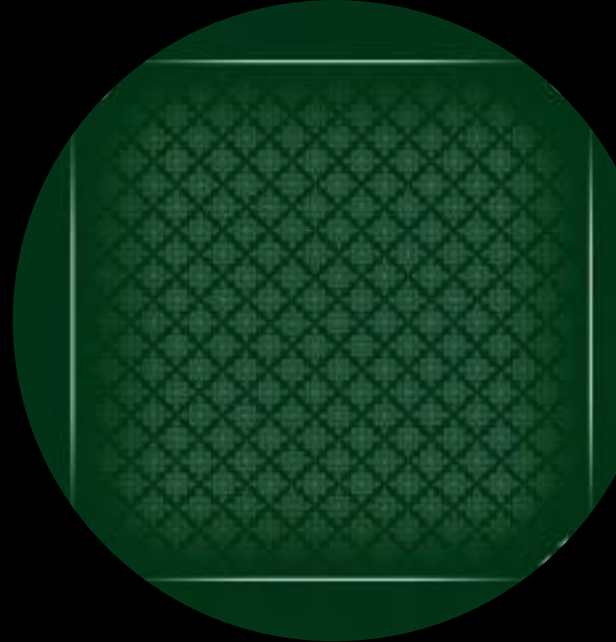
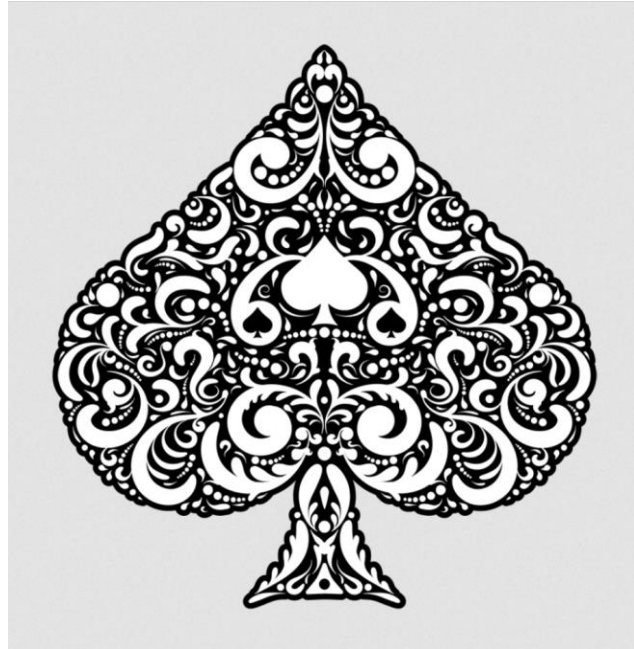
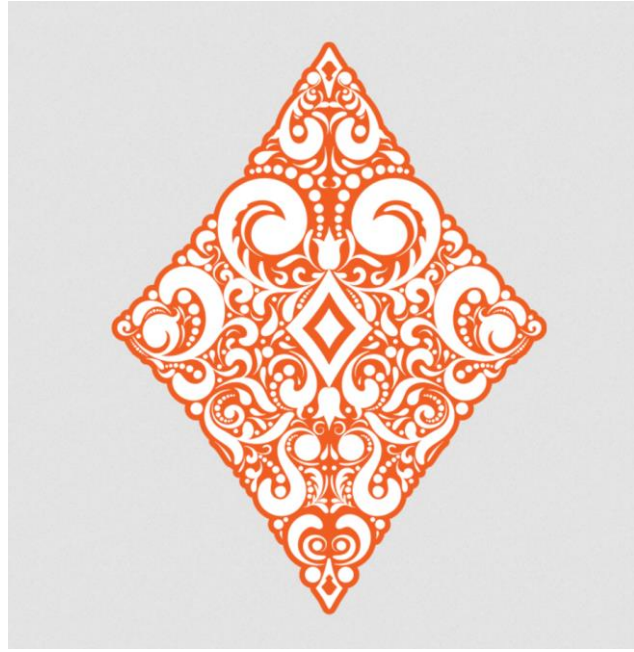
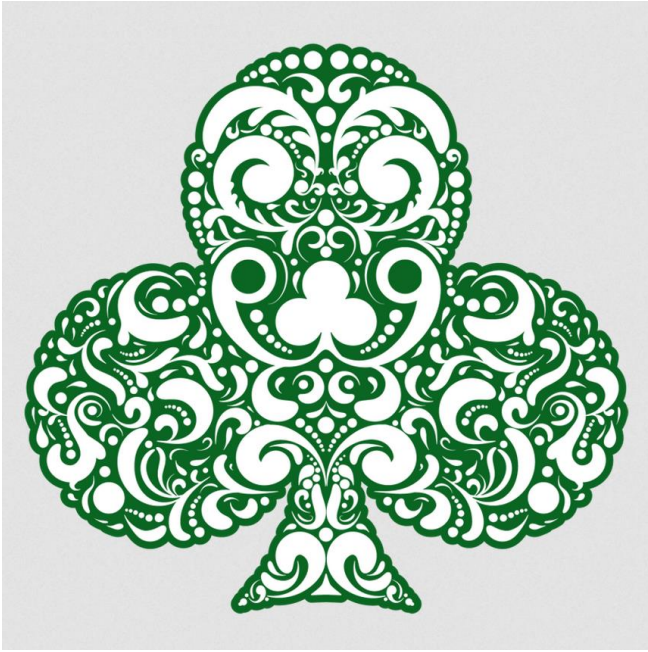


