

## CLUB PLAYER'S BIDDING QUIZ

ON each of the following problems, you are West. What should you bid with each hand on the given auction at pairs, Love All?

Julian Pottage gives his answers on page 54.



### Hand 1

♠ 4  
♥ QJ853  
♦ K653  
♣ A75

W	N	E	S
Pass	Pass	1♠	1NT
?			

### Hand 2

♠ AQ  
♥ J9753  
♦ 874  
♣ 876

W	N	E	S
		1♣	2♠
?			

### Hand 3

♠ K62  
♥ KQ  
♦ AK654  
♣ Q108

W	N	E	S
	2♠ <sup>1</sup>	Pass	Pass
?			
			<sup>1</sup> Weak

### Hand 4

♠ K9432  
♥ K10  
♦ AK5  
♣ 1095

W	N	E	S
		Pass	Pass
1♠	Pass	2♥	Pass
?			

### Hand 5

♠ QJ10762  
♥ A8  
♦ Q542  
♣ A

W	N	E	S
1♠	Pass	1NT	Pass
?			

### Hand 6

♠ K7643  
♥ Q8542  
♦ Q  
♣ AQ

W	N	E	S
		1♦	1♠
?			

## Teach Your Grandchild Bridge

by Liz Dale



## Starter Whist

IN the last issue I presented a game suitable for children aged 4+. I hope you tried playing it with your grandchildren and that you all enjoyed it. This time, let's try something appropriate for slightly older children.

### Game No. 2

**Suggested age:** 6+ years.

**Name of Game:** Starter Whist.

**Time:** 8 – 10 minutes for one game.

**No. of players:** Minimum of two.

**Requirements:** Your little ones should now be able to sort into suits (clubs, diamonds, hearts and spades) and hold comfortably up to seven cards. But for this, their very first introduction to Starter Whist, we are starting off with no more than four cards being held by each player, as we introduce them to a game based on winning tricks. Please note this game is being used as a practice game and therefore it is being played in no-trumps.

**Equipment:** One pack of playing cards. One table. A chair for each player. Pen (or pencil) and paper for recording the score.

**Aim of the Game:** Each player is trying to win the trick by playing the highest card in the suit led.

Once the cards have been shuffled, four cards are dealt to each player, face down, one at a time and in a clockwise rotation. All the other cards are set aside – they will not be needed again for this game. All players pick up their four cards and arrange them in *suit* order but alternating colours (i.e. black, red, black, red) in their hands. The player on the dealer's left pulls out his/her highest card from hand (it doesn't matter which suit) and puts it in the centre of the table, face upwards.

The next player (clockwise rotation) now looks at his/her hand and at the card that is on the table. If there are only two players, the second player will win the 'trick' if he/she has a higher card in the same suit as the one led. The card can only win if it is in the same suit as the card led. If the second player has two cards in this suit, he/she should play only one of the two cards – the higher one if that is higher than the one on the table. If the second player cannot follow suit, he/she discards the lowest card he/she has in any suit.

If there are more than two players, the 'trick' is won by the player who has played the highest card in the original suit led. The winner of the trick chooses whichever card he/she wants to start off the next trick, following the same pattern as before. When everyone has played all their cards, whoever has the most tricks is the winner.

Three games to be played and scores recorded.

**Variation:** The four cards can be replaced by five, six, or seven cards to increase card-playing skills. □

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