

# Contract Bridge Course <br> Main Page 

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## BR Intro 1 - Welcome

Hi , and welcome to the world of Contract Bridge.


My father taught me the first principles of this marvellous game when I was only 12 years old, and I have been playing and teaching bridge to others ever since. My main interest in life is music, but I find playing Contract Bridge a good diversion, which keeps my mind fresh and always interested in both fields.

Learning to play bridge is in some ways very similar to learning music. It takes time to become fully familiar with all the cards (like the notes in music) and to recognise card patterns (such as K Q J 109 , or A Q 10) like scales and arpeggios
in music.

Learning to play Contract Bridge also involves learning a new language to communicate with your Partner during the auction period of the game.
There are a variety of languages (bidding systems) used for this purpose.
The main ones are :

- Standard American - also known as the the Goren System, after its inventor Charles Goren,
- Acol - especially popular in the UK, and
- Precision - developed by a Chinese business man, C.C.Wei in the late 60s.

In this course you will learn Standard bidding with 5-card majors (with Game forcing jump raises) which is a popular variation of the 'Standard American' system.
It is a natural bidding system which combines simple uncompromised logic with an elegant rhythmic symmetry. This, as a scientist, musician and creative thinker, has always greatly appealed to me. I have attempted to reflect these fundamental qualities in my Bidding Guide.
For a beginner the system is easy to learn. It will also stand you in good stead during many years of playing.

Most players around the world have a basic understanding of this system. Once you are familiar with this language you have a good foundation to go on to learning other systems if you develop the desire to do so.

## (Down - Up - Top) <br> BR Intro 2 - Duplicate Bridge

Contract Bridge is played by four players, divided into two pairs who play against each other (North \& South against East \& West).
Although good players will always get more out of a game than novices, the cards you are dealt determine to a large degree the outcome. With good cards you win, with bad ones you lose.
Duplicate bridge, as played in thousands of bridge clubs around the world, takes this aspect of luck out of the game.

1. Each trick each player in turn takes one card out of his hand and places it in front of him on the table.
2. When all four cards to a trick have been played this way each player turns his card face down in front of him. All tricks are played in this way.
Therefore at the end of the game each player still has all 13 cards he was dealt at the beginning.
3. When the game is completed the four hands are placed in four separate slots (marked N, E, S and W) of a plastic or aluminium duplicate board.
4. The score is recorded on a score sheet (also called 'traveller') which is placed in a fifth slot on the board.
5. After this the board is handed to the next table, where
 four other players will play exactly the same cards!

Each side does not compete against the opponent at their own table, but instead against all the other pairs at the other tables who play the same hands for each board. In other words each EW pair competes against all other EW pairs, and each NS pair competes against all other NS pairs. This takes the aspect of luck with the cards completely out of the game, as all players compete while using the same cards.

Duplicate bridge has elevated contract bridge from an enjoyable 'gentleman's game' to a full blown and very exciting sport with large numbers of players participating in competitions and tournaments at local, Regional, National and International levels around the globe.

## (Down - $\underline{\text { Up }}$ - $\underline{\text { Top }}$ )

## BR Intro 3 - Table Manners

Contract Bridge requires quick thinking and decision making. What often appears obvious in hind sight, is not at all clear in the heat of the battle. Mistakes are therefore unavoidable and part of the game, even by the best players.

The better players know that maintaining a friendly atmosphere and providing Partner with moral support when needed, are essential for maintaining good productive communication throughout the play.
Endless post mortems and blaming your Partner (a regrettable habit by some $l_{1}$ going to make any difference to the result, and only lead to further deterioration of constructive communication with your Partner.

Therefore at all times be nice to your Partner.
When your Partner makes a mistake he/she will suffer and fret over it much
 more than you do. It usually also will affect his play negatively for the next
few games. Therefore don't rub it in, but immediately put a positive spin on the mishap and try to erase it from Partner's mind.
This will help Partner enormously to get back on a positive track.
Furthermore he/she will be more likely to treat you in the same way, the next time you make a mistake !

In general be graceful in defeat and humble after your victories.
This will enhance the atmosphere at your table enormously. Contract Bridge may be a fiercely competitive sport, but this does not mean it can't still be played as a gentleman's game !

## (Down - Up - Top) <br> BR Intro 4 - How to approach this Course

Contract bridge is a great game, and you need not be an Albert Einstein to learn it. Anybody with a normal amount of common sense can learn it. This is very important to remember in the early stages of learning this game.
The main obstacle virtually every novice has to overcome is simply a matter of becoming familiar with the elements of the game. This includes the visual familiarity with the cards and various card distributions, but also the various bids in the auction you make. Time and a period of regular playing will get you there without fail.

Also be aware that you will learn ten times more from every mistake you make, than all the games you sail through smoothly, blissfully unaware of the pitfalls you have unwittingly avoided.
Therefore do not use the bidding guide or any other notes while you are bidding or playing. This is a certain recipe for not learning a thing and therefore not making any progress.


Look at the guide after completing the game, to verify what you did right or wrong. This way you will digest the material in a productive manner and as a result make steady progress.

## PLEASE TAKE NOTE :

The course can be divided into three sections.
will provide you with some possibilities in this regard. The Intermediate and Advanced Bidding Guides include progressively more of these additional conventions.

## (Down - Up - Top) <br> BR Intro 5 - Contract Bridge Bidding Guide

I have included three versions of my Contract Bridge Bidding Guide

- Basic Bidding Guide - 15 pages and all you need to know for effective bidding.
- Intermediate Biddding Guide - 18 pages, including some additional conventions
- Advanced Biddding Guide - 22 pages, with lots of optional add ons.


## Assembly

Print out all pages of the Contract Bridge Bidding Guide. Print only on one side of the paper, so that you have plenty of blank spaces in the booklet to write down your own comments and reminders.

Cut the top and bottom edges of each page along the horizontal markers, then stack the pages in numerical order.
Make sure you have sufficient blank space on the left side to allow for stapling.
Now assemble the Bidding Guide as follows.


## How to use the Bidding Guide

Use the Bidding Guide for your study, or for checking and reference after you bid and played a deal. Do not use it during the bidding itself !
Don't be afraid to make mistakes. These will in fact greatly speed up your learning process. Playing it safe by reading all your bids from the book will only hamper the process of you absorbing and learning the bidding principles.

## (Down - Up - Top)

## BR Intro 6 - Books for further Study

The enormous quantity of Contract Bridge literature available can be rather daunting to the novice bridge player. The following books are, in my opinion, outstanding within their field. They will enhance your bridge skills and add clarity and focus to your overall understanding of the game. (Highly recommended titles are shown in red.)

## Bidding Systems

1. Standard Bidding (Beginner)

Bridge Basics - An introduction to good bridge - by Ron Klinger
Publ. by Modern Bridge Publications, PO Box 140, Northbridge, NSW Australia
2. Acol (Beginner)

Basic Bridge - The Acol System - by Ron Klinger
Publ. by Modern Bridge Publications, PO Box 140, Northbridge, NSW Australia
3. Bidding and Play (Newcomer/Intermediate : separate versions for Standard American and for Acol)
Ron Klinger's Guide to Better Bridge - by Ron Klinger
Many "add on" skills to both your bidding and play.
Publ. by Modern Bridge Publications, PO Box 140, Northbridge, NSW Australia
4. Losing Trick Count (Intermediate)

The Modern Losing Trick Count - by Ron Klinger, 2009
Publ. by Cassel - Orion Publishing Group ,Orion House, 5 Upper St Martin's Lane, London WC2H 9EA
5. Bidding Conventions (Intermediate)

Bridge Conventions, Defences and Countermeasures - by Ron Klinger, 2009
Publ. by Cassel - Orion Publishing Group ,Orion House, 5 Upper St Martin's Lane, London WC2H 9EA
6. Bidding Conventions (Newcomer/Intermediate)

25 Bridge Conventions you should know - by Barbara Seagram \& Marc Smith, 1999
Publ. by Master Point Press, 331 Douglas Ave, Toronto Ontario Canada
7. Bidding Conventions (Newcomer/Intermediate)

25 More Bridge Conventions you should know - by Barbara Seagram \& David Bird, 2003 Publ. by Master Point Press, 331 Douglas Ave, Toronto Ontario Canada
8. The Banzai Point Count (Intermediate/Advanced)

Better Balanced Bidding - The Banzai Method - by David ("Banzai") Jackson \& Ron
Klinger, 2010
Publ. by Cassel - Orion Publishing Group ,Orion House, 5 Upper St Martin's Lane, London WC2H 9EA
9. Acol-Bidding and Play (Intermediate)

The New Complete Book of Bridge - by Albert Dormer with Ron Klinger, 2010
Publ. by Cassel - Orion Publishing Group ,Orion House, 5 Upper St Martin's Lane, London WC2H 9EA
10. Precision (Intermediate)

The Precision System of Bidding - by Charles H. Goren
Publ. by Robert Hale \& Co., 63 Old Brompton Road, London, S.W7
11. The Power System (Intermediate/Advanced)

The Power System - Five bids to Winning Bridge - by Ron Klinger
Publ. by Modern Bridge Publications, P.O.Box 140, Northbridge, NSW 2063, Australia

## Card Play Technique

1. Both Declarer Play and Defence (Newcomer/Intermediate)

Card Play Technique - by Victor Mollo \& Nico Gardener, 1971
The all time Classic in Contract Bridge literature, and a must read for every serious bridge player.
Publ. by Faber and Faber, 3 Queen Square, London
2. Declarer Play (Newcomer/Intermediate)

How to Play Your Cards when You are The Declarer at Contract Bridge - by John Mallon
A systematic approach to Declarer card play techniques with numerous examples and Quizes. Publ. by Chilton Book Company, Radnor, Pennsylvania USA and by Don Mills, Ontario, Canada
3. Opening Leads (Newcomer/Intermediate)

Opening Leads and Signals in Contract Bridge - by John Mallon
A systematic approach to making superior opening leads with numerous examples and Quizes.
Publ. by Collier Books, Collier MacMillan Publishers, London
4. Both Declarer Play and Defence (Intermediate)

Guide to Better Card Play - by Ron Klinger, 2011
Publ. by Cassel - Orion Publishing Group ,Orion House, 5 Upper St Martin's Lane, London WC2H 9EA

## Other

- Duplicate Bridge Direction - a Complete Handbook - by Alex Groner

With complete scoring instructions and Movement charts for any number of tables. Publ. by Barclay Bridge Supplies, Inc., Port Chester, NY 10573, USA

- The Laws of Duplicate Bridge, 2007 - by the World Bridge Federation Effective from January, 2008.
Publ. by Bridge NZ (2004) Limited, 60-D Woodland Road, Jonsonville, Wellington NZ


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## Contract Bridge

 LESSON 1Making tricks without a Trump Suit

1. Shuffling and Dealing the Cards
2. Organising your Hand
3. Making Tricks in 'No Trumps'
4. Self Deals 1-4
5. Scoring Trick points in NT
6. Opening Lead in NT - Rule of 11
7. Self Deals 5-8
8. Quiz - Answers

Bidding Guide : $\underline{\mathrm{BG}-14}$
(Down Fast - Top)
BR 1.1 - Shuffling and Dealing the Cards
Contract Bridge is a card game played by four players, called "North", "East", "South" and "West".

The four players form two pairs who play against each other.

(Down - Up)

1 a.
At the beginning of each 'deal' the cards are shuffled and dealt.

If North is the Dealer :

- his left hand Opponent (in this case East) shuffles the cards, then places the shuffled pack across the table in front of his Partner (in this case West)

Dealer
North

(Down - Up)
1 b.

(Down - Up)

1 c.

- North then deals the cards in clockwise direction one at a time to each player starting with the player on his left (in this case East).
- The other players wait patiently, and do not touch any one of their cards, while the Dealer deals out all cards.
- Only after the Dealer has completed dealing out all 52 cards do the players pick up their cards. This is the proper etiquette. It gives all players the same amount
 of time to organise and asses their hand.


## (Down - Up - Top) <br> BR 1.2 - Organising your Hand

Contract Bridge uses a pack with 52 cards.
The cards are divided into four different suits, called Spades, Hearts, Diamonds and Clubs.


Each suit contains 13 cards. Ranked from the highest to the lowest they are :
Ace - King - Queen - Jack - 10-9-8-7-6-5-4-3-2

The five highest cards in each suit (A-K-Q-J-10) are called the honours or honour cards.

After all cards have been dealt all players pick up their cards and arrange them in an organised way as shown below.


Sort all cards into the four suits, and within each suite arrange them from the highest to lowest value.
Arrange the suits in your hand so that they alternate in colour, for example :

## Spades Hearts Clubs Diamonds

This way you have a good view of the ranking of the all cards and of the length (number of cards held) of each suit.

## (Down Fast - Up - Top - Links) <br> BR 1.3 - Making Tricks in 'No Trumps' (NT)

There are two distinct periods in each deal played in Contract Bridge.

1. The auction - a period of bidding in which both sides compete for the right to play a deal by setting a contract (the minimum number of tricks a side contracts to win).
This aspect of the game is dealt with from Lesson 4 onwards.
2. The play - a period of playing tricks, 13 in total (one trick for each card held by every player).

There are two modes (types of contracts) of winning tricks in Contract Bridge.

- No Trump contacts - in which the highest card of the suit lead always wins the trick.
- Trump contracts - in which the highest card of the suit lead wins the trick unless it is trumped ('ruffed') by one or more cards from the trump suite. In this case the highest trump wins the trick.

A player can only play a trump when he can not follow suit (has no cards left in the suit which was lead). This mode of play is covered in Lesson 2

In the first two lessons we start with playing the simple game of whist, where all four players keep their cards in their hands throughout the play. This gives you a good
opportunity to become familiar with the mechanics of playing tricks, without being distracted by anything else.

Here follows the action for the first three tricks in a game played without a trump suit (NT).
(Down - Up)


3a.
North has dealt the cards and (for the first two lessons only) is allowed to make the Opening lead (plays the first card to the first trick in the game). The other players, in turn in clockwise order, play their card to the first trick.

North takes a card from his hand (SQ) and places it face up in front of him on the card table.

Now it is East's turn to play. North has lead a Spade, therefore East must follow suit and also play one of his Spade cards. The card he selects may be a higher or lower card than played before. In this case East selects the Spade King.

Next it is the turn of South (SA), and finally West (S4) to play a Spade to the first trick.

South has won the first trick with the Ace and has therefore gained the lead for the next trick.
(Down - Up)

## After Trick 1


$3 b$.
After all four players have played to the first trick, and having identified the winner of that trick, they each pick up their card and place it this time face down in front of them back on the table.

The winning side for this trick (in this case North and South) place the card face down and aligned in vertical direction (from their viewpoint), in front of them. This records the trick as a winning trick for their side.

The losing side for this trick (in this case East and West) place the card face down and aligned in horizontal direction (from their viewpoint), in front of them. This records the trick as a losing trick for their side.

Therefore all face down cards for this trick are aligned in the same direction on the card table.
(Down - Up)


3c.
South, having won the previous trick leads the first card to the next trick. Hoping that North had a reason for playing Spades at trick 1, he leads a small Spade, 'returning Partner's lead'.

West plays next (S5), then North (SJ), and finally East (S2).

North therefore wins trick 2 with the Jack of Spades, and will lead again to the next trick.
(Down - Up)

After Trick 2


3d.
As for trick 1, all players pick up their card played on trick 2 and place it again face down on the table, with this second card partly overlapping their card from trick 1.

The winning side (North and South) again places their card in vertical direction in front of them, the losing side (East and West) in horizontal direction.
(Down - Up)

(Down - Up)

## $3 f$.

After trick 3 all players place their card again face down on the table, partly overlapping the card from their previous trick.

## After Trick $\mathbf{3}$



This time East and West have won the trick and align their card in vertical direction in front of them, while North and South (the losers to this trick) align their card horizontally in front of them.

This is the way tricks are played in all club competitions.

- It keeps the cards for each hand separate, so that the same deal can be play by other players in the room, and
- the way the cards are aligned provides a record of winning and losing tricks for both sides and the order in which the tricks were played.


## BR 1.4 - Self Deals 1 to 4

At this point you are ready to play.
Deal and play four games in No Trump mode.

- Self Deal 1 - Dealer and Opening lead by North.
- Self Deal 2 - Dealer and Opening lead by East.
- Self Deal 3 - Dealer and Opening lead by South.
- Self Deal 4 - Dealer and Opening lead by West.

If you practice with four players each player keeps his/her cards in his/her hand throughout the play.

(Down - Up)

4a.
When you practise just by yourself, keep one set of cards in your hand (like $S$ on the adjacent Diagram) and lay out the other three hands on the table as shown, with all cards (faces up) facing towards the centre of the table.