# ENSEIGNER LE BRIDGE AUX ENFANTS ET AUX JEUNES

Teaching bridge to children and  
young people

Meriem DALDOUL

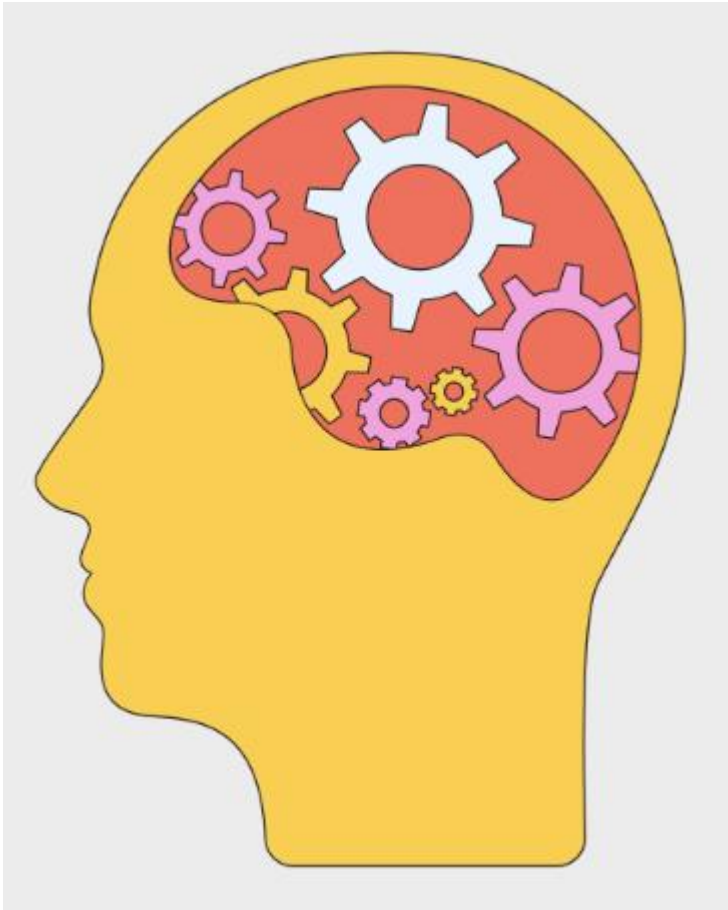




# WHY TEACH BRIDGE TO CHILDREN?

**Bridge develops specific skills:**

- LOGIC
- COMMUNICATION
- SOCIALIZATION
- DECISION



# LOGIC

Bridge has a wide variety of logical facets: discovery is based on observation, analysis of facts and imagination.

Thought processes lead to a succession of logical decisions.

# COMMUNICATION

---

Bridge imposes coded communication between partners both in the field of bidding and in the card game.

