomes "declarer". (A tie for the "best hand" is resolved in favour of the player who would normally "bid first" that is first in rotation starting with the dealer).
The declarer's partner becomes the "dummy" and spreads his hand on the table now.

Announce Contract
Declarer states what suit will be trumps (or he may choose notrumps) and how many tricks he wants to bid (must be more than 6 tricks).
Dummy's trumps (if any) are then moved to the correct place on declarers left.

Play hand
Declarer's left-hand opponent leads and the hand is played normally (in turn clockwise) with dummy playing the cards from his hand as instructed by declarer. The hand which wins the trick plays first to the next trick.

Scoring
If declarer makes at least what he bid for he scores:
[1] Tricks: If trumps are § or " 20 points each trick made If trumps are $\downarrow$ or a 30 points each trick made If notrumps 30 points each trick made plus 10 [NOTE in each case above the first 6 tricks do not count]
and

Mini Moos
[2] Bonuses Grand slam (13 tricks):
Small slam (12 tricks):
Game (see below):
Part-score (less than any of the above)
add 1300
add 800
add 300
add 50
"Game" is the same as in Bridge that is:
in notrumps: 9 tricks
in $\vee$ or ${ }^{\text {a }} 10$ tricks
in § or ${ }^{*}$ : 11 tricks

If declarer fails to make what he bid: Opponents score 50 for each trick he is down by
[note all these scores are the same as non-vulnerable "normal" bridge scores]
Obviously if you don't bid game there is no point in bidding more than 1
Three-player option:
Deal and announce points as above then the best hand becomes declarer and receives the dummy hand (players will need to move around the table to be in the correct position for each hand).
This can be quite cruel if, for example, the points are 13,13,14. The poor declarer will have to play with 14 points opposite a zero-point dummy!

Two-player option (this is called "Honeymoon Bridge"):

1. Cut for trumps (or (?) dealer chooses trumps after he has seen his cards)
2. Deal thirteen cards each, then put the remaining cards in a pile and turn the top one over and lay on table.
3. You are now playing for the card you see. Dealer plays first, then the opponent who must, of course, follow suit if possible. The winner of that "trick" picks up the card. The loser takes the next one from the top of the stack (it will be unseen, obviously)
4. How you will play depends on the value of the faced card; if it is a good one you will try to win it, but if it is a dud then you will hope to do better by having the unseen card. But there is an element of risk; you could play to win, say, a jack - but the next card at the top of the stack could be a trump or an ace.
5. Turn over another card from the stack and repeat. Obviously, the winner of the previous trick plays first.
6. After thirteen 'rounds' the stack of cards on the table will be exhausted. Now the game really begins (how many "tricks" you have won up to this point is immaterial). From now on you play to win as many tricks as possible with the hand you have built up, under normal 'bridge' rules as before.

Cambridge Repertory Society presents in association with Play Bureau New Zealand and Samuel French Ltd

## NEVILLE'S ISLAND