## (Down - Up)

4b.
When you practise with someone else : take one hand each in your hand (like $S$ and W on this Diagram) with the two remaining hands displayed on the table as shown. The South player also plays the North hand on the table.
The West player also plays the East hand on the table.

With three players only one hand needs to be laid out on the table. The player opposite this 'Dummy hand' plays both hands. Rotate the Dummy hand around the table in successive games, so that each
 player gets a turn playing with dummy.

$$
\text { (Down - } \underline{\text { Up }}-\underline{\text { Top }} \text { ) }
$$

## BR 1.5 - Scoring Trick points in No Trump Contracts

A complete deal of Contract Bridge consists of $\mathbf{1 3}$ tricks, one trick for each card of each player.
A side must therefore always make more than six tricks to win more tricks than the Opponents. The first six tricks a side wins are called the book.

Scoring in Contract Bridge is based on the winning tricks made after the first six tricks have been won. Trick points after the first six winning tricks are awarded as follows.

- 40 points for the first trick in No Trump.
- $\mathbf{3 0}$ points for each trick thereafter.

Therefore if one side wins a total of 7 tricks (and the Opponents win only 6), the winning side is awarded
$(7-6=1) \gg 1 \times 40$ points $=40$ trick points.
If one side wins a total of 9 tricks (and the Opponents win only 4), the winning side is awarded
$(9-6=3) \gg 1 \times 40+2 \times 30=100$ trick points.

## (Down - Up - Top) <br> BR 1.6 - Opening Leads in No Trump Contracts

After playing a few hands in No Trumps you will no doubt have discovered that there are two ways of winning tricks.

1. with high cards in your hand, especially Aces, Kings, Queens and Jacks.
2. with small cards of a long suit once the high cards in that suit have been played.

## Which SUIT to lead

The best strategy in No Trump play is therefore to lead cards from your (or Partner's) longest suit first, before you play out your high cards in other suits.
Playing your long suit probably means first losing one or more tricks. Use your high cards in other suits to regain the lead, then immediately lead another card from your long suit again.

If, on the other hand, you play your high cards in other suits first it is unlikely that you will get a chance to 'cash in' the small winning cards from your long suit.

Which CARD to lead
There are two standard approaches to leading long suits in No Trump contracts.

1. Lead the top of a solid sequence

A solid sequence consists of three or more successive cards ('touching cards') in a suit headed by an Honour (the Honour cards in a suit are : A - K - Q - J - 10).


Other solid sequences are Q J 10 and J 109 and 1098 and A K Q (always lead K from A K Q)
2. Lead the 4th highest card from your longest suit if it is not headed by a solid sequence.
Rule of 11


When your Partner makes the opening lead in No Trumps it will be his longest suit. Always return this suit when you gain the lead unless there is a very good reason not to do so.

## (Down - Up - Top)

## BR 1.7 - Self Deals 5 to 8

Play another four Deals in No Trump mode while applying the above strategy and making the correct opening lead.

- Self Deal 5 - Dealer and Opening lead by North.
- Self Deal 6 - Dealer and Opening lead by East.
- Self Deal 7 - Dealer and Opening lead by South.
- Self Deal 8 - Dealer and Opening lead by West.


## (Down - Up - Top)

BR 1.8-Quiz 1

1. How many players are there required for a game of Contract Bridge, and what are each of them called ?
2. How many cards are there in a pack of cards and how are they divided ?
3. Which is the highest ranking card in a suit, and which is the lowest ?
4. Which are the Honour cards in a suit ?
5. If West is the Dealer, who shuffles the cards and who cuts them?
6. How are the cards dealt ?
7. If South makes the opening lead, which player will play a card next ?
8. At the end of the game South's cards on the table are displayed as shown below. Which side made the most tricks, and how many? Which side won the first trick ?
Which side won the 5th trick ? Which side won the last trick ?

9. What is your opening Lead in a No Trump contract with the following hands.

b. S-A Q 2 H-A Q 9 C - J 1075 D - K J 3
c. S-AJ42 H-QJ 9 C-9753 D-A 2
d. S-Q J 109 H-K95 C-K 5 D-A Q 32
e. S-Q J 3 H-763 C-K $5 \quad \mathbf{D}$ - A K Q 32
10. How many trick points are awarded to the following results (playing in No Trumps).
a. winning 8 tricks
b. winning 7 tricks
c. winning 11 tricks
d. winning 9 tricks
e. winning all tricks
11. Your Partner makes an Opening Lead with the 2 of Spades. How many Spades does have?
12. Your Partner makes an Opening Lead with the $\mathbf{5}$ of Hearts. How many Hearts could he have?

# Lesson 1 : QUIZ ANSWERS 

## Quiz 1 - Links page

1. How many players are there required for a game of Contract Bridge, and what are each of them called ?
Four players, called North, East, South and West.
2. How many cards are there in a pack of cards and how are they divided ?

There are 52 cards in a pack, divided into four suits of 13 cards each : Spades, Hearts, Diamonds and Clubs.
3. Which is the highest ranking card in a suit, and which is the lowest ?

The Ace is the highest ranking, the 2 the lowest ranking card in each suit.
4. Which are the Honour cards in a suit ?

Ace - King - Queen - Jack - 10
5. If West is the Dealer, who shuffles the cards and who cuts them ?

If West is the Dealer, his left hand opponent (North) shuffles the cards, and his right hand opponent (South) will cut the pack.
6. How are the cards dealt?

The cards are dealt one card at the time, in clockwise direction, starting with the player immediately to Dealers left.
7. If South makes the opening lead, which player will play a card next ?

If South plays the first card West will play his card next.
8. At the end of the game South's cards on the table are displayed as shown below. Which side made the most tricks, and how many? Which side won the first trick ?

Which side won the 5th trick? Which side won the last trick ?
North and South made 7 tricks.
North and South won the first trick. East and West won the 5th and the last trick.

9. What is your opening Lead in a No Trump contract with the following hands. Opening leads are shown in brackets
a. $\mathbf{S}-1084 \quad \mathbf{H}-(\mathrm{J}) 10943 \quad \mathbf{C}$ - A J D - K J 3 (top of a solid sequence)
b. S-A Q 2 H-A Q $9 \quad$ C - J 107 (5) D - K J 3 (fourth highest of your longest suit)
c. S - A J 4 (2) H-Q J $9 \quad \mathbf{C}-9753 \quad$ D - A 2 (select the stronger suit from two 4-card suits)
d. S-(Q)J $109 \quad \mathbf{H}-\mathrm{K} 95 \quad \mathbf{C}-\mathrm{K} 5 \quad \mathbf{D}-\mathrm{A}$ Q 32
(always prefer to lead top of a solid sequence with two long suits)
e. S-Q J 3 H-763 C-K $5 \quad \mathbf{D}-\mathrm{A}(\mathrm{K})$ Q 32 (always lead the King from A K Q)
10. How many trick points are awarded to the following results (playing in No Trumps).
a. winning $\mathbf{8}$ tricks $=40+30=70$ trick points
b. winning 7 tricks $=40$ trick points
c. winning 11 tricks $=40+4 \times 30=160$ trick points
d. winning 9 tricks $=40+2 \times 30=100$ trick points
e. winning all tricks $=40+6 \times 30=220$ trick points
11. Your partner makes an Opening Lead with the 2 of Spades. How many Spades does have?
The 2 is the fourth highest card in his Spade suit. There is no lower card in any suit than the 2. He has therefore exactly four cards in Spades.
12. Your partner makes an Opening Lead with the 5 of Hearts. How many Hearts could he have?
The 5 is the fourth highest card in his Heart suit. He could therefore also have the 4 , and or the 3 and or the 2 in that suit, a minimum of 4 and a maximum of 7 cards in Hearts.
Observe which Heart cards are played to this trick (and perhaps the next one) by
the other players, and also check your own hand. Any 2,3 or 4 of Hearts held by an other player reduces the total number of Heart cards held by your partner.


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## Contract Bridge

LESSON 2
Making tricks with a Trump Suit

1. Making tricks with Trumps
2. Opening Leads in a Trump Contract
3. Self Deals 9-12
4. Scoring Trick points in a Trump Contract
5. Major and Minor Suits
6. Finding a Trump fit
7. Self Deals 13-16
8. Quiz - Answers

Bidding Guide : $\underline{\mathrm{BG}-14}$
(Down Fast - Top)

## BR 2.1 - Making tricks with Trumps

During the auction (see Lesson 4 onwards) a mode of play ('contract') for a Deal is determined by the players.
This can be a

- No Trump contract where the tricks are played without a trump suit, or a
- Trump contract where the tricks are played with a designated trump suit.

The following examples show how a trump suit can be used to win tricks in a trump contract.
(Down - Up)

## Example 1

In the adjacent example Hearts is the designated trump suit.

North leads a Spade.
East and South follow suit, but West has no Spades left in his hand and is therefore permitted to play a trump card instead. He wins the trick with the 2 of Hearts.

(Down - Up)

## Example 2

Hearts is again the trump suit.
North leads a Spade and East follows suit. In this example both South and West have no more Spades in their hand and are allowed to play a trump. Now the highest trump wins the trick. In this case it is West's 7 of Hearts.

(Down - Up)

## Example 3

Hearts are again trumps.
North leads a Spade and East follows suit. Again both South and West have no more Spades in their hand and are allowed to play a trump.

South plays the Jack of Hearts.
West can not beat this card (all his trump cards are lower than the Jack). He discards therefore a useless card (2 of Clubs), and let South win the trick.


## (Down - Up - Top) <br> BR 2.2 - Opening Leads in a Trump Contract

The card play in Trump contracts is significantly different from making tricks in No Trump contracts.

High cards are usually still winners, but the small cards of long
 suits have little chance of winning a trick in the early stages of play while there are still trumps left in the game.
Therefore leading fourth highest from your longest suit (although still possible) becomes a low priority choice in Trump contracts.

In Trump contract aggressive leads to establish high cards as winners quickly is usually a top priority, but only if you have the right card combination for this.

Good opening leads are :

- Top of a Solid Sequence (three cards in sequence, Ex. 1 below) - always an excellent lead both in Trump and No Trump contracts.
- King from A K x (x) (Ex. 2) - this will give you a 'free look' at Dummy's hand (see Lesson 4 and onwards) and also lets your Partner know that you hold the Ace in that suit as well. Only lead the Ace from A K when it is a doubleton.
- Top of touching Honours (two cards in sequence, Ex. 3) other than A K - still a good aggressive lead if you can not lead one of the two options above.


In Trump contracts it can also be a good idea to lead one of your short suits : suits in which you only hold one (singleton) or two (doubleton) cards.
The objective here is that after the suit has been played for one or two rounds (tricks) you can win following tricks in that suit by playing a trump (ruffing).

Good leads in trump contracts (provided you hold some trump cards) are :

- Singleton (Ex. 4 below) - when Partner gains the lead he can lead the suit back to you so that you can ruff .
- Top of a Doubleton (Ex.5) - on the second round (you playing then the low card from your doubleton suit) Partner will realise you had a doubleton and will lead the suit back to you for a ruff.

(Down - Up - Top)


## BR 2.3 - Self Deals 9 to 12

Deal and play four games in Trump mode.

- Self Deal 9 : Spades are trumps - Dealer and Opening lead by North.
- Self Deal 10 : Hearts are trumps - Dealer and Opening lead by East.
- Self Deal 11 :Diamonds are trumps - Dealer and Opening lead by South.
- Self Deal 12 : Clubs are trumps - Dealer and Opening lead by West.

If you can, select an opening lead from one of the five options above. When you practise with four players each player keeps his/her cards in his/her hand throughout the play.

- When you practise by yourself follow the instructions in Lesson 1.4a
- When you practise with two or three players follow instructions in Lesson 1.4b


## (Down - Up - Top) BR 2.4 - Scoring Trick points in a Trump Contract

Scoring in Contract Bridge is based on the winning tricks made after the first six tricks have been won.

Trick points after the first six winning tricks are awarded as follows.

- Spades - 30 points for each trick.
- Hearts - $\mathbf{3 0}$ points for each trick.
- Diamonds - 20 points for each trick.
- Clubs - $\mathbf{2 0}$ points for each trick.


If one side wins a total of 7 tricks in a Trump contract of Spades or Hearts, the winning side is awarded

$$
(7-6=1) \gg 1 \times 30 \text { points }=30 \text { trick points. }
$$

If one side wins a total of 10 tricks in a Trump contract of Spades or Hearts, the winning side is awarded
$(10-6=4) \gg 4 \times 30=120$ trick points.

If one side wins a total of 7 tricks in a Trump contract of Diamonds or Clubs, the winning side is awarded

$$
(7-6=1) \gg 1 \times 20=20 \text { trick points. }
$$

If one side wins a total of 10 tricks in a Trump contract of Diamonds or Clubs, the winning side is awarded

$$
(10-6=4) \gg 4 \times 20=80 \text { trick points. }
$$

## (Down - Up - Top) <br> BR 2.5 - Major and Minor Suits

From a scoring (and therefore winning-) point of view it is obviously better (if there is a choice) to play in a trump contract of Hearts or Spades where you receive 30 trick points per winning trick, than a trump contract in Diamonds or Clubs where you receive only 20 trick points per winning trick.

Hearts and Spades are therefore called the major suits
Diamonds and Clubs are called the minor suits

## GAME contracts

When a contract scores $\mathbf{1 0 0}$ or more trick points it is called a Game contract.
When a Game contract is both bid in the auction (see Lesson 4 and onwards) and made during the play it is awarded ( 300 or more) extra bonus points, resulting in a higher total score.
The minimum number of tricks required for a Game score contract are :

| Contract | Tricks | Trick points |
| :--- | :--- | :--- |
| 3 No Trumps | 9 | 100 |
| 4 Spades | 10 | 120 |
| 4 Hearts | 10 | 120 |
| 5 Diamonds | 11 | 100 |
| 5 Clubs | 11 | 100 |

The above Table shows that a Game contract in No Trumps, Spades or Hearts requires $\mathbf{1}$ or 2 tricks less than a Game contract in Diamonds or Clubs. There is therefore a strong preference in bridge for playing in NT or in one of the two major suits.

## (Down - Up - Top)

## BR 2.6 - Finding a Trump fit

After playing a few deals in a trump contract you will quickly come to the conclusion that having more trumps then the opposition gives you a significant advantage in the play.

One of the two important objectives you have to find out during the auction period (see Lesson 4) is whether you and your Partner have a trump fit in one of the four suits.

A trump fit consists of $\mathbf{8}$ cards or more in the same suit in the combined hands.

If you and Partner together only have 7 cards in a suit this is only one card more than the Opponents. Not much of an advantage.
But when you hold 8 cards together in one suit the Opponents have only 5 cards in that suit which on average are divided 2-3 in the two opposition hands. This is a good advantage to make that suit your trump suit.

Here are some typical examples.
In Example 6 North and South have a 4-4 trump fit in the Spades suit.


In Example 7 North and South have a 5-3 trump fit in the Hearts suit.


In Example 8 North and South have a 4-4 trump fit in both Spades and Diamonds.


8


Although the Diamond suit is the strongest in terms of high card holding, always prefer to play in the major suit (in this case Spades). You will win more trick points with the Spades as trumps, and the Diamond suit will contribute its winning tricks anyway no matter which suit is trumps.

Also, no matter how good a player you are, you will always lose three tricks : Ace of Spades and Ace and King of Hearts. Making 10 tricks in Spades will constitute a Game score, but making 10 tricks with Diamonds as trumps will not.

## (Down - Up - Top)

## BR 2.7 - Self Deals 13 to 16

In the following four Self Deals each side may in turn select a trump suit (or select No Trumps).
Do not show your hand to your Partner, but ask how many cards he has in a suit, and find out that way if there is a trump fit or not. If not it is best to play in No Trumps (unless one of the suits is divided 6-1 or 7-0).

Self Deal 13- N \& S select a trump suit Dealer is North Opening lead by East

Self Deal 14-E\&W select a trump suit Dealer is East Opening lead by South
Self Deal 15- S \& N select a trump suit Dealer is South Opening lead by West
Self Deal 16-W\&E select a trump suit Dealer is West Opening lead by North

A good playing strategy for the trump declaring side usually is to draw all enemy trumps first as soon as they gain the lead. After that they have control of the game with the remaining trump cards, while the Opponents have no trumps left.