This communication between partners, based on the greatest respect for each other, generates qualities such as attention, memorization, and particularly trust.

We can, therefore, clearly see the very important benefits for the education of school children.

---

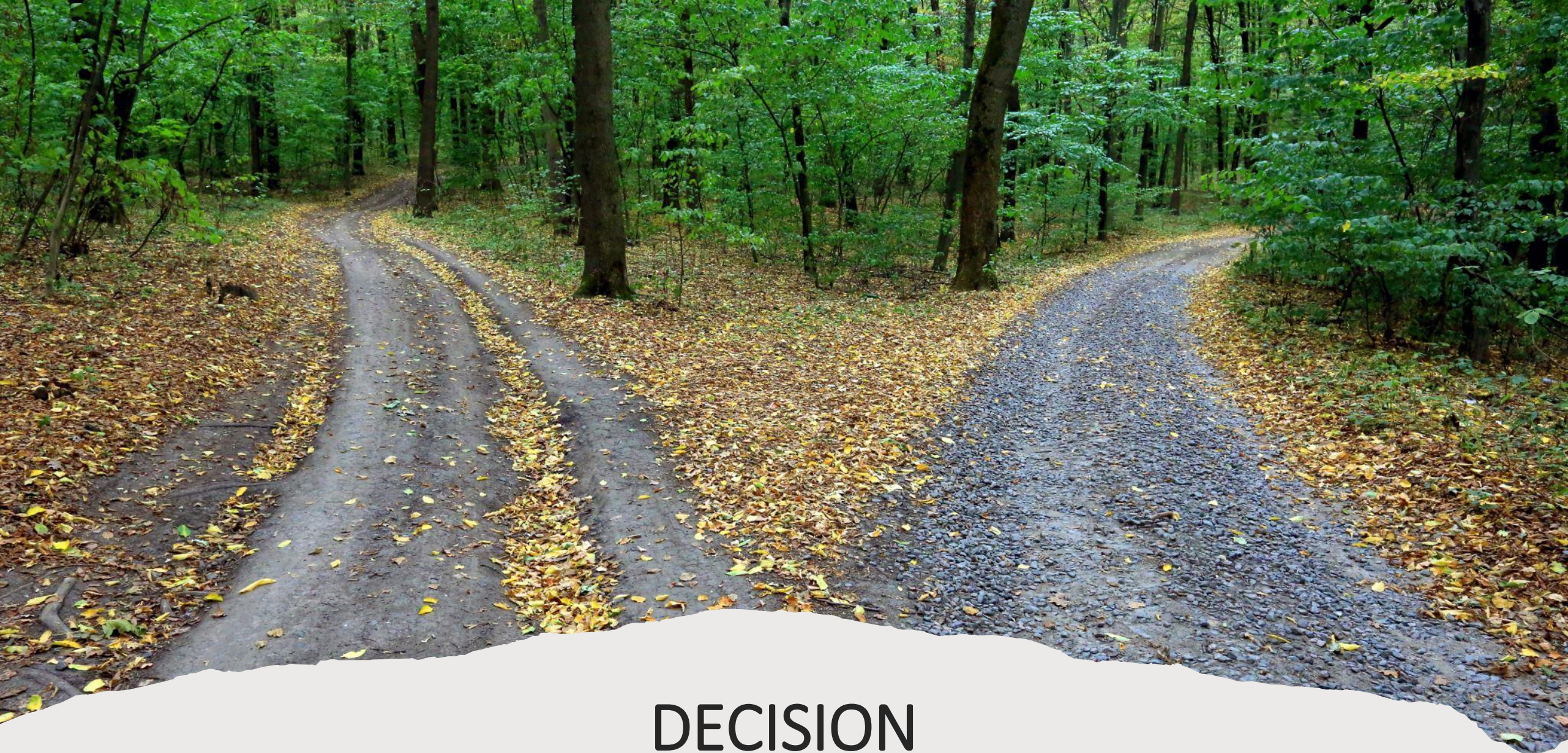


A group of diverse young people, including boys and girls of various ethnicities, are running away from the camera down a school hallway. They are all wearing backpacks, suggesting they are students. The hallway has lockers on the right and glass doors on the left. The lighting is bright, and the overall atmosphere is energetic and positive.

