

[Ebook free] Back to Basics: Simple Minded Bridge

Back to Basics: Simple Minded Bridge

Jim King

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Jim King : Back to Basics: Simple Minded Bridge before purchasing it in order to gage whether or not it would be worth my time, and all praised Back to Basics: Simple Minded Bridge:

15 of 15 people found the following review helpful. This books makes sense of the bridge game.By A CustomerAfter reading this book I learned that the game of bridge was not nearly as intimidating as I had been led to believe all these years.Mr. King's down to earth, logical explanations of how to play the game have been very helpful in my attempts to improve my bridge skills.The book is well organized and easy to read. The exercises provided excellent examples

explanations of the different types of hands and how to play them also explained why you play them a certain way - which was very helpful. This book would be an excellent tool for beginners as well as those of you who want to improve your skills techniques in playing bridge. Thank you Mr. King for making sense of this game I thought was of a very complicated nature. You proved to me that it's not. 1 of 1 people found the following review helpful. Just only for Beginner By Weng This book is useless for me, maybe I misunderstood the title or the introduction. I agree that the book can teach people to BEGIN bridge playing very well, but for me, an intermediate player, the contents on this book are all I had known. I had once thought this book could teach a player to play bridge with the fundamental logic, to find the key point on every hand. But after reading this book, I found this was not what I expected. All contents are BASIC. All I had read from other bridge books. Maybe someone could learn something from this book, but not me. 0 of 0 people found the following review helpful. King Did It By Alice Marie Peyton Simple Minded Bridge by Jim King, "King of Hearts" was easy and useful! I've been trying for years to get my husband to show an interest in bridge-with no luck. I set Jim King's book on the coffee table. The next thing, G is asking me questions on how to play bridge! Yippee!! Thanks, Jim, for not making bridge threatening and overwhelming! Cookie

Bridge is a simple game that has been complicated by special conventions, contrivances and gimmicks. This book teaches bridge in a way a third grader can understand. If you can count to 40 you will understand this book and learn to be a very good bridge player. Bridge is taught as a "fun" game, not a battle between enemies. There are over 100 practice hands included.

From the Author This book was written for beginning and intermediate bridge classes. My students dubbed me "the King of Hearts" and recommended I write a book about "simple minded bridge." This is it. This book is about Contract Bridge with an introduction to Duplicate. The Duplicate sections ends with, "All you need to play Duplicate is a PhD in Simple Minded Bridge because Duplicate is Simple Minded Bridge Piled Higher and Deeper." About the Author Jim King has taught bridge for over 30 years. He decided to write this book only after retiring from a "regular job" and at the request of his student bridge players. Jim says he "has too much education." He worked on a doctorate in adult and higher education at Florida State after attending Northwestern State University of Louisiana and the University of Florida. He also taught at Palm Beach Junior College and Northwestern State. Jim believes bridge has been over-sold as an intellectual game. He sincerely believes it is simple minded. He also believes bridge is the best card game in the world and should be played "for fun." Excerpt. Reprinted by permission. All rights reserved. Simple Minded Bridge Bridge is the best card game in the world because it is relatively simple and the best players are simple minded. Good Bridge players don't complicate the game with unnecessary gimmicks and contrivances. The bidding phase of the game consists of a simple language that every third grader can learn and the play of the game involves rudimentary logic and common sense. This book attempts to present the game in a simple fashion for simple minded players because they are the smartest players. The Game - Contract Bridge Various kinds of bridge games have been developed over the years. The most prominent are Contract and Duplicate. This book is written to help simple-minded people play Contract Bridge. In the last few pages of this book, Duplicate Bridge will be introduced. Duplicate Bridge is so named because in each round of hands, the partnerships play the same or duplicate hands and in various combinations, play against the same opponents. Each hand is a separate contest. Contract Bridge, on the other hand, is so named because the two sides attempt to outbid the opponents to secure a Contract. As in business and government, a contract is a promise to accomplish something in exchange for a payment or reward. If the partnership fulfills the contract, they are rewarded. If they fail to fulfill the contract, they are penalized. In Bridge the penalties are more severe than the rewards because the Contractors, the partnership that won the bidding process, failed to deliver on their promised Contract. The bidding process in Contract bridge is, in essence, a promise to fulfill a Contract. In Duplicate Bridge, each hand is a separate competition while Contract Bridge continues until one side wins two games. Simple Minded Bidding The two major parts of a Bridge hand are bidding and the play of the cards. This section will explain in detail the early stages of bidding. The Point System There are two kinds of points used for bidding in Bridge. One is a set number of 40 High Card points and the other is Distribution points. Distribution varies according to the disbursement of the cards during the deal. High Card Points Distribution Points Simple Minded Bidding Any time a new subject is learned, whether it be first grade math, algebra or nuclear physics, the first thing that must be learned is a new language. In order to advance to the second level of Simple Minded Bridge, the language needs to be understood. If words like suits, hands, tricks, declarer, dummy and trumps are not now understood, please review the previous section of this book. Although Simple Minded Bridge can be understood by a third or fourth grader, the first and second grades must be understood. Bridge will only be simple, if you know the language. If so, you are ready to tackle the logic of third-grade bidding. You can count to 40 or 45 can't you? Then you're ready! The Opening Bid In A Suit There is only one Opening Bid in each Hand. The Opening Bid, by definition, is also the first bid other than a Pass. The logic for an Opening Bid is based on both Points and Distribution. Points Needed To Open Mathematically, each player should have 10 High Card points. What would it take for one partner to "promise" the other partner that he can take the random extra trick? According to Goren and the Simple Minded Bridge system used here, if a partner has