BR 2.8-Quiz 2
(Down - Up - Top)

1. Which card wins the trick in a Trump contract?
2. When is a player allowed to ruff with a trump ?
3. Is a player forced to play a trump if he can not follow the suit lead?
4. Name three aggressive opening leads in a Trump contract.
5. Name two opening leads which may set up ruffing tricks.
6. Why is the opening lead of "fourth highest of your longest suit" usually not such a good lead in a Trump contract?
7. Select your opening lead for a Trump contract in the following hands. In all cases Hearts is the Trump suit
a. S-Q J 104 H-943 C-A J 9 D - K J 3
b. S-AQ732 H-A109 C-J975 D-9
c. S-AJ42 H-764 C-KQ3 D-A 32
d. S-Q97 H-K952 C-95 D-A Q 32
e. S-Q J 3 H-763 C-K J 52 D-AK 32
f. S-A 3 H-9763 C-KJ5 D-Q 1032
8. What is a 'Game score' ?
9. How many trick points are awarded to the following results.
a. winning 8 tricks in a Heart contract
b. winning 7 tricks in a Diamond contract
c. winning $\mathbf{1 1}$ tricks in a Club contract
d. winning 9 tricks in a No Trump contract
e. winning all tricks in a Spade contract
10. What is a 'Trump fit' ?

# Lesson 2 : Quiz ANSWERS 

Quiz 2 - Links page

1. Which card wins the trick in a Trump contract ?

The highest card of the suit lead, or the highest trump played.
2. When is a player allowed to ruff with a trump ?

When he has no cards in his hand left of the suit lead.
3. Is a player forced to play a trump if he can not follow the suit lead?

No, a player can discard a card from any suit he wishes.
4. Name three aggressive opening leads in a Trump contract.

Top of a Solid Sequence - King from A K x (x) - Top of two touching Honours.
5. Name two opening leads which may set up ruffing tricks.

Singleton lead - Top of a Doubleton.
6. Why is the opening lead of "fourth highest of your longest suit" usually not such a good lead in a Trump contract?
Small card winners of a long suit are usually trumped by the opponents.
7. Select your opening lead for a Trump contract in the following hands.

In all cases Hearts is the Trump suit
Opening leads are shown in brackets.
a. $\quad \mathbf{S}-(\mathrm{Q}) \mathrm{J} 104 \quad \mathbf{H}-943 \quad \mathbf{C}-\mathrm{A} \mathrm{J} 9 \quad \mathrm{D}-\mathrm{K}$ J 3
(top of a Solid Sequence)
b. S-A Q $732 \quad \mathbf{H}-\mathrm{A} 109 \quad \mathbf{C}-\mathrm{J} 975 \quad$ D-(9)
(singleton)
c. S-A J 42 H-764 C-(K) Q 3 D-A 32
(top of touching Honours)
d. S-Q $97 \quad \mathbf{H}-\mathrm{K} 952 \mathbf{C}-(9) 5 \quad \mathbf{D}-\mathrm{A}$ Q 32
(top of a doubleton)
e. S-Q J 3 H-763 C-K J 52 D-A (K) 32
(King from A K x x)
f. S-(A) $3 \quad \mathbf{H}-9763 \mathbf{C}-\mathrm{K} \mathrm{J} 5 \quad \mathbf{D}-\mathrm{Q} 1032$
(top of a doubleton)
8. What is a 'Game score' ?

A 'Game score' are 100 trick points or more.
9. How many trick points are awarded to the following results.
a. winning 8 tricks in a Heart contract $=2 \times 30=60$ trick points
b. winning 7 tricks in a Diamond contract $=1 \times 20=20$ trick points
c. winning $\mathbf{1 1}$ tricks in a Club contract $=5 \times 20=100$ trick points
d. winning 9 tricks in a No Trump contract $=40+3 \times 30=100$ trick points
e. winning all tricks in a Spade contract $=7 \times 30=210$ trick points
10. What is a 'Trump fit'?

Having 8 or more cards in one suit in the combined hands of you and your partner.
http://www.jazclass.aust.com/bridge/br03.htm

(Down - Top)

## BR 3.1-High Card Points

## Recent developments

After all the cards have been dealt each player picks up his hand, organises the cards into suits, and evaluates his hand in terms of strength and shape.

The strength of a hand is measured in High Card Points (HCPs).
High card points are allocated to the Ace, King, Queen, Jack and 10 in each suit as follows :

$$
\begin{array}{ll}
\text { Ace } & =4 \\
\text { King } & =3 \\
\text { Queen } & =2 \\
\text { Jack } & =1 \\
10 & =1 / 2
\end{array}
$$

- Each suit contains $4+3+2+1+1 / 2=101 / 2$ High Card Points.
- There are four suits and therefore $\mathbf{4 2}$ HCPs in a complete Deal.
- When the HCPs are equally divided amongst the four players each will have a hand with $\mathbf{1 0} 1 / 2$ HCPs.

Example 1 is an above average hand with 15 HCPs in total.


Example 2 is a strong hand.
With $171 / 2$ HCPs it contains almost half of all available HCPs.


Example 3 is a moderately weak hand.
It has only 8 HCPs , which is two points less than the average hand.

(Down - $\underline{\text { Up }}-\underline{\text { Top }}$ )

## BR 3.2 - Hand Shape

The shape of a hand describes the relative distribution of the 13 cards in the four suits.. If the cards are evenly divided amongst the four suits the hand shape is described as balanced. Balanced hands are generally most suitable for No Trump contracts.

If the cards are unevenly divided amongst the four suits, the hand is described as unbalanced. Unbalanced hands are generally most suitable for Trump contracts.

The shape definitions are :


- Balanced hands - contain at the most one doubleton (one suit with only two cards).
The balanced card distributions are :
- 4-3-3-3 (showing the number of cards in each suit)
- 4-4-3-2
- 5-3-3-2
- Semibalanced hands - contain two or three doubletons.

The semibalanced card distributions are :

- 5-4-2-2
- 6-3-2-2
- 7-2-2-2
- Unbalanced hands - contain one or more singleton or void (one card or no card at all in a suit).
Some unbalanced card distributions are :
- 4-4-4-1
- 5-4-3-1
- 5-5-2-1
- 6-5-1-1
- 7-4-1-1
- 6-5-2-0
- 6-6-1-0
- 7-5-1-0
etc.

$$
(\underline{\text { Down }}-\underline{U p}-\underline{T o p})
$$

## BR 3.3 - Length Points

As we have seen in Lesson 1 a long suit can produce additional tricks made with the small cards in that suit. To include this aspect in a hand's valuation Length points (where present) are added to the High Card Point score of a hand.

One Length Point is awarded to each card over and above the first four cards in each suit.

Example 4 shows a balanced hand (distribution 5-3-3-2).
It is awarded one length point for the fifth card in the Spade suit, increasing the value of the hand from 13 to 14 points.


Example 5 shows a semibalanced hand (distribution 5-4-2-2).
It is awarded one length point for the fifth card in the Spade suit, increasing the value of the hand from 13 to 14 points.


Example 6 shows a unbalanced hand (distribution 6-5-2-1).
It is awarded one length point for the fifth card in the Heart suit and one point each for the 5th and 6th card in Diamonds, increasing the value of the hand from $141 / 2$ to $171 / 2$ points.


Always include length points in your hand valuations, as it gives a truer picture of its strength.

## (Down - $\underline{\text { Up }}$ - Top) <br> BR 3.4 - Self Deals 17 to 20

For the following four deals : valuate your hands. Each player in turn calls out the number of points he (she) has.

1. The side with the largest combined total may decide the mode of play (No Trumps or a Trumps suit).
2. The player with the strongest of the above two hands will be the Declarer, his/her Partner will be the Dummy.
3. The Opponent to the left of the Declarer makes the opening lead.
4. After the first card (opening lead) is played, Dummy does not play a card, but instead places all his cards on the table, like this :

5. Declarer will tell Dummy which card to play, and will direct all further play, both for Dummy and for his own hand.
6. After Dummy's card (as directed by Declarer) has been played, the right hand Opponent plays his card to the first trick.
7. Declarer plays the last card to the first trick.
8. The winner of the first trick will make the lead for the next trick, etc.

This is the standard procedure of play in each Contract Bridge game.
Make sure everyone gets a turn at being Declarer and, if necessary, swap hands to achieve this.

## (Down - Up - Top)

## BR 3.5 - Bidding in the Auction

In Contract Bridge the play of the cards is preceded by the auction period.
Each bids made during the auction consists of :

- a number between 1 and 7 - indicating the number of tricks, over and above the first six tricks, a player is contracting to make, and
- a trump suit or No Trumps - indicating the mode of play, No Trumps or a trump contract in the specified suit.

With a bid of 1NT a side must make at least $6+1=7$ tricks played without a trump suit.
With a bid of $\mathbf{2 H}$ a side must make at least $6+2=8$ tricks played with Hearts as the trump suit.

With a bid of $\mathbf{4 S}$ a side must make at least $6+4=10$ tricks played with Spades as the trump suit.


The first bid in the auction is made by the Dealer. The other players get their turn one at a time in clockwise direction. Each player may make a bid in the auction, or decline to do so by bidding "pass".

As in most auctions each bid must be higher than the preceding bid. After a bid has been followed by $\mathbf{3}$ consecutive passes (from the other three players), the bid becomes the final contract.

The ranking order of the five nominations are :

## No Trumps = Highest Spades $\quad=$ Second highest Hearts $=$ Third highest Diamonds = Fourth highest Clubs = Lowest

Here is an overview of all possible bids which can be made in the auction.
1 Club is the lowest possible bid, and 7NT is the highest.

| 1NT | 2 NT | 3 NT | 4 NT | 5 NT | 6 NT | 7NT | = Highest bid |
| :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- |
| 1S | 2 S | 3 S | 4 S | 5 S | 6 S | 7 S |  |
| 1H | 2 H | 3 H | 4 H | 5 H | 6 H | 7 H |  |
| 1D | 2D | 3 D | 4 D | 5 D | 6 D | 7 D |  |

```
Lowest bid = 1C 2C 3C 4C 5C 6C 7C
```

After a bid of 1 Diamond a following bid of 1 Heart is higher and therefore valid (the Heart suit ranks higher than the Diamond suit).

However to bid Clubs after 1 Diamond a bid a the ' 2 level' (2C) is required, because Clubs is a lower ranking suit than Diamonds.

Lesson 3 : QUIZ<br>Quiz ANSWERS - Lesson 3 - Links page

1. What are High Card Points and how are they allocated ?
2. What are Length Points and how are they allocated?
3. What is the defining feature of a balanced hand?
4. What is the defining feature of a semibalanced hand ?
5. What is the defining feature of an unbalanced hand ?
6. Valuate the following hands, both in total points strength and shape.
a. S-Q J 104 H-943 C-A J $9 \quad$ D-K J 3
b. S-AQ732 H-A109 C-J975 D-9
c. S-AJ6542 H-76 C-K Q 3 D-A 3
d. S-Q97 H-K952 C-95 D-A Q 32
e. S-QJ32 H-5 C-KJ52 D-AK32
f. S-A J $953 \mathbf{H}-\mathbf{C}-\mathrm{K} 2 \mathbf{D}-\mathrm{A}$ Q J 1032
7. Your Partner has opened the bidding with 1 Diamond.

What is your lowest possible bid in the following cases :
a. you want to bid Clubs
b. you want to bid Diamonds
c. you want to bid Hearts
d. you want to bid Spades
e. you want to bid No Trumps
8. Your Partner has opened the bidding with 1 Spade.

What is your lowest possible bid in the following cases :
a. you want to bid Clubs
b. you want to bid Diamonds
c. you want to bid Hearts
d. you want to bid Spades
e. you want to bid No Trumps
9. If West is the Declarer in a contract. Who makes the Opening Lead, and who is the Dummy?
10. The contract is $\mathbf{3}$ Diamonds. How does Dummy arrange his cards on the table after the first card (opening lead) has been played ?
11. The contract is $\mathbf{3 N T}$. How does Dummy arrange his cards on the table after the first card (opening lead) has been played?

Lesson 3 : Quiz ANSWERS

$$
\text { Quiz - Lesson } 3 \text { - Links page }
$$

1. What are High Card Points and how are they allocated ?

HCPs measure the high cards strength of a hand.
$\mathrm{A}=4 \quad \mathrm{~K}=3 \quad \mathrm{Q}=2 \quad \mathrm{~J}=1 \quad 10=1 / 2$
2. What are Length Points and how are they allocated?

Length points reflect the value of long suits.
The fifth, sixth and each following card in a suit is awarded one Length point.
3. What is the defining feature of a balanced hand ?

It has no or at the most only one doubleton (suit containing two cards)
4. What is the defining feature of a semibalanced hand ?

It always contains two or three doubletons, but no singleton or void.
5. What is the defining feature of an unbalanced hand ?

It contains at least one singleton or void (it can have a doubleton as well)
6. Valuate the folowing hands, both in total points strength and shape.
a. S-Q J 104 H-943
C-AJ 9
D - K J 3
1212 HCP - balanced
b. S-A Q $732 \quad \mathbf{H}-\mathrm{A} 109 \quad$ C-J $975 \quad$ D-9
$111 / 2 \mathrm{HCP}+1 \mathrm{LP}=121 / 2$ in total - unbalanced
c. S-AJ6542 H-76 C-K Q 3 D-A 3
$14 \mathrm{HCP}+2 \mathrm{LP}=16$ in total - semibalanced
d. S-Q 97 H-K $952 \quad \mathbf{C}-95 \quad \mathbf{D}$ - A Q 32 11 HCP - balanced
e. S-Q J 32 H-5 C - K J 52 D - AK 32
14 HCP - unbalanced
f. S - A J $953 \quad \mathbf{H}-\mathbf{C}-\mathrm{K} 2 \quad \mathbf{D}-\mathrm{A}$ Q J 1032
$151 / 2 \mathrm{HCP}+3 \mathrm{LP}=181 / 2$ in total - unbalanced
7. Your Partner has opened the bidding with 1 Diamond.

Your lowest possible bids are :
a. 2 Clubs
b. 2 Diamonds
c. 1 Heart
d. 1 Spade
e. 1 No Trump
8. Your Partner has opened the bidding with 1 Spade.

Your lowest possible bids are :
a. 2 Clubs
b. 2 Diamonds
c. 2 Hearts
d. 2 Spades
e. 1 No Trump
9. If West is the Declarer in a contract : North makes the Opening Lead, and East is the Dummy.
10. The contract is $\mathbf{3}$ Diamonds. Dummy arranges his cards on the table with the Diamond suit on his right hand side.
11. The contract is $\mathbf{3 N T}$. Dummy can arrange his cards on the table any way he likes, usually the suits are alternated black - red - black - red (or the other way round).


Main Page - Lesson Deals - Lessons Previous - Next

Bidding Guide : $\underline{\mathrm{BG}-2}$ - $\underline{\mathrm{BG}-3}$ - $\underline{\mathrm{BG}-9}$

## Contract Bridge LESSON 4

No Trump Opening bids

1. Scoring Bonus Points
2. Game and Slam Contracts
3. The Opening bid of 1 NT
4. Final bid Responses
5. Invitation bid Responses
6. The Bidding Guide
7. Opening bids of 2 NT and 3 NT
8. Starting the Play after the Auction
9. Deals 1 to 4
10. Strategy in NT Play
11. High Card from the Short side
12. Quiz - Answers - Review
(Down - Top)

## BR 4.1 - Scoring Bonus Points

There are four types of Contracts which can be arrived at during the auction (bidding period) for each deal.

1. Part score contract - the number of tricks bid add up to less than $\mathbf{1 0 0}$ trick points.
For example :

- $2 \mathrm{NT}=40+30=70$ trick points
- 3 H or $3 \mathrm{~S}=3 \times 30=90$ trick points
- 4 D or $4 \mathrm{C}=4 \times 20=80$ trick points

2. Game score contract - the number of tricks bid add up to $\mathbf{1 0 0}$ trick points or more For example :

- $3 \mathrm{NT}=40+30+30=100$ trick points
- 4 H or $4 \mathrm{~S}=4 \times 30=120$ trick points
- 5 D or $5 \mathrm{C}=5 \times 20=100$ trick points

3. Small Slam contract - bids of $6 \mathrm{NT}, 6 \mathrm{~S}, 6 \mathrm{H}, 6 \mathrm{D}$ and 6 C (making 12 tricks)
4. Grand Slam contract - bids of 7NT, 7S, 7H, 7D and 7C (making all 13 tricks)

|  | Part Score |  | Game Contract |  |  | Small | $\begin{aligned} & \text { Grand } \\ & \text { Slam } \end{aligned}$ |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
|  | 1NT | 2NT | 3NT | 4NT | 5NT | 6NT | 7NT |
| major | 15 | 25 | 35 | 45 | 55 | 65 | 75 |
| suits | 1 H | 2 H | 3H | 4 H | 5 H | 6 H | 7H |
| or | 1 D | 2 D | 3D | 4 D | 5 D | 6 D | 7 D |
| suits | 1C | 2 C | 3 C | 4C | 5 C | 6 C | 7C |

The Bonus points for the various contracts are added to trick points. Bonus points are only awarded if the contract was both bid during the auction and made during the play.