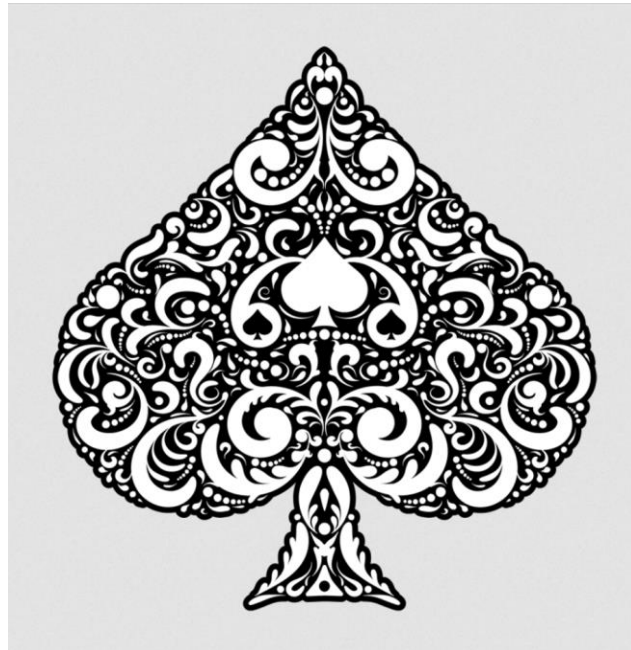
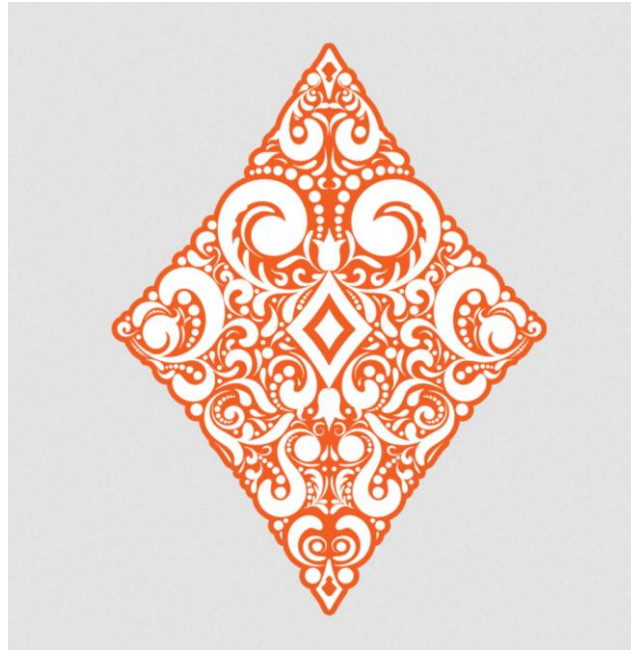
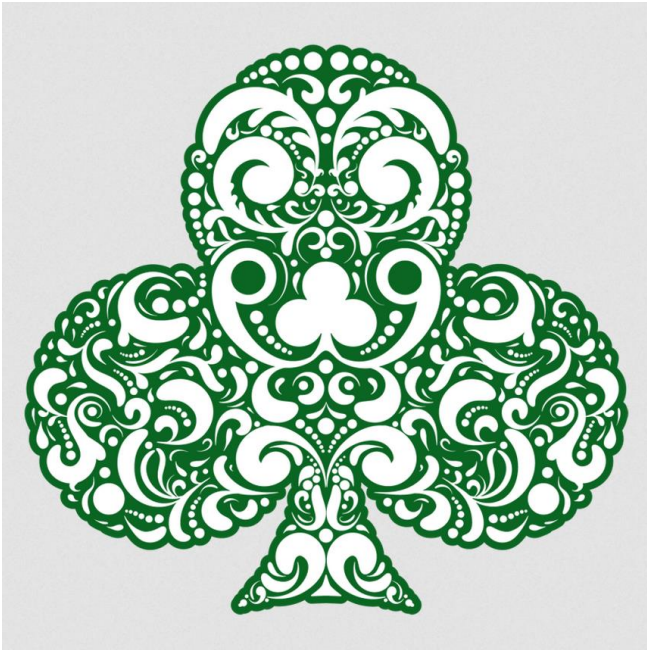
# SOCIALISATION

Bridge is a team game that brings together young people (even the very youngest). They gain an opportunity to develop excellent social skills, with partners of different intellectual qualities and personalities.