an extra Ace, he should be able to take the 13th trick. In other words, if a player has 14 points instead of the average 10, he should be able to promise that the partnership can take that extra trick. Thus, one of the characteristics of an Opening Bid in a suit is a Hand that has 14 points. In practice, the opening Bid has been lowered to 13 points which is optional, but a partner must Open with 14 or more points. The Opening One Bid is limited to a maximum 20 points because with more than 20 points, the bidding should be opened with a Two Bid. Opening One Of A Suit Bid 13 TO 20 points Biddable Suits Mathematically, each player should have three cards in each suit. One player will always have four and that player has an advantage in that suit. In order to introduce a suit into the bidding process, the suit must be Biddable. A Biddable suit has two characteristics: Length And Strength The Advantages Of Simple Minded Bridge Simple Minded Bridge is deliberately simple. Not because it has to be, but because it is the best way to play Contract bridge. The basic structure of Simple Minded Bridge is based on three primary point counts: 6/10/14 With 6 points a player can respond to his partner with a Courtesy bid. With 10 points or more a player can respond to his partner with a Positive bid or he can Over Call an opposition bid. With 14 or more points a player can Open a bid or do any number of other Very Positive bids. That's it! No gimmicks! No contrivances! No gadget bids! Bridge can and should be simple: Remember three key points: 6/10/14 Moving Up The Ladder It is time to move past the simple opening round of bids and consider what it takes in High Card Points and Distribution Points to play at the level of Game and Slam. It as been said that it takes 13-14 points to Open the bidding and that it takes 10 points to give a positive response. It has also been said that it takes a Biddable Suit (Qxxx) to bid a suit and Qxx to support a Biddable Suit. This describes what it takes to play for a Leg at the Two or possibly Three of a Suit level: it is 24 points and seven trumps. In order to make a Game in a suit, the partnership must have eight trumps and 26 points in a Major Suit at the Four level and 29 points of a Minor Suit at the Five level. Points Needed For Game Bids Three No Trump = 25 Pts Balanced Hand Four in a Major = 26 Pts Eight trumps Five in a Minor = 29 Pts Eight trumps