Bonus points scored for Contracts both bid and made

For example :

- A bid of 3S making 9 tricks $=3 \times 30$ trick points +50 bonus points $=140$ points total
- A bid of $\mathbf{3 S}$ making 10 tricks $=4 \times 30$ trick points +50 bonus points $=170$ points total
- A bid of 4 S making 10 tricks $=4 \times 30$ trick points +300 bonus points $=420$ points total
- A bid of 5D making 11 tricks $=5 \times 20$ trick points +300 bonus points $=400$ points total
- A bid of 5D making 12 tricks $=6 \times 20$ trick points +300 bonus points $=420$ points total
- A bid of 6D making 12 tricks $=6 \times 20$ trick points +800 bonus points $=920$ points total

When you fail to make the number of tricks required for the contract you bid during the auction, you receive no points at all. Instead the Opponents score $\mathbf{5 0}$ points for each trick (down trick) you are short of your contract. For example :

- A bid of 3S making 8 tricks $=1$ down trick $=50$ points for the opposition
- A bid of 5D making 8 tricks $=3$ down tricks $=150$ points for the opposition


## (Down - Up - Top) <br> BR 4.2 - Game and Slam Contracts

From the above it becomes clear that it is very important to arrive at the correct final contract bid during the auction. If not, your side may miss out on valuable bonus points.

The initial bids during the auction are therefore used to convey to your Partner the strength of your hand and the length of
 potential trump suits.
Eventually either you or your Partner will have a sufficiently accurate idea of the trick taking potential of the combined hands to bid the final contract.

The Diagram below shows the combined point strengths required to have a good chance of making a Game or a Slam contract.

|  |  |  | Game Contract |  |  | $\begin{array}{\|c} \hline \text { Small } \\ \text { Slam } \\ 33 \\ \hline \end{array}$ | $\begin{gathered} \hline \begin{array}{c} \text { Grand } \\ \text { Slam } \\ 37 \end{array} \\ \hline \end{gathered}$ |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
|  | 1NT | 2NT | 3NT | 4NT | 5NT | 6NT | 7NT |
| major | 15 | 25 | 35 | 45 | 55 | 65 | 75 |
| suits | 1H | 2 H | 3H | 4 H | 5 H | 6 H | 7H |
| hor | 1 D | 2 D | 3D | 4 D | 5 D | 6 D | 7 D |
| suits | 1 C | 2 C | 3C | 4C | 5C | 6 C | 7 C |

Combined points strength required

- a Game contract of $\mathbf{3 N T}, \mathbf{4 S}$ or $\mathbf{4 H}$ - requires at least $\mathbf{2 6}$ points in the combined hands
- a Game contract of 5D or 5C - requires at least 29 points in the combined hands
- a Small Slam (12 tricks) - requires at least $\mathbf{3 3}$ points in the combined hands
- a Grand Slam (13 tricks) - requires at least 37 points in the combined hands

There are card distributions that will produce a game contract with less than 26 points. There are other card distributions where 26 points is not enough to make a game contract. However for most card distributions the above points requirements are sufficiently accurate to rely on with confidence. They are universally accepted as the target points totals for bidding Game and Slam contracts.

## BR 4.3 - The Opening bid of 1 NT

In Standard bidding with 5-card Majors (used throughout this course) the Opening bid of

## 1 NT shows 16-18 points and a balanced hand

The 1 NT opening bid defines the hand within a very narrow point range. It is a so-called limit bid.
All limit bids are indicated in the bidding guide with a dotted line underneath the bid.

$$
(\underline{\text { Down }}-\underline{\text { Up }})
$$

Hand 1 - you have 16 points and a balanced hand $\gg$ open 1 NT

(High Card Points: $A=4$ pts $K=3$ pts $\quad Q=2$ pts $J=1 \mathrm{pt} \quad 10=1 / 2 \mathrm{pt})$

Hand 2 - you have 18 points and a balanced hand $\gg$ open 1 NT


Hand 3 - you have 19 points and a balanced hand $\gg$ do not open 1 NT (you are too strong)

$$
\begin{aligned}
& \text { (Down - Up) }
\end{aligned}
$$

Hand 4 - you have only 15 points and a balanced hand $\gg$ do not open 1 NT (you are too weak)


Hand 5 - you have 17 points but a semibalanced hand $\gg$ do not open 1 NT (you are not balanced)


Hand Shape
(Balanced $=0$ or 1 doubleton Semibalanced $=2$ or 3 doubletons Unbalanced $=$ void or singleton)

It is most important to make a bid which describes your hand properly. Bids which are "almost" right reduce the effectiveness of your communication with your Partner significantly.
There is always an alternative correct bid for every hand.

## (Down Fast - Up - Top)

## BR 4.4 - Final bid Responses (after a 1 NT opening bid)

The 1 NT opening bid is a clearly defined bid with a very narrow points range. The Partner of the opening bidder is therefore usually in a position to determine the final bid and contract immediately.

Let us assume that your Partner opened the bidding with 1 NT. Your responses with the following hands are :

> (Down - Up)

Hand 6 - you have 7 points and have a balanced hand.
The strength of your and Partner's hands together is :

- $7+16=23$ points at least
- $7+18=25$ points at the most

This is not enough for a Game contract (which requires 26 points at least), but you should make 1 or 2 NT. Your response is therefore : Pass


There is no point in bidding 2NT on this hand. Bidding 1NT and making 8 tricks scores the same number of points as bidding 2 NT and making 8 tricks ( $40+30$ $+50=120 \mathrm{pts}$ ).
Bidding 2NT therefore only increases the risk of not making your contract (you lose 50 points if you only make 7 tricks) without having any benefit.
(Down - Up)

Hand 7 - you have 12 points and have a balanced hand.
The strength of your and Partner's hands together is :

- $12+16=28$ points at least
- $12+18=30$ points at the most

There are enough points for a Game contract (which requires 26 points at least), but not enough for a Small Slam (which requires 33 points at least). Your response is therefore: $\mathbf{3} \mathbf{N T}$


You have an excellent chance of making your contract and will receive 300 bonus points for bidding a Game contract if you do so.

## (Down - Up)

Hand 8 - you have 18 points and have a balanced hand.
The strength of your and Partner's hands together is :

- $18+16=34$ points at least
- $18+18=36$ points at the most

This is enough for a Small Slam contract (which requires 33 points), but not enough for a Grand Slam (which requires 37 points).
Your response is therefore : $6 \mathbf{N T}$


Hand 9 - you have 22 points with a balanced hand.
The strength of your and Partner's hands together is :

- $22+16=38$ points at least
- $22+18=40$ points at the most

This is enough for a Grand Slam contract (which requires 37 points at least).
Your response is therefore : $7 \mathbf{N T}$


BR 4.5 - Invitation bid (Down $\underline{\text { Fast }-\underline{U p}-\underline{\text { Top }})}$
Again your Partner opened the bidding with 1 NT.
Your responses with the following hands are :
Hand 10 - you have 9 points and a balanced hand.
The strength of your and Partner's hands together is :

- $9+16=25$ points at least
- $9+18=27$ points at the most

This is not enough for a Game contract if your Partner has only 16 points, but if he has 17 or 18 points you should be in Game.
What to do?


You simply bid 2 NT.
This is an invitation bid, asking Partner to :

1. pass if he holds minimum points (here 16 points), or to
2. raise to $\mathbf{3}$ NT (Game) with maximum points (here 17-18 points).

> (Down - Up)

Hand 11 - you have 16 points and a balanced hand.
The strength of your and Partner's hands together is :

- $16+16=32$ points at least
- $16+18=34$ points at the most

There may be a possibility of a Small Slam, but only if your Partner holds 17 or 18 points.


Again you make an invitation bid of 4NT, asking Partner to pass with only 16 points, or to bid 6 NT with 17-18 points.

The 4NT bid is also used as a popular convention bid (the Blackwood
Convention) as described later in this course. However in a sequence of NT opening and responses 4 NT is always 'natural' and invitational to 6 NT .
(Down - Up - Top)

## BR 4.6 - The Bidding Guide

Page 3 of the Bidding Guide shows all the responses to a 1 NT Opening bid and, where applicable, the replies (2nd bid) by the Opener. The left side of the guide shows all the NT responses introduced in this Lesson.

Final bids are shown in yellow boxes on the adjacent Diagram.
(The 1 NT opening also becomes a final bid when the Responder passes with only 0-7 points.)

Throughout the Bidding Guide :

- all bids made by the Opener are displayed in boxes with rounded corners
- all bids made by the Responder are displayed in boxes with sharp corners
- all bids underlined by a dotted line are limit bids

Limit bids are bids showing a well defined narrow points range.
It gives the Partner of the limit bid caller a clear count of the maximum point strength for the combined hands.


Occasionally you may end up in a 3NT contract with only 25 points (Opener with 17, Responder with only 8 points). This is however much better than always erring on the the safe side, and missing out on many Game contracts.

After a limit bid has been made, Partner has always three options.

1. Pass if there is no possibility of a Game (or Slam) contract.
2. Bid Game (or Slam) directly - if the combined points count falls fully within the Game contract (or Slam) range.
3. Make an Invitation bid (here 2 NT or 4 NT ) - if the combined points range only falls partly within the Game contract (or Slam) range.

## (Down - Up - Top) <br> BR 4.7 - Opening bids of 2NT and 3NT

There are two other NT Opening bids, they are :

- 2 NT - showing 22-24 points and a balanced hand
- 3NT - showing 25-27 points and a balanced hand


## Both Openings are also limit bids.

Responder therefore simply adds his points to the above total, and passes or bids accordingly.
For example after a 2 NT Opening bid :

- Pass with 0-2 points
- bid 3 NT with 3-8 points
- bid 4 NT with 9-10 points (inviting Opener to bid 6 NT with 23-24 points)
- bid 6NT with 11-14 points
- bid 7 NT with 15 or more points


## (Down - Up - Top) <br> BR 4.8 - Starting the Play after the Auction

When a bid is followed by three successive passes (by the other three players) that bid becomes the final bid and contract.
The player who bid the final nomination first (not necessarily the final bid) becomes the Declarer. His Partner becomes the Dummy.

The player to the left of the Declarer makes the Opening lead. After that first card has been played, Dummy places all his cards face up on the
 table (arranged into the four suits, with the trump suit, if there is one, on his right) and plays a card to each trick as directed by the Declarer.

## Example 1

The Bidding goes : 1NT (N) - 3NT (S) - Pass (N)
North is the Declarer in this 3NT contract, as he was the first player to bid NT. South will be the Dummy Hand.


East, who is the player on Declarer's left side makes the Opening lead.

## Example 2

The Bidding goes : 1H (W) - 1S (E) - 4S (W) - Pass (E)

East is the Declarer in this 4 S contact, as he was the first player to bid Spades. West will be the Dummy Hand.


South, who is the player on Declarer's left side makes the Opening lead.

## Example 3

The Bidding goes : 1D (N) - 1H (S) - 1S (N) - 1NT (S) - Pass (N)

South is the Declarer in this 1 N contact, as he was the first and only player to bid NT. North will be the Dummy Hand.


West, who is the player on Declarer's left side makes the Opening lead.

$$
\text { (Down - } \underline{\text { Up }}-\underline{\text { Top }} \text { ) }
$$

## BR 4.9 - Deals 1 to 4

Deals 1 to 4 reflect bidding and play dealt with in this lesson.

- Print out of Deals - Individual Hands for all Deals
- Solo Bidding : $\underline{1}|\underline{2}| \underline{3}|\underline{4}|$
- Trick by trick: $\underline{1}|\underline{2}| \underline{3}|\underline{4}|$
- Bidding \& Play
- Additional Practice Deals : $\underline{1-4}|\underline{5-8}| \underline{9-12} \mid \underline{\text { Answers }}$
(Down - Up - Top)


## BR 4.10 - Strategy in NT Play

The strategy in NT play for the Declarer is :

1. Count your sure winners - these are tricks you can win straight away without losing a single trick.
2. If you have not enough sure winners to make your contract

: Determine which suit can provide the necessary extra winners.
3. Play this suit immediately and lose a trick early if necessary.

If you cash all your winning card first before you develop the extra tricks, the Opponent will win tricks with their smaller cards and defeat your contract.

Example - the contract is $\mathbf{3}$ NT
Declarer can count 6 sure winners : Ace of Spades, Ace King of Hearts, and Ace King Queen of Diamonds.

| Declarer $\text { - }-8632$ | $\begin{aligned} & \text { Dummy } \\ & \text { - A } 75 \end{aligned}$ |
| :---: | :---: |
| $\boldsymbol{\bullet}$ - A K 4 | マ-762 |
| - A Q 7 | - K 3 |
| 2-K Q 6 | \&-J 10975 |

Three more winning tricks are required.
These can easily come from the Club suit. Declarer must therefore play his Club King immediately to remove the Club Ace held by the Opponents.
When they win the lead with the Club Ace, Declarer still holds the high cards in the other suits with which he can regain the lead and then play his winning tricks, included the newly established winners in Clubs (Q J 10 and 9).

If Declarer cashes his winning tricks in Spades, Hearts and Diamonds before tackling the Club suit, the Defenders (when gaining the lead with the Club Ace) can play their winning tricks in Spades (K Q J) and Hearts (Q J) and defeat the 3NT contract.

## (Down - Up - Top) <br> BR 4.11 - 'High Card from the Short Side' Technique

The player who wins a trick always leads to the next trick. This requires careful planning when Declarer wishes to run a suit (play a string of winners) in which the winners are divided over the two hands.
In this case the correct play technique is to play the high cards in the short suited side first. This principle is demonstrated in the following three tricks when running winners in the Club suit.
Trick 1 Declarer - leads in trick 1
Dummy

- A K J (6)

In trick 1 Declarer leads his Club Queen

Trick 2 Declarer - leads in trick 2

- (5)

Dummy

- (A) K J

In trick 2 Declarer leads his small Club to Dummy's Ace.
The lead for the next trick is now in Dummy.

Trick 3 Declarer other suit - (discard)

Dummy - leads in trick 3

- (K) J

Dummy's Club King can now be lead in trick 3, followed by the Jack in trick 4

If Declarer reverses his leads in the first two tricks he will find himself cut off from Dummy.
As a consequence he will not be able to play the remaining two Club winners (K and J) stranded in Dummy.
The disaster happens like this :
$\begin{array}{lll}\text { Trick } 1 & \text { Declarer - leads in trick } 1 & \text { Dummy } \\ & -Q(5) & -(A) \text { K J 6 }\end{array}$

In trick 1 Declarer leads his small Club to Dummy's Ace.
The lead is now in Dummy.

Trick 2 Declarer

- ( Q )

Dummy - leads in trick 2

- K J (6)

In trick 2 Dummy leads his small Club to Declarer's Queen. The lead for the next trick is back with the Declarer.
$\begin{array}{cll}\text { Trick } 3 & \text { Declarer - leads in trick } 3 & \text { Dummy } \\ & 2-? ? & \text { K J }\end{array}$

Declarer has no Clubs left to lead back to Dummy's King. Two winning Club tricks (K and J) are left stranded in Dummy

## Contract Bridge - Lesson 4 : QUIZ

Quiz ANSWERS - Lesson 4 - Links page

1. What is a Part score contract?
2. What is a Game contract?
3. What is a Small Slam contract?
4. What are the bonus points for a Part score - Game score - Small slam - Grand slam?
5. You bid 2 Spades and made 10 tricks. What score do you get ?
6. You bid 4 Spades and made 10 tricks. What score do you get?
7. You bid 6 Spades and made 10 tricks. What score do you get?
8. What does an Opening bid of 1 NT promise ?
9. Can you bid with a NT Opening bid with the following hands, and if so which one ?
a. S-Q J 104 H-AK3 C - A J 9 D-Q 93
b. S-AQ732 H-AQ94 C-A9 D-92
c. S-AJ42 H-AKQ4 C-KQ3 D-A 3
d. S-Q97 H-K952 C-A5 D-A Q 32
e. S-QJ1098 H-K63 C-K 105 D-A Q 10
f. S-AK H-AKQ 3 C-K Q $5 \quad \mathbf{D}-\mathrm{K}$ Q 32
10. Your partner opened with 1 NT.