Similarly, the bridge player is a person who must respect both their partner and their opponents.



**DECISION**



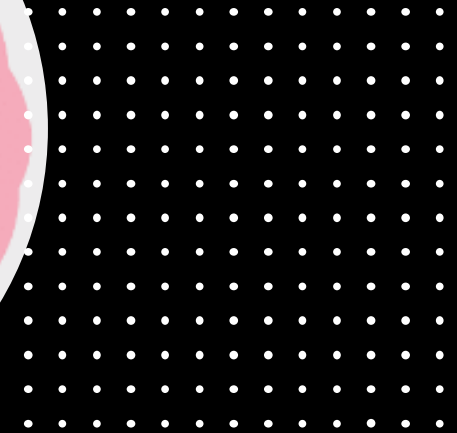
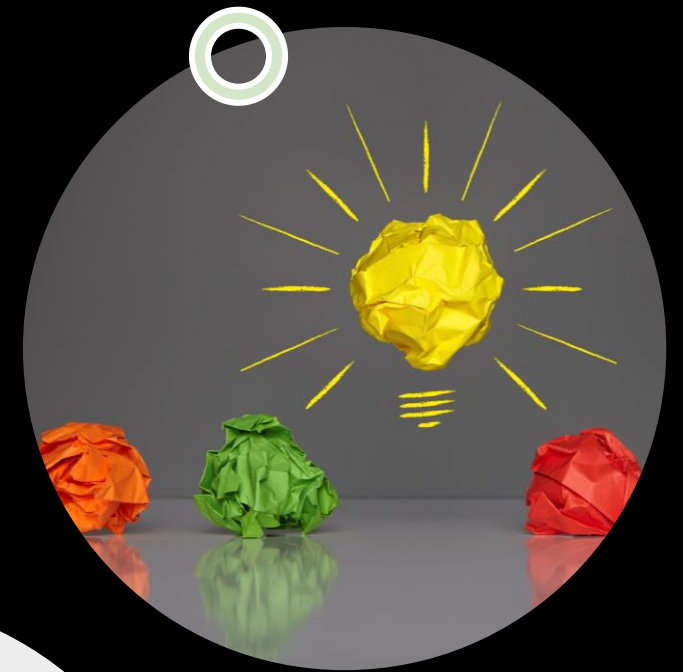
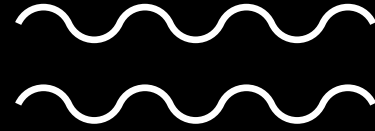
# WHY TEACH BRIDGE TO CHILDREN?

**Bridge sharpens  
intellectual faculties**

- Thinking and concentration
- Memorization
- Mental arithmetic
- Strategy and anticipation

# Thinking and concentration

Develop your game plan





The image features three unlit, clear glass incandescent light bulbs hanging from the ceiling. Each bulb is suspended by a dark, conical shade. The bulbs are arranged in a triangular pattern, with one in the upper left, one in the upper right, and one in the lower left. The background is a dark, textured wall, and the overall lighting is dim, creating a moody atmosphere. The text is overlaid on the central part of the image.

