about popular variations like Cutthroat, Partnership, Three-Handed, and Jack of Diamonds. Originally published in London in the 1920s as a techniques. Find bridge clubs and tournaments all over the world. Are you ready to trump the competition? Success is a page away with the guide. It takes the guesswork out of this beloved game and arms you with the knowledge and know-how to make your game mates your minions. You will learn tried-and-true tips and strategies for being a better player and beating your opponents from the very first draw. Covering not only the rules and conventions of bridge, you will discover how to avoid the pitfalls and recognize winning contracts. Whether you are a novice or a long-time player looking for new tricks, this new edition of Bridge For Dummies walks you through the intricacies of the game and arms you with the information necessary to succeed. While not a "Mom and Pop" book, it is for those who wish to successfully compete in such ACBL events as Flight A Grand National Teams, the Blue Ribbon Pairs, the Life Master Pairs, the Spingold, Vanderbilt, and others. The five-volume American Bridge Series is designed as a sequential set of bidding courses, suitable for self-study or classroom-style study under the guidance of a professional bridge teacher. Volumes I through III include declarer play and defense skills. This is not a "Mom and Pop" book. It is for those who wish to successfully compete in such ACBL events as Flight A Grand National Teams, the Blue Ribbon Pairs, the Life Master Pairs, the Spingold, Vanderbilt, and others. The five-volume American Bridge Series is designed as a sequential set of bidding courses, suitable for self-study or classroom-style study under the guidance of a professional bridge teacher. Volumes I through III include declarer play and defense skills. This is not a "Mom and Pop" book. 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Did you know that Spades is a trick-taking card game devised in the United States in the 30's? It's a fun, friendly and versatile game that can be played as either a partnership or solo / "cutthroat" game! So you want to start playing Spades with your friends and family! That's good! But you don't know the slightest thing regarding its rules, let alone its terminology or winning card combinations, and partnership conventions.

STOP HERE! You are not ready for this book. Not only will we cover very little of the basic, but this book is designed to bring the game to your next level, this guide is just for you! If you are a complete noob, it will supply you with the basics you need to understand and start playing the game as quickly as possible. You may even be able to teach the game to your friends and family once you're done reading the book! If however, you already possess the basic skills, your game and strategies can still go a long way. There is a lot of room for improvement and for getting to the next level of Spades. If you're interested in moving up to the ultimate level of expertise in Spades, this book is for you! Upon completion of this book, "you and your spade partner" will be virtually unbeatable. You will be the key facts. TRY THIS Innovative exercises illustrate what you've learnt and how to use it.

YOURSELF Tests in the book and online to keep track of your progress. EXTEND YOUR KNOWLEDGE Extra online articles at www.teachyourself.com to give you a richer understanding of bridge. FIVE THINGS TO REMEMBER Quick refreshers to help you remember the main points. NOT GOT MUCH TIME? One, five and ten-minute introductions to key principles to get you started. AUTHOR World authority in bridge, it has now been revised by David Bird, one of Britain's top bridge writers. It is packed with interactive quizzes, definitions and terms and definitions. "Many players go through life thinking that squeeze play is complex, esoteric, and certainly beyond their capabilities. This book demonstrates that basic squeeze play is within anyone's grasp, and that even double squeezes are not unthinkable. Finally, the authors discuss how a defender can avoid being squeezed—a topic that has rarely received much ink."--Back cover. Win at Bridge is a fun and innovative book that makes learning the game of Bridge an enjoyable and interactive activity. It is a comprehensive guide to the art of bidding, defensive strategy, and partnership skills. This book is designed to help you master the rules of Bridge and to improve your skills in the game. It is suitable for beginners as well as experienced players who wish to sharpen their skills. The book is divided into several sections, each focusing on a different aspect of Bridge. The first section covers the basics of the game, including the rules and conventions. The second section discusses bidding and the different methods of communication used in Bridge. The third section covers defensive strategy, including how to play the cards and how to anticipate your opponents' moves. The last section focuses on partnership skills, including how to work together to achieve success in the game. The book is written in an easy-to-understand style, making it an excellent resource for anyone interested in learning more about Bridge. It is a valuable guide for both beginners and experienced players who wish to improve their skills in the game.
confidence. At just 96pp, it is ideal for anyone who's new to the game, but keen to sharpen their skills - and their brain. Get your copy today by scrolling up and clicking Buy Now to get your copy today!

Bridge Made Easy is a short, simple and no-fuss little book which will help you get to grips with this popular pastime. The tips inside will help you develop techniques and play with flair. The object is to win at least as many tricks as your bids. A trick is won by the player who plays the highest card of the same suit as the lead. If there is no lead, any player can lead and all others must follow suit. If they cannot follow suit, they can play any card. The highest card wins the trick. The highest trump wins over all other cards.

Spades, or Call Bridge, is a traditionally 4 player card game of strategy and luck. Spades uses a standard 52 card deck with Aces high, 2s low, and Spades trumping all. The objective is to win at least as many tricks as your bids. A trick is won by the player who plays the highest card of the same suit as the lead. If there is no lead, any player can lead and all others must follow suit. If they cannot follow suit, they can play any card. The highest card wins the trick. The highest trump wins over all other cards.

Waiting For? Click "Buy Now" & Start Organizing Your Next Game Night! Spades, or Call Bridge, is a traditionally 4 player card game of strategy and luck. Spades uses a standard 52 card deck with Aces high, 2s low, and Spades trumping all. The objective is to win at least as many tricks as your bids. A trick is won by the player who plays the highest card of the same suit as the lead. If there is no lead, any player can lead and all others must follow suit. If they cannot follow suit, they can play any card. The highest card wins the trick. The highest trump wins over all other cards.

In Spades, there are four suits: Clubs, Diamonds, Hearts, and Spades. The Suits in Spades are ranked from high to low: Ace, King, Queen, Jack, Ten, Nine, Eight, Seven, Six, Five, Four, Three, Two. There are 52 cards in the deck: all 13 ranks of each of the 4 suits. Each player starts with 13 cards. One player must make a minimum of 1 bid. A trick is given to the player with the highest card in a given round. After the bids are made, the gameplay continues. The player with the highest bid is the opener and leads the first card of the trick. The other players must follow suit, if possible, and must play cards of the same suit as the lead. If they cannot follow suit, they can play any card. The highest card wins the trick. The highest trump wins over all other cards. The player who wins the trick can then lead the next trick. The game continues in this manner until all cards are dealt. The winner of the round becomes the new dealer and the gameplay continues.