What is your response with these hands :
a. S-Q J $104 \quad \mathbf{H}-\mathrm{K} 53 \quad \mathbf{C}-\mathrm{A} 86 \quad$ D-Q 93
b. S-732 H-A94 C-Q943 D-972
c. S-AK42 H-9874 C-Q103 D-93
d. $\mathbf{S}-\mathrm{KQ} 97 \quad \mathbf{H}-852 \quad \mathbf{C}-\mathrm{A} 5 \quad \mathbf{D}-\mathrm{A} \mathrm{Q} 32$
e. S-Q93 H-K63 C-Q10987 D-109
f. S-A $86 \quad \mathbf{H}-\mathrm{K} 873 \quad \mathbf{C}-\mathrm{K} \mathrm{Q} 5 \quad \mathbf{D}-\mathrm{K}$ Q 3
11. Which card do you play first from Declarer's hand in these cases?
a. Declarer - Q J 104 Dummy - A K 8
b. Declarer - K 3 Dummy - A Q J 1092
c. Declarer - A K J Dummy - Q 1098732
d. Declarer - K 987654 Dummy - A Q J 10
e. Declarer - K Q 7 Dummy - A 1054
f. Declarer - A Dummy - K Q J 104
12. What are sure winners?
13. After the first card to the opening lead has been made and Dummy's hand is laid out on the table all play to the first trick stops for a short pause. Why do you think this is?
14. What does Declarer do first before playing any card to the first trick from Dummy?

# Contract Bridge - Lesson 4 : QUIZ ANSWERS 

## Quiz 4 - Lesson 4 - Links page

1. A Part score contract is a bid which adds up to less than 100 trick points.
2. A Game contract is a bid which adds up to 100 trick points or more
3. A Small Slam contract is any bid of 6 (promising to make 12 tricks).
4. Bonus points for a

- Part score $=50$
- Game score $=300$
- Small Slam $=800$
- Grand Slam $=1300$

5. You bid 2 Spades and made 10 tricks. Your score is $4 \times 30+50=170$ points
6. You bid 4 Spades and made 10 tricks. Your score is $4 \times 30+300=420$ points
7. You bid 6 Spades and made 10 tricks. Your score is $2 \mathrm{x}-50=$ minus 100 points
8. A Opening bid of 1 NT promises $16-18$ points and a balanced hand.
9. Can you bid with a NT Opening bid with the following hands, and if so which one ?
a. S-Q J 104 H-AK3 C - A J 9 D - Q 93

Open - 1NT (171/2 points + balanced)
b. $\quad \mathbf{S}$ - A Q $732 \quad \mathbf{H}$ - A Q $94 \quad \mathbf{C}$ - A $9 \quad \mathbf{D}-92$

Do not open 1NT (17 points + semibalanced)
c. $\quad \mathbf{S}$ - A J 42 H-AK Q $4 \quad \mathbf{C}$ - K Q 3 D - A 3

Open-2NT (23 points + balanced)
d. $\quad \mathbf{S}-\mathrm{Q} 97 \quad \mathbf{H}-\mathrm{K} 952 \quad \mathbf{C}-\mathrm{A} 5 \quad \mathbf{D}-\mathrm{A} \mathrm{Q} 32$

Do not open 1NT (only 15 points + balanced)
e. $\quad$ S - Q J $1098 \quad$ H-K $63 \quad$ C - K $105 \quad$ D - A Q 10

Open - 1NT ( $171 / 2$ points + balanced)
f. $\quad \mathbf{S}-\mathrm{AK} \quad \mathbf{H}-\mathrm{AKQ} 3 \quad \mathbf{C}-\mathrm{K}$ Q $5 \quad$ D-K Q 32

Open-3NT (26 points + balanced)
Your partner opened with 1 NT.
What is your response with these hands :
. $\begin{array}{rlll}\text { S-Q J } 104 & \text { H - K } 53 & \text { C - A } 86 & \text { D - Q } 93\end{array}$
Respond 3NT (12 $1 / 2$ points + balanced)
a. $\quad \mathbf{S}-732 \quad \mathbf{H}-\mathrm{A} 94 \quad \mathbf{C}-\mathrm{Q} 943 \quad \mathbf{D}-972$

Pass (only 6 points + balanced)
b. $\quad \mathbf{S}-\mathrm{AK} 42 \quad \mathbf{H}-9874 \quad \mathbf{C}-\mathrm{Q} 103 \quad \mathbf{D}-93$

Respond 2 NT ( $91 / 2$ points + balanced ---> invitation to 3 NT)
c. $\quad \mathbf{S}-\mathrm{K}$ Q 97 H-852 $\mathbf{C}$ - A 5 D - A Q 32

Respond 4NT (15 points + balanced ---> invitation to 6NT)
d. $\quad \mathbf{S}-\mathrm{Q} 93 \quad \mathbf{H}-\mathrm{K} 63 \quad \mathbf{C}-\mathrm{Q} 10987 \quad \mathbf{D}-109$

Respond 2NT ( 8 points + balanced ---> invitation to 3NT)
e. $\quad$ S - A $86 \quad \mathbf{H}-\mathrm{K} 873 \quad \mathbf{C}-\mathrm{K}$ Q $5 \quad \mathbf{D}-\mathrm{K}$ Q 3

Respond 6NT (17 points + balanced)
Which card do you play first from Declarer's hand in these cases?
Cards played are shown in brackets.
. Declarer - Q J 10 (4) Dummy - (A) K 8
a. Declarer - (K) 3 Dummy - A Q J 109 (2)
b. Declarer - (A) K J Dummy - Q 109873 (2)

Play the King in trick 2, then overtake Declarer's Jack by Dummy's Queen in trick 3. This way the lead is transferred to Dummy who can then run the remaining winners (10, 9 and 8)
c. Declarer - K 98765 (4) Dummy - (A) Q J 10
then lead Dummy's Queen, then the Jack, and then overtake the 10 by Declarer's King. This give Declarer the lead to play the winning 98 and 7 .
d. Declarer - (K) Q $7 \quad$ Dummy - A 105 (4)
then lead Declarer's Queen, followed by the 7 to Dummy's Ace. If the opponents Hearts are divided 3-3 or the Jack drops on the first two trick, Dummy's 10 will be a winner.
e. Declarer - (A) Dummy - K Q J 10 (4)

Playing Declarer's singleton Ace unblocks the suit. If you have an other way of gaining the lead in Dummy (entry to Dummy through an other suit) you can run the remaining winners in this suit

Sure winners are tricks you can make immediately without having to lose a trick first.

After the first card to the opening lead has been made and Dummy's hand is laid out on the table all play to the first trick stops for a short pause.
This gives all players the opportunity to assess Dummy's hand and plan their strategy.
What do you as Declarer do first before playing any card to the first trick from Dummy?
Count your sure winners and work out how to establish extra tricks if required.

$\frac{\text { Main Page }- \text { Lesson Deals }}{\text { Technique }}$ - Play
Previous - Lessons $-\underline{\text { Next }}$

## Contract Bridge LESSON 5

One in a Suit Opening bids

1. General Strategy
2. Opening 1 in a Suit
3. Counting Shortage Points
4. Raising Opener's suit
5. Opener's Reply after a suit Raise
6. Second bids by the Responder
7. Strategy in Trump contract Play
8. Deals 5 to 8
9. Quiz - Answers - Review

Bidding Guide : $\underline{\mathrm{BG}-2}$ - $\underline{\mathrm{BG}-4}$ - $\underline{\mathrm{BG}-}$ $\underline{9}$ - $\underline{B G-12}$
(Down - Top)

## BR 5.1-General Strategy

The winning strategy in Contract Bridge is the one which produces the highest score in terms of trick- \& bonuspoints.
The top priority in the auction is therefore to find a contract in NT or in one of the major suits (Spades or Hearts) as with these you are awarded the highest trick points for each trick.

Also it is easier to make a Game contract in NT and in the majors, as these require less tricks ( 9 or 10) than a Game contracts in the minor suits, for which 11 tricks are required.

The priorities therefore are :
I. First look for a contract in No Trumps
II. If this is not on, look for a trump fit in Hearts or
 Spades
III. If all above is not feasible : go for a contract in Clubs or Diamonds

## (Down Fast - Up - Top)

## BR 5.2 - Opening 1 in a Suit

The point ranges for all opening bids always are the High Card Points plus the Length Points (HCP + LP) in your hand.

The Opening bids of 1 in a suit are :

- 1 Spade - shows 13-21 points and 5-card (or longer) Spade suit.
- 1 Heart - shows 13-21 points and 5-card (or longer) Heart suit.
- 1 Diamond - shows 13-21 points and 4-card (or longer) Diamond suit.
- 1 Club - shows 13-21 points and 2-card (or longer) Club suit. (Comment)

The first thing to notice about these bids is their wide points range (13-21 points). One in a suit opening bids are therefore called open bids, in contrast to limit bids (like the 1 NT opening bid).

Secondly, one in a suit openings do not show a specific hand shape, but instead promise a minimum number of cards in one particular suit.

Here are the choices of opening bids (at the 1 level) you can make and the order of priorities in which you should select them.


1. If your hand qualifies for a NT Opening bid : make that bid. If not : consider option 2 .
2. If your hand qualifies for a $\mathbf{1}$ Spade or $\mathbf{1}$ Heart Opening bid : make that bid. If not : consider option 3.
3. If you have at least 13 points (but can not make one of the bids above) : bid $\mathbf{1}$ Diamond or 1 Club.
4. If you have less than $\mathbf{1 3}$ points : do not make an opening bid, but pass instead.

Here are some typical example hands.
(Down - Up - Top)

## Hand 1

You have 16 points ( $15 \mathrm{HCP}+1 \mathrm{LP}$ ) and a semibalanced hand. This does not qualify for a 1NT opening.
However you have 5 Spades - open therefore : 1 Spades

(Down - $\underline{U p}$ - Top)

## Hand 2

You have $141 / 2$ points and a balanced hand.
Not enough points for a 1NT opening and no 5-card major suit either.
You have 4 Diamonds - open therefore : 1 Diamond

(Down - Up - Top)

## Hand 3

You have 21 points and a balanced hand.
Too many points for a 1NT opening and no 5-card major suit.
You have only 2 Diamonds but 4 Clubs - open therefore : 1 Club

(Down - $\underline{\text { Up }}-\underline{\text { Top }}$ )

## Hand 4

You have 14 points and a balanced hand.
Not enough points for a 1NT opening, no 5-card major and no 4-card Diamond suit.
You have 2 cards in Clubs : open therefore with 1 Club.

(Down - $\underline{\text { Up }}$ - $\underline{\text { Top }}$ )

## Hand 5

You have $15^{1 ⁄ 2}$ points ( $131 / 2 \mathrm{HCP}+2 \mathrm{LP}$ ) and an unbalanced hand.
Not suitable for a 1NT opening, but you have two 5-card major suits.
With two 5 -card suits always bid the higher ranking suit first.
Open therefore with 1 Spade

(Down - $\underline{\text { Up }}$ - Top)

## Hand 6

You have only $121 / 2$ points, half a point short of a minimum opening. However with a 4432 suit distribution and good honour support (more then one honour card) in three suits upgrade this hand to an Opening hand.
Open 1D.


## BR 5.3 - Shortage Points

(Down Fast - Up - Top)

When you and your Partner are lucky enough to find a trump fit during the auction (8 or more cards of a suit in the combined hands) it is necessary to revaluate your hands.
As you are going to play with a trump suit, short suits (doubletons, singletons and voids) add ruffing potential to your hand.

To include this aspect in your hand valuation : remove any length points in your hand from your point count, and replaced them by shortage points.
Shortage points are awarded as follows :

$$
\begin{array}{ll}
\text { Doubleton } & =1 \text { point } \\
\text { Singleton } & =3 \text { points } \\
\text { Void } & =5 \text { points }
\end{array}
$$

Converting from Length points to Shortage points usually makes little (or even no) difference in balanced and semibalanced hands. Unbalanced hands however may be upgraded significantly in strength.

$$
(\underline{\text { Down }}-\underline{\mathrm{Up}}-\underline{\mathrm{Top}})
$$

Example 1 shows the conversion from Length Points to Shortage points for a balanced hand. The point strength in this case remains the same.
(A balanced hand with a 4-4-3-2 distribution would increase 1 point in value.)


When a Trumpfit is found : count Shortage Points

(Down - Up - Top)

Example 2 shows the conversion from Length Points to Shortage points for a semibalanced hand. The strength of the hand in this case is increase by 1 point.

(Down - Up - Top)
Example 3 shows the conversion from Length Points to Shortage points for an unbalanced hand. The point strength in this case increases by 3 points, from $17 \frac{1}{2}$ to $201 / 2$.


When a Trumpfit is found : count Shortage Points


Remember : Shortage points are only counted when a trump fit between the two hands is found!

## (Down Fast - Up - Top)

BR 5.4 - Raises of a 1 in a Suit Opening

When Partner opens with 1 Spade or 1


Heart the first priority of Responder is to raise that suit if he has trump support. There are four options :

1. Pass with $3+$ card trump support, but with only 5 points or less.
2. Single raise with $3+$ card trump support and 6-10 points.
3. Jump raise with $3+$ card trump support and $\mathbf{1 3}$ points or more.
4. Raise to Game with 4+ card trump support, 6-9 HCPs and an unbalanced hand.

With 11-12 points and $3+$ card trump support you need to bid an other suit first before you can raise Partner's suit (unless you previously passed when it was your turn to open). We deal with this situation in Lesson 7.

As soon as you realise that there is a trump fit $(5+3=8)$ in the suit your Partner opened, and before you make a response : revaluate your hand and count shortage points instead of length points.

Here are some typical example hands.
In all cases your Partner made an opening bid of 1 Heart.
Your replies with the following hands are :
(Down - Up - Top)

## Hand 7

With 3 Hearts you do have a trump fit (Partner must have at least 5 Hearts to open 1 Heart), but with only 5 points you should Pass.

(Down - Up - Top)

## Hand 8

You have a trump fit in Hearts and $81 / 2$ points (including 1 shortage point for the doubleton in Clubs).
Single raise Partner's suit : 2 Hearts.


## Hand 9

You have a trump fit in Hearts and 15 points (including 1 shortage points for the doubleton Club).
Jump raise Partner's suit : $\mathbf{3}$ Hearts.


## Hand 10

You have a trump fit in Hearts and $201 / 2$ points (count 3 shortage points for the singleton Club).
Jump raise Partner's suit : 3 Hearts.
If Partner replies with 4 Hearts (showing a weak opening hand) : raise again to 6 Hearts.


Alternatively you could jump raise directly to 6 Hearts after the 1 Heart Opening. Partner will realise you must have at least 20 points, and bid 7 Hearts with a strong hand (17+ points).

However there is a danger here. If the total includes 4 or more shortage points the Opponents, unexpectedly, may well hold an Ace. To guard against such event the Blackwood Convention is often used.
Jump raising straight from 1 Heart to 6 Hearts cuts off this possibility, as the first Blackwood bid starts at 4 NT.
(Down - Up - Top)

## Hand 11

You have 4 card trump support, an unbalanced hand and 6-9 High Card Points (71⁄2 in this case).
The standard response is a Game raise of Partner's suit : $\mathbf{4}$ Hearts.


Although your side in this case may have less than 26 points, the ruffing strength of this hand will usually bring home the contract.

$$
(\underline{\text { Down }}-\underline{\mathrm{Up}}-\underline{\mathrm{Top}})
$$

## Hand 12

You have 3 card trump support and 12 points (including 1 shortage point for the doubleton Club).
With 11-12 points you can not raise partner's suit immediately, bid 1S first and plan to bid $\mathbf{3 H}$ at your next turn.

(Down Fast - Up - Top)

## BR 5.5 - Opener's Reply to suit Raises

When your Partner raises your opening bid of 1 Spade or 1 Heart you know that there is a trump fit in that suit.
The first thing you do (and before you reply with another bid) is to revaluate your hand using shortage point instead of length points and classify your hand :

- with 13-15 points = minimum opening hand
- with 16-18 points $=$ strong opening hand
- with 19-21 points = maximum opening hand

Here are the replies you make after the various raise responses by Partner.


## (Blackwood Convention)

Here are some typical examples.
In all cases you opened with 1 Heart.
(Down - Up - Top)

## Hand 13

You have now 15 points (including 1 shortage point in Clubs) = a minimum opening hand.


- Pass if Partner made a single raise ---- $1 \mathrm{H}-2 \mathrm{H}$ - Pass

Together you have at the most $15+10=25$ points, not enough for Game.

- Bid Game if Partner made a jump raise ---- 1H-3H-4H

If Partner has $18+$ points he will invite to Slam by bidding 5 H , if so you should bid 6 H , as you have maximum points (15) within your range (13-15).

- Pass if Partner made a Game raise --- 1H-4H - Pass

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\text { (Down - } \underline{\text { Up }-\underline{T o p}) ~}
$$

## Hand 14

You have now 17 points (including 1 shortage point in Clubs) $=$ a strong opening hand.