# Memorization

Remembering information

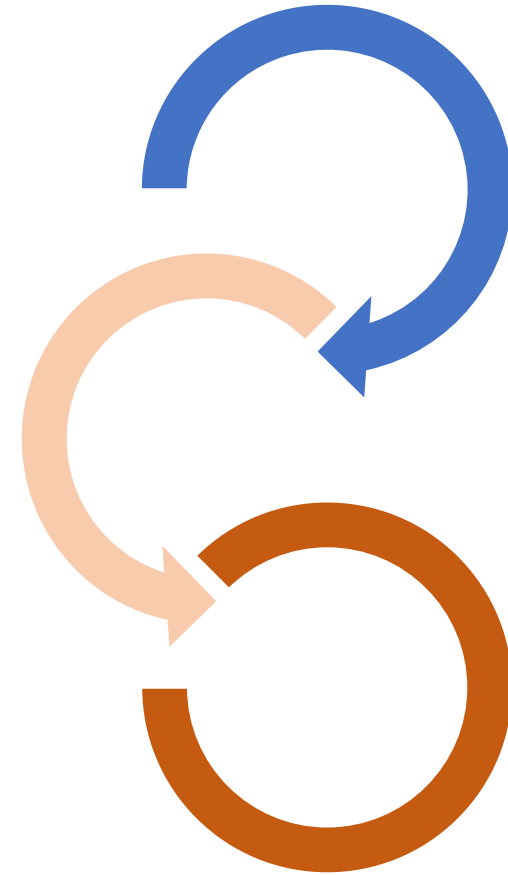


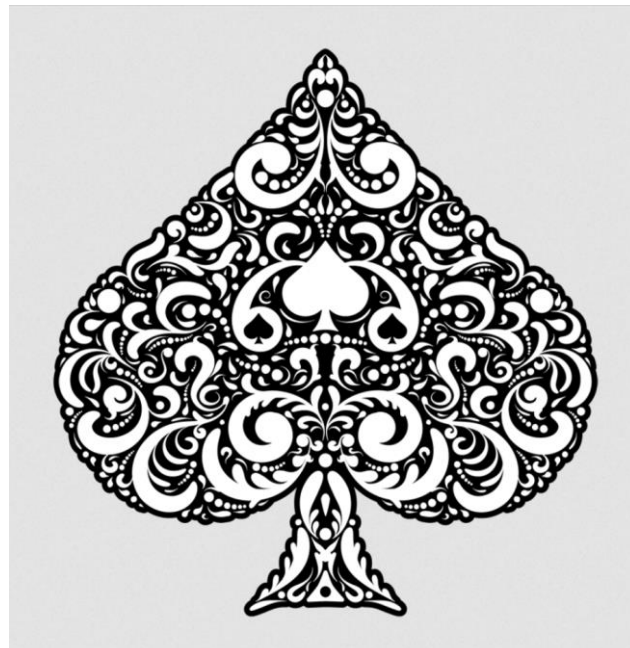
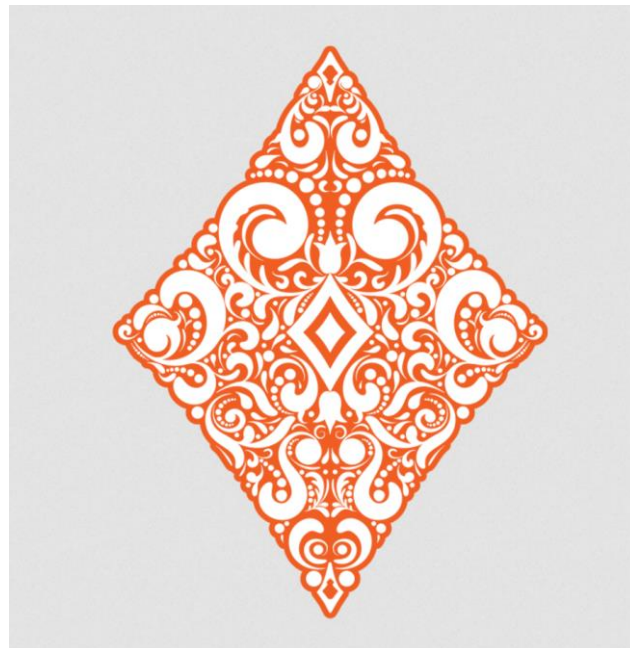
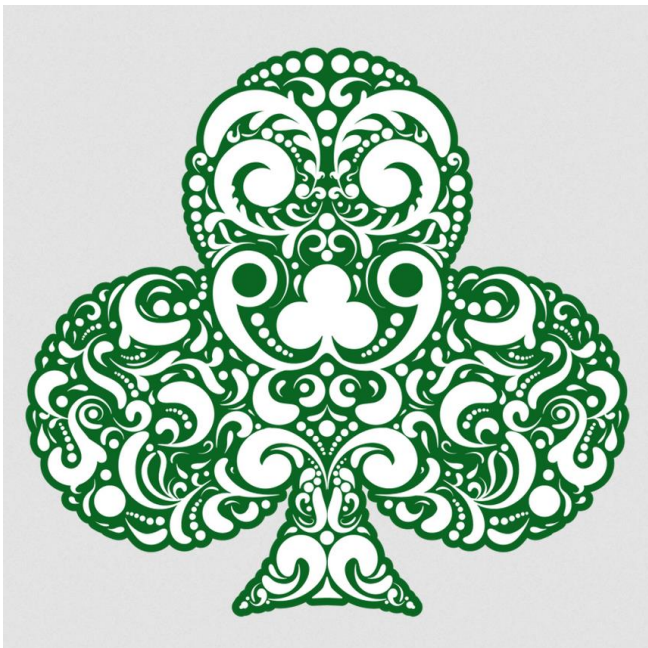
# MENTAL ARITHMETIC