- Invite to Game if Partner made a single raise ---- 1H-2H-3H
- Slam is possible if Partner made a jump raise ---- 1H-3H-4NT (Blackwood Convention)
- Pass if Partner made a Game raise ---- 1H - 4H - Pass
(Down - Up - Top)


## Hand 15

You have now 21 points (including 3 shortage points in Clubs) = a maximum opening hand.


- Bid Game if Partner made a single raise ---- 1H-2H-4H
- Bid Small Slam or 4NT if Partner made a jump raise ---- 1H-3H-6H (or 4NT)
- Pass or bid 4NT if Partner made a Game raise ---- 1H-4H - Pass (or 4NT)


## (Down - Up - Top) <br> BR 5.6 - Second bids by the Responder

In a few cases the Responder makes a second bid.
This is required when

1. the Opener's second bid is an invitation to Game (3H, 3S) , to Small Slam (5H, 5 S ) or 4NT.
The responder bids Pass with a minimum (within his range), or bids the target contract (Game or Slam) with average or maximum points within his range.
2. or the Responder is very strong (17+ points) and in a position to bid 4NT (Blackwood) or Slam himself.

Here is a flow chart for the relevant bid sequences.


It is not necessary to memorise the point ranges for all these bids.
Simply remember the ranges of the first response and the three ranges of the Opener's hand. Add your own points to Partner's range and assess the total with regard to Game ( 26 points) or Slam (33 points) requirements.

## (Down Fast - Up - Top) <br> BR 5.7 - Strategy in Trump contract Play

As soon as the Dummy hand goes down on the table Declarer starts to plan his strategy of play.
Instead of counting the sure winners (as in No Trump contracts), in Trump contracts :

1. Count your possible losers.
2. If there are too many losers : look for ways to reduce them.
3. Generally draw Opponents trumps first, unless :
a. you need to ruff losers with Dummy's trumps,
b. you need Dummy's trumps as entry to Dummy, or
c. Opponents hold the trump Ace, and you have to get rid of some losers before they gain the lead.

$$
(\text { Down }-\underline{U p})
$$

Example 1 - the contract is 4 Spades
There are 4 possible losers :

- None in Spades
- One in Hearts (after the Ace has gone)
- None in Diamonds
- Three in Clubs

| Declarer | Dummy |
| :---: | :---: |
| - A Q 10985 | - - K J 7 |
| - A 4 | - -7652 |
| - -53 | - A K Q |
| - J 62 | -975 |

The Opponents lead the King of Hearts. You win the first trick with the Ace. Now first draw Opponents trumps ( 2 or 3 rounds of Spades), then play A K and Q of Diamonds, discarding the losing small Heart in Declarer's hand on the Diamond Queen from Dummy.
You will now only lose three tricks in Clubs, because all Hearts played by the Opponents can be ruffed with Declarer's trumps. You make 10 tricks.
(Down - Up)
Example 2 - the contract is 4 Spades
There are 4 possible losers :

- One in Spades (the Ace)
- Two in Hearts (after the Ace has gone)
- None in Diamonds
- One in Clubs (the Ace)

| Declarer | Dummy |
| :--- | :--- |
| - Q 109865 | -K J 7 |
| - A 4 3 | -7652 |
| -5 | - A K Q |
| - K Q 2 | - J 7 5 |

The Opponents lead the King of Hearts. You win the first trick with the Ace. If you now draw trumps first they will gain the lead immediately with their trump Ace, then win the next two tricks in Hearts (Q and J) and the Ace of Clubs, and you have lost four tricks and the contract.

Therefore in this case before drawing trumps, play Diamonds A K and Q in Dummy and discard the two losing Hearts in Declarer's hand on the Diamond King and Queen. Then you can draw Opponents trumps. After winning with the Spade Ace they can now only make the Ace of Clubs as all their Hearts can be ruffed in Declarer's hand. You make 11 tricks !

Example 3 - the contract is 4 Spades
There are 4 possible losers :

- One in Spades (the Ace)
- One in Hearts (after the Ace and King)
- One in Diamonds (after the Ace has gone)
- One in Clubs (the Ace)

| Declarer | Dummy |
| :---: | :---: |
| - - Q 10986 | - - K J 7 |
| - - 43 | - - K 6 |
| - J 2 | - A 743 |
| - - K Q 2 | \&-J753 |

The Opponents lead the King of Diamonds. You win the first trick with the Ace.
You can reduce your losers by ruffing Declarer's third Heart in Dummy. However if you start drawing all enemy trumps immediately there will be no trumps left in Dummy to do so.

Therefore, before drawing trumps, lead the Heart King from Dummy at trick 2. Then a small Heart to Declarer's Ace. At trick 4 lead Declarer's remaining small Heart for a ruff in Dummy. This reduces the number of possible losers to 3 only and Declarer can now proceed with drawing the enemy trumps.

$$
\text { (Down - Up - Top })
$$

## BR 5.8 - Deals 5 to 8

Deals 5 to 8 cover bidding and play principles covered in this lesson.

- Print out of Deals 5-8-Individual Hands for all Deals
- Solo Bidding : $\underline{5}|\underline{6}| \underline{7}|\underline{8}|$
- Trick by trick : $\underline{5}|\underline{6}| \underline{7}|\underline{8}|$
- Bidding \& Play
- Additional Practice Deals : $\underline{1-4}|\underline{5-8}| \underline{9-12} \mid \underline{\text { Answers }}$


## Easy to Remember

- There are 52 cards in a pack
- You need half the above number $=\mathbf{2 6}$ points for a Game contract in NT, H or S
- You need half the above number $=\mathbf{1 3}$ points to make an Opening bid
- You need half the above number $=\mathbf{6}$ points to make a Response


# Lesson 5 : QUIZ <br> Quiz ANSWERS - Lesson 5 - Links page 

1. What are Shortage Points and when are they allocated ?
2. Can you count both Length and Shortage points in a hand at the same time?
3. What are the five most common opening bids ?
4. What type of bids are the opening bid of ' 1 in a suit' ?
5. What is the difference between and 'open bid' and a 'limit bid' ?
6. In what order of priority do you select your opening bid ?
7. What is your opening bid with the following hands ?
a. S-K Q 1043 H-94 C-A J $9 \quad$ D - K 103
b. S-Q 732 H-A1096 C-A 975 D-A
c. S-AJ42 H-K Q J $764 \quad$ C-A 3 D-93
d. S-K 42 H-Q J $764 \quad \mathbf{C}-\mathrm{AK} 7 \quad \mathrm{D}-\mathrm{A} 3$
e. S-J 97 H-K10952 C-95 D-A Q 32
f. S-A $83 \quad \mathbf{H}-96 \quad \mathbf{C}-\mathrm{K}$ Q 52 D-K Q 32
g. S-K Q 84 H-AK Q 6 C - K J $5 \quad$ D-Q 10
h. S-AK $832 \quad \mathbf{H}-\mathrm{A}$ Q 1096 C-A 5 D-2
i. $\mathbf{S}-98 \mathbf{H}-\mathrm{A}$ Q $\mathbf{C}-\mathrm{K}$ J $852 \mathbf{D}-\mathrm{Q}$ J 109
j. S-109874 H-AKQ2 C-AK5 D-7
k. S-K 98 H-K Q $843 \quad \mathbf{C}-82 \quad \mathbf{D}-\mathrm{Q} 92$
8. $\mathbf{S}-\mathrm{K} 983 \mathbf{H}-\mathrm{K} \mathrm{Q} 84 \mathbf{C}-\mathrm{A} 2 \mathbf{D}-\mathrm{Q} 92$
9. Your partner opened 1 Heart, indicating he has $\mathbf{5}$ cards in the Hearts suit.

Reevaluate your hand from this perspective (counting shortage points where appropriate).
You hold :
a. S-Q J 104 H-943 C-A J $9 \quad$ D - K J 3
b. S-AQ732 H-A109 C-J975 D-9
c. S-A J 6542 H-76 C-K Q 3 D-A 3
d. S-Q97 H-K952 C-95 D-A Q 32
e. S-H-QJ632 C-KJ52 D-AK32
f. S-A J 95 H-2 C - K 5 D - A Q J 1032
9. What type of bid is a single raise made by the Responder ?
10. What type of bid is a jump raise made by the Responder?
11. What type of bid is a Game raise made by the Responder?
12. Your partner Opened 1 Heart?

What is your Response with the following hands?
a. S-Q $1043 \quad \mathbf{H}-974$
C-A 9
D - Q 1032
b. S-Q $1043 \quad \mathbf{H}-\mathrm{A} 94$
C-A 9
D - K 1032
c. $\mathbf{S}-\mathrm{K}$ Q J 43
H-1094
C-9 5
D - Q 1032
d. S-3
H - A 1094
C-10 96
D - Q 10932
e. S-AJ43 H-A 94
C-A 9
D-Q 1032
f. S-AK43 H-A 94
C - A K
D - Q 1032
13. You opened 1 Heart . Partner responded with 2 Hearts. What is your next bid with these hands?
a. S-94
H - K Q 1043
C-A J 9
D - K 103
b. S-732 H - A Q 1096 C-A 975 D-A
c. S-AK42 H-KQJ764 C-A 32 D-8
d. S-K 42 H-Q J 764
C-AK 7 D-63
e. S-AK H-K109852 C-95 D-A Q 32
f. S-A $8 \quad \mathbf{H}-\mathrm{J} 10986 \quad \mathbf{C}-\mathrm{K}$ Q $5 \quad$ D - K 103
14. You opened 1 Heart. Your partner responded 3 Heart.

What is your next bid with these hands?
a. S-K Q 842 H-AKQ 64 C-A 5 D-6
b. S-832 H-A Q 1096 C-A 54 D-K 2
c. S-A $984 \quad \mathbf{H}-\mathrm{A}$ Q J $62 \quad \mathbf{C}-\mathrm{K} 7 \quad \mathbf{D}-\mathrm{A} 5$
d. S-J $987 \quad \mathbf{H}-\mathrm{J} 9862 \quad \mathbf{C}-\mathrm{K}$ Q J D - A
e. S-K 98 H-KQ843 C-52 D-K J 2
f. $\begin{gathered}\text { S-A Q } 98 \quad \mathbf{H}-\mathrm{AK} \mathrm{J} 84 \quad \mathbf{C}-2 \\ \mathbf{D}-1092\end{gathered}$
15. Partner opened 1 Spade. You responded with 3 Spade.

What type of bid is Partner's next bid ( $4 \mathrm{~S}, 5 \mathrm{~S}$ or 6 S ) ?
16. Name three types of good opening leads in a Trump contract.
17. What strategy should you use for playing a trump contract?
18. What do you (as Declarer) do in most cases first ?
19. When do you not follow the usual procedure ?

Lesson 5 : Quiz ANSWERS

Quiz 5 - Lesson 5 - Links page

1. What are Shortage Points and when are they allocated ?

Shortage points reflect the ruffing potential of a hand played in a trump suit. They are only counted after a trumpfit has been discovered.
Each doubleton = 1 Each singleton = 3 Each void = 5 shortage points
2. Can you count both Length and Shortage points in a hand at the same time ?

No ! After a trumpfit is discovered substract any previously counted Length points and add the Shortage points in their place.
3. What are the five most common opening bids ?

The five most common opening bids are : 1NT - 1S-1H-1D-1C.
4. What type of bids are the opening bid of ' 1 in a suit' ?
' 1 in a suit' opening bids are open bids.
5. What is the difference between and 'open bid' and a 'limit bid' ?

Open bids have a wide points range. Limit bids have a narrow points range.
6. In what order of priority do you select your opening bid ?
$1 \mathrm{st}=1 \mathrm{NT}$
$2 \mathrm{nd}=1 \mathrm{~S}$ or 1 H
$3 \mathrm{rd}=1 \mathrm{D}$ or 1 C
7. What is your opening bid with the following hands ?
a. S - K Q 1043 H-94 C-A J $9 \quad$ D - K 103

1S : you have 15 points and a 5 -card Spade suit.
b. S-Q 732 H-A 1096 C-A 975 D-A

1C : you have $14 \frac{1}{2}$ points, no 5 -card major and 4 Diamonds.
c. S-A J 42 H-K Q J $764 \quad$ C - A 3 D-93
$\mathbf{1 H}$ : you have 16 points, but are semibalanced (no NT bid) with a 6-card Heart suit.
d. S-K 42 H-Q J $764 \quad$ C - A K $7 \quad$ D - A 3

1NT : you have 18 points and a balanced hand
(Some players prefer to open 1H (1S) with a strong 5-card major suit and a useless doubleton.
e. S-J 97 H-K $10952 \mathbf{C}-95 \quad \mathbf{D}-\mathrm{A}$ Q 32

Pass : you have only $11 \frac{1}{2}$ points.
f. S-A $83 \quad \mathbf{H}-96 \quad \mathbf{C}-\mathrm{K}$ Q $52 \mathbf{D}-\mathrm{K}$ Q 32 1D : you have 14 points. With 4 Diamonds and 4 Clubs always open with 1D.
g. S-K Q $84 \quad \mathbf{H}-\mathrm{AK} \mathrm{Q} 6 \quad \mathbf{C}-\mathrm{KJ} 5 \quad \mathbf{D}-\mathrm{Q} 10$

1C : you have $201 / 2$ points (too many for 1NT) You have no 5-card major or 4 Diamonds.
h. S-AK 832 H-A Q 1096 C - A 5 D-2

1S : you have $191 / 2$ points. With two 5 -card suits always bid the higher ranking one first.
i. S-98 H-A Q C-KJ852 D-Q J 109

1C : you have $141 / 2$ points and a 5 -card Clubs. Always bid your longest suit (with 5 or more cards) first.
j. S-109874 H-AKQ2 C-AK5 D-7

1S : you have $17 \frac{1}{2}$ points and 5 Spades. ("Prefer length over strength".)
k. S-K 98 H-K Q $843 \quad \mathbf{C}-82 \quad \mathbf{D}-\mathrm{Q} 92$

Pass : you have only 11 points.

1. $\begin{array}{rl}\text { S - K } 983 & \mathbf{H}-\mathrm{KQ} 84 \quad \mathbf{C}-\mathrm{A} 2 \\ \mathbf{D}-\mathrm{Q} 92\end{array}$

1C : you have 14 points, no 5-card major and no 4 Diamonds.
8. Your partner opened 1 Heart, indicating he has $\mathbf{5}$ cards in the Hearts suit. Reevaluate your hand from this perspective (counting shortage points where appropriate).
You hold :
a. S-Q J 104 H-943 C-A J $9 \quad$ D-K J 3
$12^{1} / 2 \mathrm{HCP}+0 \mathrm{SP}=12^{1} / 2$ total
b. S-A Q $732 \quad \mathbf{H}-\mathrm{A} 109 \quad \mathbf{C}-\mathrm{J} 975 \quad \mathbf{D}-9$
$11 \frac{1}{2} \mathrm{HCP}+3 \mathrm{SP}=141 / 2$ total
c. S-AJ6542 H-76 C-K Q 3 D-A 3
$14 \mathrm{HCP}+2 \mathrm{LP}=16$ total
(There is as far as you know no trump fit, because $5+2=7$ Hearts only.)
d. S-Q 97 H-K $952 \mathbf{C}-95 \quad \mathbf{D}$ - A Q 32
$11 \mathrm{HCP}+1 \mathrm{SP}=12$ total
e. S- H-Q J 632 C - K J 52 D - A K 32
$14 \mathrm{HCP}+5 \mathrm{SP}=19$ total
f. S-A J 95 H-2 C - K 5 D - A Q J 1032
$151 / 2 \mathrm{HCP}+2 \mathrm{LP}=17 \frac{1}{2}$ total
(no trump fit : $5+1=6$ Hearts)
9. What type of bid is a single raise made by the Responder ?

A single raise made by the Responder is a limit bid (6-10 points)
10. What type of bid is a jump raise made by the Responder?

A jump raise made by the Responder is a open bid (13+ points)
11. What type of bid is a Game raise made by the Responder ?

A Game raise made by the Responder is a limit bid (6-10 points)
12. Your partner Opened 1 Heart?