Evaluate the combined strength of  
your side

# Strategy and anticipation

Plan for an evolving line of play





# WHY TEACH BRIDGE TO CHILDREN?

Bridge promotes social  
development

- Friendliness
- Respect and listening  
to others
- Pedagogical spirit

# Conviviality

---

- Integrate with the group
- Accept the group rules




A group of people are sitting in a circle, with their hands raised in a gesture of respect or listening. The image is softly blurred, focusing on the hands in the foreground. The background shows several people, including a woman in a striped shirt and a man in a white shirt, all with their hands raised. The overall atmosphere is one of active participation and mutual respect.

RESPECT  
AND  
LISTENING  
TO OTHERS



# **TEAM SPIRIT**

Essential for winning



HOW TO  
TEACH  
BRIDGE TO  
CHILDREN?





# VENUES

Schools (classroom)

Bridge Federation

# The course of a session

---

1)

Review/recap of the  
acquired knowledge so far  
(max 10 min)



# The course of a session

---

2)

**Lesson of the day:**

**Theoretical part**

(5 min, no longer)

**Practical part:** illustrative boards  
(15 min)



# The course of a session

---

3 free play (30 min):

Consists of playing example boards that illustrate the learning point.

We check they are in the right contract, and are at the correct level, made good decisions at the table... etc



# The necessary equipment

- Playing cards
- Tablecloths
- Boards
- Decision guidelines
- Bidding boxes



POINTS D'HONNEURS	
AS	4
ROI	3
DAME	2
VALET	1

POINTS DE DISTRIBUTION	
À l'abri en cas de fit	
SOLEILTON	1
SOLEILTON	2
EMIGANE	1

1 point par la force d'at.

1 point par atout à partir du 3ème.

TABLEAU DES SCORES								
DIRECTION		30	30	30				
1	=	70	80	90				
	+1	90	110	120				
	+2	110	140	150				
	+3	130	170	180				
	+4	150	200	210				
	+5	170	230	240				
2	=	190	240	270				
	+1	90	110	120				
	+2	130	170	180				
	+3	150	200	210				
	+4	170	230	240				
	+5	190	240	270				
3	=	140	180	210				
	+1	110	140	150				
	+2	130	170	180				
	+3	150	200	210				
	+4	170	230	240				
	+5	190	240	270				
4	=	160	210	240				
	+1	110	140	150				
	+2	130	170	180				
	+3	150	200	210				
	+4	170	230	240				
	+5	190	240	270				
5	=	180	230	260				
	+1	130	170	180				
	+2	150	200	210				
	+3	170	230	240				
	+4	190	240	270				
	+5	210	260	290				
6	=	200	250	280				
	+1	140	180	190				
	+2	160	210	220				
	+3	180	230	240				
	+4	200	250	280				
	+5	220	280	310				
TOTAL (sans)		-1	-2	-3	-4	-5	-6	-7
TOTAL (avec)		100	100	110	120	130	140	150



# Thank you for your attention

Meriem DALDOUL