What is your Response with the following hands ?
a. S-Q 1043 H-974 C-A 9 D-Q 1032
$\mathbf{2 H}$ : You have 10 points (including 1 shortage point in C) and 3-card trump support : single raise opener's suit.
b. S-Q $1043 \quad$ H-A $94 \quad$ C-A $9 \quad$ D-K 1032
$\mathbf{3 H}$ : You have 14 points (including 1 shortage point in C) and 3-card trump support : jump raise opener's suit.
c. S-K Q J 4 3 H-1094 C-95 D-Q 1032
$\mathbf{2 H}$ : You have 10 points (including 1 shortage point in C) and 3-card trump support : prefer to raise opener's major suit rather than bidding your 5-card Spade suit.
d. S-3 H - A $1094 \quad \mathbf{C}-1096 \quad$ D - Q 10932

4 H : You have $71 / 2$ High Card Points, unbalanced and 4 -card trump support : Game raise opener's suit.
e. S-A J 43 H-A $94 \quad \mathbf{C}-\mathrm{A} 9 \quad \mathbf{D}-\mathrm{Q} 1032$
$3 H$ : You have $161 / 2$ points (including 1 shortage point in C) and 3-card trump support : jump raise opener's suit.
f. S-AK43 H-A94 C - A K D - Q 1032
$3 H$ : You have $21 \frac{1}{2}$ points (including 1 shortage point in C) and 3-card trump support : jump raise opener's suit.
(After Opener's next bid prepare to bid at least 6 Hearts. Even with a minimum opening (13-15) Small Slam is a certainty.)
13. You opened 1 Heart. Partner responded with 2 Hearts. What is your next bid with these hands ?
a. S-94 H-K Q 1043 C-A J $9 \quad$ D-K 103

Pass : You have a minimum opening hand ( 15 points). Your partner has 10 points at the most. This is not enough $(15+10=25$ points $)$ for a Game contract.
b. S-732 H-A Q 1096 C-A 975 D-A

3H : You have a strong opening hand ( $171 / 2$ points, including 3 shortage points in D). Invite to Game. Your partner has 6-10 points and should pass with 6-7, or bid 4H with 8-10 points.
c. S-AK 42 H-K Q J 764 C-A 32 D-8

4H : You have a maximum opening hand (20 points). Your partner has 6 10 points. This is enough $(20+6+=26+$ points $)$ for a Game contract.
d. S-K 42 H-Q J 7 $64 \quad$ C - A K $7 \quad$ D-63

Pass : You have a minimum opening hand (14 points). Your partner has 10 points at the most. This is not enough $(14+10=24$ points $)$ for a Game contract.
e. S-AK H-K $109852 \mathbf{C - 9 5} \mathbf{D}-\mathrm{A}$ Q 32
$3 H$ : You have a strong opening hand ( $181 / 2$ points). Your partner has at the most 10 points. Invite to Game. Your partner has 6-10 points and should pass with 6-7, or bid 4 H with $8-10$ points.
f. S-A $8 \quad \mathbf{H}-\mathrm{J} 10986 \quad \mathbf{C}-\mathrm{K}$ Q $5 \quad$ D-K 103

Pass : you have a minimum opening hand ( 15 points). Your partner has 10 points at the most. This is not enough $(16+10=25$ points ) for a Game contract.
14. You opened 1 Heart. Your partner responded 3 Hearts. What is your next bid with these hands ?
a. S-K Q 842 H-AKQ 64 C-A $5 \quad$ D-6 $\mathbf{6 H}$ : with 22 points yourself and at least 13 by partner (35pts total) Small Slam is a certainty.
You can also bid 4NT (Blackwood Convention) asking for Partner's Aces and Kings, as Grand Slam may well be there.
b. S-832 H - A Q 1096 C-A $54 \quad$ D - K 2

4 H : you have a minimum Opening hand.
c. S-A $984 \quad \mathbf{H}-\mathrm{A}$ Q J $62 \quad \mathbf{C}$ - K $7 \quad \mathbf{D}$ - A 5
$\mathbf{6 H}$ : with $20+13=33$ pts Small Slam is a certainty.
d. S-J $987 \quad$ H-J $9862 \quad \mathbf{C}-\mathrm{K}$ Q J D - A

4 H : you have a minimum Opening hand.
e. S-K $98 \quad \mathbf{H}-\mathrm{K}$ Q $843 \quad \mathbf{C}-52 \quad \mathbf{D}-\mathrm{KJ} 2$

4 H : you have a minimum Opening hand.
f. S-A Q $98 \quad \mathbf{H}-\mathrm{AK} \mathrm{J} 84 \quad \mathbf{C}-2 \quad \mathbf{D}-1092$
$\mathbf{5 H}$ : with $17 \frac{1}{2}$ points invite Responder to bid 6 with better than a minimum hand ( 13 pts ).
(Or ask for Partner's Aces : Blackwood)
15. Partner opened 1 Spade. You responded with 3 Spade.

What type of bid is Partner's next bid ( $4 \mathrm{~S}, 5 \mathrm{~S}$ or 6 S ) ?
A final bid to Game or Slam (4S or 6 S ) or an invitation bid (5S).
16. Good opening leads in a Trump contract are :

1. If your partner made a bid in the auction : lead Partner's suit
2. Top of a solid sequence
3. King fro AK
4. Singleton or Top of a Doubleton

What strategy should you use for playing a trump contract ?
Count your possible losers. Generally draw the opponents' trumps first, unless there is a special reason not to do so.

What do you, as Declarer, in most cases do first?
Draw the opponents' trumps.
In which cases do you not follow the usual procedure?
0. When you need Dummy's trumps to ruff a loser

1. When you need Dummy's trumps as entry
2. When the opponents have the trump Ace and you need to get rid of some losers before they gain the lead.


Main Page - Lesson Deals - Play
Technique
Previous - Lessons - Next

## Contract Bridge LESSON 6

NT Responses to 1 in a Suit Opening bids

1. Bidding Priorities
2. NT Responses to 1 in a Suit Openings
3. Opener's reply after a NT Response
4. Developing a long suit
5. Deals 9 to 12
6. Quiz - Answers - Review

Bidding Guide : BG-4-BG-5
(Down - Top)

## BR 6.1 - Bidding Priorities

Guided by the general strategy (of scoring the maximum number of points with a minimum number of tricks) bidding priorities after the opening bid in a suit are :

After a 1 Heart or 1 Spade opening :

1. Raise Partner's major suit.
2. Bid No Trumps (but prefer to bid a new major suit if you can).
3. Bid a new minor suit.


After a 1 Diamond or 1 Club opening :

1. Bid a new suit (but prefer to bid 2 NT or 3 NT when balanced with no 4 -card major).
2. Bid No Trumps.
3. Raise Partner's minor suit.

Following these bidding priorities ensures that you only end up playing a 'cheap' minor suit contract when the more profitable options (in NT, Hearts and Spades) are not feasible.

This Lesson deals with the NT responses after a 1 in a suit opening bid. Bidding a new suit (after a 1 in a suit opening) is dealt with in Lesson 7.

## (Down Fast - Up - Top) <br> BR 6.2 - NT Responses to 1 in a Suit Openings

After a 1 in a Suit opening, the NT Responses are :

- $\mathbf{1 N T}=6-10$ points, unable to bid a new $\mathbf{4}$ card suit at the 1 level (see Lesson 7)
- $\mathbf{2 N T}=13-15$ points with a balanced hand (= forcing to Game)
- $\mathbf{3 N T}=16-18$ points with a balanced hand


The Response of 2NT is forcing to Game. (There are at least 26 points in the combined hands !) This means that neither player may pass until a Game contract is reached.

Here are some typical examples of when to use a NT response.

> (Down - Up)

## Hand 1

You have 9 points and a balanced hand.

I. After a $\mathbf{1 N T}$ opening ---- bid $\mathbf{2 N T}=8-9$ points and balanced.
II. After a $\mathbf{1 S}$ opening ---- bid $\mathbf{1 N T}=6-10$ points and no trump support.
III. After a 1 H opening --- bid $2 \mathrm{H}=6-10$ points with $3+$ card trump support.
IV. After a 1D opening ---- bid $\mathbf{1 N T}=6-10$ points - prefer to bid NT over raising Partner's minor suit.
V. After a 1C opening ---- bid 1D $=6+$ points with $4+$ card Diamond suit. (Some players prefer here also $\mathbf{1 N T}$ over bidding a new 4 card minor suit.)

$$
(\underline{\text { Down }}-\underline{\mathrm{Up}})
$$

## Hand 2

You have 7 points ( $6 \mathrm{HCPs}+1$ length point in Hearts !) and a semibalanced hand .

I. After a 1NT opening ---- bid Pass $=0-7$ points.
II. After a $\mathbf{1 S}$ opening --- bid $\mathbf{1 N T}=6-10$ points.

You cannot bid Hearts at the 1 level and have not enough points (less than 11) to bid 2H.
III. After a $\mathbf{1 H}$ opening ---- bid $\mathbf{2 H}=6-10$ points with $3+$ card trump support.
IV. After a 1 D opening ---- bid $\mathbf{1 H}=6+$ points - prefer to bid a new suit over raising Partner's minor suit.
V. After a $\mathbf{1 C}$ opening ---- bid $\mathbf{1 H}=6+$ points with a $4+$ card Heart suit. Always bid your longest suit first. You have 5 Hearts and only 4 Diamonds. (If you had only 4 Hearts bid your Diamonds first. Always bid 4-card suits "up the line".)
(Down - Up)

## Hand 3

You have 14 points and a balanced hand.

I. After a $\mathbf{1 N T}$ opening --- - bid $\mathbf{3 N T}=10-14$ points with a balanced hand.
II. After a $\mathbf{1 S}$ opening --- bid $\mathbf{3 S}=13+$ points with $3+$ card trump support.
III. After a $\mathbf{1 H}$ opening --- bid $\mathbf{2 N T}=13-15$ points with no trump support, but a balanced hand.
IV. After a 1D opening ---- bid 2NT = 13-15 points with a balanced hand - prefer to bid 2NT over raising Partner's minor suit.
V. After a 1C opening ---- bid $\mathbf{2 N T}=13-15$ points with a balanced hand - prefer to bid 2 NT over bidding a new minor suit.
(Down - Up)

## Hand 4

You have $171 / 2$ points and a balanced hand.

I. After a $\mathbf{1 N T}$ opening --- bid $\mathbf{6 N T}=16-18$ points with a balanced hand.
II. After a 1S opening ---- bid $\mathbf{3 N T}=16-18$ points with no trump support, but a balanced hand.
III. After a $\mathbf{1 H}$ opening --- bid $\mathbf{3 H}=13+$ points with $3+$ card trump support.
IV. After a 1D opening ---- bid $\mathbf{3 N T}=16-18$ points with a balanced hand - prefer to bid 3NT over raising Partner's minor suit.
V. After a $\mathbf{1 C}$ opening ---- bid $\mathbf{3 N T}=16-18$ points with a balanced hand - prefer to bid 3NT over bidding a new minor suit.

For hands with 11-12 points and trump support for Partner's major suit ( $3+$ cards), bid a new suit first. This is forcing Partner to bid again. At your next turn to bid raise his suit to the 3-level (more about this in Lesson 7).

## (Down Fast - Up - Top) <br> BR 6.3 - Opener's Reply to a NT Response

When Partner makes a NT response after your 1 in a suit opening bid he denies 3-card trump support for your major suit, and in most cases does not have 4 cards in the unbid major suit(s).
It is therefore best to play the contract in No Trumps, unless :

1. your have an unbalanced hand -

In this case bid a new suit, or rebid your first suit (provided you have one more card in that suit than you promised with your first bid).

2. your have an semibalanced hand with a $\mathbf{6}$ card major suit

In this case rebid your major suit at the appropriate level.
Partner must be balanced to bid 2NT or 3NT, and always has at least 2 cards in any suit. Therefore if you have a 6 card suit you have a trump fit in that suit and must revaluate your hand counting shortage points.

The various replies to Partner's NT responses are :

(Blackwood Convention)
Here are some examples of bidding with 1 in a suit opening hands after NT responses.
(Down - Up)

## Hand 5

You have 13 points and are balanced $=$ a minimum opening hand.


You open 1D.
After Partner's NT response your reply with Hand 5 is :
I. Partner responds 1NT You reply Pass

With $13+10=23$ points maximum there is no chance for a Game contract.
II. Partner responds 2NT You reply 3NT

With $13+13$ to $15=26$ to 28 points you must bid a Game contract.
III. Partner responds 3NT You reply Pass

With $13+16$ to $18=29$ to 31 points maximum there is no chance for a Slam contract.

$$
(\underline{\text { Down }}-\underline{U p})
$$

## Hand 6

You have $14 \frac{1}{2}$ points ( 1 length point in Diamonds) and are unbalanced $=\boldsymbol{m i n i m u m}$ opening hand.


You open 1D.
After Partner's NT response your reply with Hand 6 is :
I. Partner responds 1NT You reply 2D

Partner denies a 4 card major suit.
With $13+10=23$ point maximum there is no chance for a Game contract, but with your unbalanced hand it is safer to play in Diamonds. Partner should Pass.
II. Partner responds 2NT You reply 3D

This alerts Partner that you have 5 Diamonds and an unbalanced hand. (Each time a player rebids his suit he shows 1 card more in that suit than previously promised.)
With only 2 Diamonds in his hand Partner will bid 3NT, but with 3 Diamonds or more he must bid 5D (In this case, counting shortage points, your hand is now worth 16 points.)
III. Partner responds 3NT You reply 4D

Same situation as II above. With only 2 Diamonds Partner will probably bid his 4card suit.
With 3 Diamonds or more he bids 5D, which you (now with 16 points) can raise to 6 D .

$$
(\text { Down }-\underline{U p})
$$

## Hand 7

You have 15 points ( 2 length points in Hearts !) and are unbalanced $=$ a minimum opening hand.


You open 1H.
After Partner's NT response your reply with Hand 7 is :
I. Partner responds $\mathbf{1 N T}$ You reply $\mathbf{2 H}$

Partner denies a 4 card major suit.
With your unbalanced hand it is much better to play in Hearts.
(Partner may reply with $\mathbf{3 H}$, if he has 2 card trump support and $8-10$ points. If so bid Game : 4H)
II. Partner responds 2NT (showing 13-15 pts) You reply 4H

Partner is balanced and must have at least 2 Hearts. There is therefore a trumpfit. Counting shortage points you now have $13 \mathrm{HCP}+4 \mathrm{SP}=17$ points. Bid straight to Game in Hearts.
III. Partner responds 3NT (showing 16-18 pts) You reply 6H

Same situation as II above. You now have 17 points and between 33 and 35 in the combined hands, enough for a Small Slam.
Bid therefore $\mathbf{6 H}$.

$$
\text { (Down - Up })
$$

## Hand 8

You have $161 / 2$ points ( 1 length point in Diamonds) and are semibalanced $=$ a strong opening hand.


You open 1D.
After Partner's NT response your reply with Hand 8 is :
I. Partner responds 1NT You reply 2NT

Partner denies a 4 card Heart suit. Your 2NT invites Partner to bid 3NT with 8-10 points and to Pass with only 6 or 7 points.
II. Partner responds 2NT You reply 3NT

Partner denies a 4 card Heart suit. You have 30-32 points, which is enough for Game (3NT), but not enough for Slam.
III. Partner responds 3NT You reply 6NT

You have 33-35 points in the combined hands. This is enough for a Small Slam.
(Down - Up)

## Hand 9

You have 21 points and are balanced $=$ a maximum opening hand.


You open 1D.
After Partner's NT response your reply with Hand 9 is :
I. Partner responds 1NT You reply 3NT

You have 27-31 points in the combined hands. This is enough for a Game contract (3NT).
II. Partner responds 2NT You reply 6NT

You have 34-36 points in the combined hands. This is enough for a Small Slam contract (6NT).
III. Partner responds 3NT You reply 7NT (or the Blackwood Convention : 4NT) You have 37-39 points in the combined hands. This is probably enough for a Grand Slam contract (7NT).

$$
(\underline{\text { Down }}-\underline{U p})
$$

## Hand 10

You have 16 points ( 14 HCPs +1 LP in Spades +1 LP in Hearts) and are unbalanced $=\mathrm{a}$ strong opening hand.


You open 1S. (With two 5 card suits bid the higher ranking one first (see Bidding Guide p.10).
After Partner's NT response your reply with Hand 10 is :
I. Partner responds 1NT You reply $\mathbf{3 H}$

This alerts Partner that you have an unbalanced hand with length in both major suits (at least 5-5). If Partner bids again, he is showint 8-10 points. He will raise to Game if he holds 3 card support in one of you major suits.
II. Partner responds 2NT You reply 4H
"You Beauty !!" (as they say in Australia). Partner is balanced and can only hold one doubleton. His response of 2 NT after your 1 S opening shows a doubleton in Spades. He must therefore have at least 3 Hearts. This means a trumpfit in Hearts (count your shortage points) and plenty of points (your $17+13-15=30-32$ points). Go straight to $\mathbf{4 H}$.

## III. Partner responds 3NT You reply $\mathbf{6 H}$

Same applies as under II above. You have a trumpfit in Hearts and 17+16-18= 33-35 points. Bid Small Slam.

## (Down - Up - Top) <br> BR 6.4 - Developing a long Suit

More often than not your sure winners in a No Trump contract do not add up to all the tricks you need to fulfil your contract. Usually you have to develop some additional tricks to get there.
In such cases remember two important things :

1. your longest suit (in the combined hands) usually provides the best option of developing extra tricks, even if several of the Honour cards are missing.
2. develop your extra tricks first, before you cash all your sure winners.

The sure winners in your hand ensure that you keep control of the game when you lose some early tricks in the suit from which you develop extra tricks.

The following hand contains 6 sure winners, not enough for your contract of $\mathbf{3 N T}$. Where do the extra tricks come from ?

| Declarer (W) | Dummy (E) |
| :--- | :--- |
| - A 10 | - K J 2 |
| - A Q J 2 | -106 |
| - - Q 2 | - A 6 |
| - J 9 5 3 | -1087642 |

From the Clubs of course.
You hold all ten cards in the suit from the Jack downwards. Only three cards are missing, the Ace, King and Queen. According to the statistics these three cards will be divided 2-1 between your two Opponents $\mathbf{7 8 \%}$ of the time.

Therefore after gaining the opening lead (play low in Dummy with a Spade or Heart lead, the Ace with a Diamond lead), play immediately the Jack of Clubs. If both Opponents follow suit, lead Clubs again after regaining the lead, and four extra Club tricks are established.

If only one player follows suit on the first Club lead, you need to reassess your strategy. Much depends on what suit the Opponents are leading next, however you still have an excellent chance of making your contract.

$$
\text { (Down - } \underline{\text { Up }}-\underline{\text { Top }})
$$

## BR 6.5 - Deals 9 to 12

Deals 9 to 12 cover bidding and play dealt with in this lesson.

- Print out of Deals 9-12 - Individual Hands for all Deals
- Solo Bidding : $\underline{9}|\underline{10}| \underline{11}|\underline{12}|$
- Trick by trick : $\underline{9}|\underline{10}| \underline{11}|\underline{12}|$
- Bidding \& Play
- Additional Practice Deals : $\underline{1-4}|\underline{5-8}| \underline{9-12} \mid \underline{\text { Answers }}$


## Easy to Remember

- There are $\mathbf{5 2}$ cards in a pack
- You need half the above number = $\mathbf{2 6}$ points for a Game contract in NT, H or S
- You need half the above number $=\mathbf{1 3}$ points to make an Opening bid
- You need half the above number $=\mathbf{6}$ points to make a Response

$$
\begin{aligned}
& \text { Contract Bridge - Lesson } 6: \text { QUIZ } \\
& \text { Quiz ANSWERS - Lesson } 6-\underline{\text { Links page }}
\end{aligned}
$$

1. What is the defining characteristic of a 1 NT response (after a 1 in a suit opening) ?
2. Can a 1 NT response hand have 4 Hearts? If so, when ?
3. Can a 1 NT response hand have 4 Spades ? If so, when ?
4. Can a 1 NT response hand be unbalanced ? If so, when ?
5. What are the defining characteristics of a 2 NT response (after a 1 in a suit opening) ?
6. What are the defining characteristics of a 3NT response (after a 1 in a suit opening) ?
7. Can a 2 NT or 3 NT response hand have a 4 card major suit? If so, when?
8. Partner opens 1D.

What is your Response with the following hands ?
a. S-K Q $10 \quad \mathbf{H}-\mathrm{A}$ Q $9 \quad$ C - A $972 \quad$ D - Q 103
b. S-Q 7 H-A 109 C-J 975 D-8432
c. S-A J 4 H-Q $764 \quad$ C - Q J 103 D-9 3
d. S-K42 H-A Q C-A10987 D-976
e. S-J 976 H-K $109 \quad \mathbf{C - 9 5} \mathbf{D}-\mathrm{A} 872$
f. S-A $832 \mathbf{H}-9 \quad \mathbf{C}-\mathrm{K}$ Q $52 \mathbf{D}-\mathrm{K}$ Q 32
g. S-4 H-A $83 \mathbf{C - 9 5 4 2} \mathbf{D}-\mathrm{Q} 10984$
9. Partner opens $\mathbf{1 H}$.

What is your Response with the following hands ?

b. S-Q $7 \quad \mathbf{H}-\mathrm{A} 109$

C-J 975 D-8432
c. S-Q $107 \mathbf{H}-\mathrm{A} 9$

C-J 975 D-8432
d. S-K 42

H-A Q
C-A10987 D-976
e. S-J $9762 \mathbf{H}-\mathrm{K} 10 \quad \mathbf{C}-95 \quad \mathbf{D}-\mathrm{A} 872$
f. S-A $832 \mathbf{H}-9 \quad \mathbf{C}-\mathrm{K}$ Q $52 \mathbf{D}-\mathrm{K}$ Q 32
g. S- H-A $9832 \mathbf{C}-109 \mathbf{D}-\mathrm{Q} 109864$
10. You opened 1C with :

$$
\text { S - Q } 104 \quad \text { H-A K } \quad \text { C - A } 10982 \quad \text { D - J } 103
$$

What is your reply after these responses ?
a. Partner responds $\mathbf{1 N T}$ - Your next bid ?
b. Partner responds 2NT - Your next bid ?
c. Partner responds $\mathbf{3 N T}$ - Your next bid ?
11. You opened 1 H with :

$$
\mathbf{S}-\mathrm{K} 104 \quad \mathbf{H}-\mathrm{A} \text { K Q J } 9 \quad \mathbf{C}-\mathrm{A} 10 \quad \text { D - K } 103
$$

What is your reply after these responses ?
a. Partner responds $\mathbf{1 N T}$ - Your next bid ?
b. Partner responds 2NT - Your next bid ?
c. Partner responds $\mathbf{3 N T}$ - Your next bid ?
12. You opened 1 H with :

$$
\mathbf{S}-\mathrm{Q} 104 \quad \mathbf{H}-\mathrm{A} \text { Q } 9875 \quad \mathbf{C}-7 \quad \mathbf{D}-\mathrm{A} 103
$$

What is your reply after these responses ?
a. Partner responds 1NT - Your next bid ?
b. Partner responds 2NT - Your next bid ?
c. Partner responds $\mathbf{3 N T}$ - Your next bid ?
13. You opened 1S with :

$$
\mathbf{S}-\mathrm{Q} 10975 \quad \mathbf{H}-\mathrm{A} \text { Q } 987 \quad \mathbf{C}-\quad \mathbf{D}-\mathrm{A} 103
$$

What is your reply after these responses ?
a. Partner responds $\mathbf{1 N T}$ - Your next bid ?
b. Partner responds 2NT - Your next bid ?
c. Partner responds $\mathbf{3 N T}$ - Your next bid ?
14. When playing a NT contract, what do you usually do first ?
15. When playing a NT contract, which suit will most likely provide extra tricks ?

# Lesson 6 : Quiz ANSWERS 

Back to Quiz 6 - Lesson 6 - Links page

1. What is the defining characteristic of a 1 NT response (after a 1 in a suit opening) ?
It contains 6-10 points.
2. Can a 1 NT response hand have 4 Hearts ? If so, when ?

Yes. After a $\mathbf{1 S}$ opening you can not bid $\mathbf{2 H}$ with 10 points or less. You must therefore reply $\mathbf{1 N T}$
3. Can a 1 NT response hand have 4 Spades? If so, when ?

No. After a 1C, 1D or 1 H opening you can bid $\mathbf{1 S}$ with 10 points or less. If
Partner opens with 1S you can raise to $\mathbf{2 S}$ showing trump support and 6-10 points.
4. Can a 1 NT response hand be unbalanced? If so, when ?

Yes. If you can not bid a 4 card suit at the 1 level you must bid 1NT if you hold 10 points or less even when you are unbalanced.
However when unbalanced prefer to raise partner's minor suit (if you can) over responding 1 NT (raise partner's 1 C to 2 C with $5+$ Clubs or more).
5. What are the defining characteristics of a 2 NT response (after a 1 in a suit opening) ?
13-15 points and a balanced hand, and usually with no 4 card major.
6. What are the defining characteristics of a 3 NT response (after a 1 in a suit opening) ?
16-18 points and a balanced hand. Usually with no 4 card major.
7. Can a 2 NT or 3 NT response hand have a 4 card major suit? If so, when ?

Prefer to bid NT when you hold a weak 4 card major suit and 4-3-3-3 distribution.
8. Partner opens 1D.

What is your Response with the following hands ?
a. S - K Q 10
H-A Q 9
C-A 972 D-Q 103
Respond : 3NT, showing 16-18 points and a balanced hand.
b. S-Q $7 \quad$ H-A $109 \quad$ C-J $975 \quad$ D-8432

Respond : 1NT, showing 6-10 points and no 4 card major suit.
c. S-A J 4 H-Q 764 C-Q J 103 D-9 3

Respond : $\mathbf{1 H}$, showing $6+$ points and a 4 card Hearts suit. (See Lesson 7)
d. S-K42 H-A Q C-A 10987 D-976

Respond : 2NT, showing 13-15 points and a balanced hand.
e. S-J 976 H-K 109 C-95 D-A 872

Respond : 1S, showing $6+$ points with 4 or more Spades and 3 or less Hearts.
Prefer to bid a new suit over raising partner's minor suit.
f. S-A $832 \mathbf{H}-9 \quad \mathbf{C}-\mathrm{K}$ Q $52 \mathbf{D}-\mathrm{K}$ Q 32

Respond : 1S, showing $6+$ points with 4 or more Spades and 3 or less Hearts.
Prefer to bid a new suit over raising partner's minor suit.
g. S-4 H-A $83 \quad \mathbf{C}-9542 \mathbf{D}-\mathrm{Q} 10984$

Respond : 2D, showing 6-10 points, trump support and an unbalanced hand.
Prefer to raise partner's minor suit over bidding NT with an unbalanced hand.
9. Partner opens $\mathbf{1 H}$.

What is your response with the following hands ?
a. S-K Q $10 \quad$ H-A Q C-A $972 \quad$ D-J 1083

Respond : 3NT, showing 16-18 points, balanced with no trump support in Hearts.
b. S-Q $7 \quad \mathbf{H}-\mathrm{A} 109 \quad$ C - J $975 \quad$ D - 8432

Respond : $\mathbf{2 H}$, showing 6-10 points, with $3+$ card trump support in Hearts.
c. S-Q 107 H-A $9 \quad$ C-J 975 D-8432

Respond : 1NT, showing 6-10 points, with no trump support in Hearts and no 4 Spades.
d. $\mathbf{S}-\mathrm{K} 42 \quad \mathbf{H}-\mathrm{A} \mathrm{Q} \quad \mathbf{C}-\mathrm{A} 10987 \quad \mathbf{D}-976$

Respond : 2NT, showing 13-15 points, balanced with no trump support in Hearts.
e. S-J $9762 \quad \mathbf{H}-\mathrm{K} 10 \quad \mathbf{C}-95 \quad \mathbf{D}-\mathrm{A} 872$

Respond : 1S, showing $6+$ points, no trump support in Hearts and $4+$ Spades.
f. S-A $832 \mathbf{H}-9 \quad \mathbf{C}-\mathrm{K}$ Q $52 \mathbf{D}-\mathrm{K}$ Q 32

Respond : 1S, showing $6+$ points, with no trump support in Hearts and 4+ Spades.
g. S- H-A $9832 \mathbf{C}-109$ D - Q 109864

Respond : 4H, showing 6-10 High Card points, with $4+$ card trump
support in Hearts and an unbalanced hand (see Bidding Guide - p4).
10. You opened 1C with :

$$
\text { S - Q } 104 \quad \mathbf{H}-\mathrm{A} \text { K } \quad \mathbf{C}-\mathrm{A} 10982 \quad \text { D - J } 103
$$

What is your reply after these responses?
a. Partner responds 1NT - Your next bid $=$ Pass (at the most $10+15=25$ pts)
b. Partner responds 2NT - Your next bid $=\mathbf{3 N T}(13-15+15=28-30 \mathrm{pts})$
c. Partner responds 3NT - Your next bid = Pass (16-18 $+15=31-33$ ) or, when brave, invite Slam with 5NT *
11. You opened 1 H with :

$$
\mathbf{S}-\mathrm{K} 104 \quad \mathbf{H}-\mathrm{A} \mathrm{~K} \mathrm{Q} \mathrm{~J} 9 \quad \mathbf{C}-\mathrm{A} 10 \quad \text { D - K } 103
$$

What is your reply after these responses?
a. Partner responds 1NT - Your next bid $=\mathbf{3 N T}(6-10+20=26-30 \mathrm{pts})$
b. Partner responds 2NT - Your next bid $=\mathbf{6 N T}(13-15+20=33-35 \mathrm{pts})$
c. Partner responds $\mathbf{3 N T}$ - Your next bid $=\mathbf{6 N T}(16-18+20=36-38 \mathrm{pts})$, or when brave, 7 NT *
12. You opened 1 H with :

$$
\mathbf{S}-\mathrm{Q} 104 \quad \mathbf{H}-\mathrm{A} \text { Q } 9875 \quad \mathbf{C}-7 \quad \text { D - A } 103
$$

What is your reply after these responses?
a. Partner responds $\mathbf{1 N T}$ - Your next bid $=\mathbf{2 H}$, prefer to play in Hearts over 1 NT . If partner has extra values you may yet reach 4 H .
b. Partner responds $\mathbf{2 N T}$ - Your next bid $=\mathbf{4 H}$, partner must have at least 2 Hearts and enough points for Game.
c. Partner responds $\mathbf{3 N T}$ - Your next bid $=\mathbf{4 H}$, as above $(16-18+15=31-$ 33 ), or when brave invite Slam with $5 \mathrm{H}_{-}^{*}$.
13. You opened 1S with :

$$
\mathbf{S}-\mathrm{Q} 10975 \quad \mathbf{H}-\mathrm{A} \text { Q } 987 \quad \mathbf{C}-\quad \mathbf{D}-\mathrm{A} 103
$$

What is your reply after these responses ?
a. Partner responds $\mathbf{1 N T}-$ Your next bid $=\mathbf{2 H}$, partner should bid 2 S if he has more cards (or equal length) in Spades.
b. Partner responds 2NT - Your next bid $=\mathbf{4 H}$, if partner has a doubleton in Spades he must have at least 3 Hearts.
c. Partner responds $\mathbf{3 N T}-$ Your next bid $=\mathbf{6 H}$, as above $(16-18+17=33-$ 35)
14. When playing a NT contract, what do you usually do first ? Play the suit which may provide the necessary extra winners (before you cash your sure winners in the other suits).
15. When playing a NT contract, which suit will most likely provide extra tricks ? The suit of which you and Dummy combined hold the most cards.

* $=$ The Blackwood Convention : 4NT = asking for partner's Aces and Kings, can help finding the best contract in these cases.

$\frac{\text { Main Page }- \text { Lesson Deals }}{\text { Technique Play }}$
Previous - Lessons $-\underline{\text { Next }}$


## Contract Bridge

 LESSON 7Bidding a New Suit

1. New Suit Bids by the Responder
2. Replies by the Opener
3. Some General Principles (7a)
4. The Limit Bid Concept (7a)
5. Bidding two-suited Hands (7a)
6. Deals 13 to 16 (7a)
7. Quiz - Answers (7a)

Review 7 - Review 7a
Bidding Guide : $\underline{\mathrm{BG}-4}$ - $\underline{\mathrm{BG}-5}$ - $\underline{\mathrm{BG}-}$ 10
(Down Fast - Top)

## BR 7.1 - New Suit Bids by the Responder

After a One in a Suit-Opening each following bid in a new suit by the Responder as well as by the Opener promises at least $\mathbf{4}$ cards in that suit.
When holding more than one 4 card suit, bid them up the line (lowest ranking suit first). This applies both to the opener and to the responder.

New suit bids by the Responder (in bold below) show the following point ranges :

- At the $\mathbf{1}$ level: $1 \mathrm{C}-\mathbf{1 H}=6+$ points and at least 4 Hearts
- At the 2 level : $1 \mathrm{H}-\mathbf{2 D}=11+$ points and at least 4 Diamonds
- Jump-shift : 1C-2D = a Weak Two bid : 6-10 HCPs and a $6+$ card suit.

A jump-shift is a bid of a new suit and skipping one level. A Weak Two response shows the same values as a Weak Two opening bid (see BG-6)


As explained previously bidding a new suit by Responder after a major suit Opening has a low priority.
Bidding a new suit by Responder after a minor suit Opening on the other hand, has a very high priority.

If you have two or three long suits the following rules (BG-10) apply :

1. Bid your longest suit first.
2. With two $\mathbf{5}$ card suits bid the higher ranking one first.
3. With two or three $\mathbf{4}$ card suits bid them up the line.

Here are some typical examples of New Suit Responses after a One in a Suit Opening.
(Down - Up - Top)

## Hand 1

Your Partner opened the bidding.
You are the Responder with 9 points and a balanced hand.

a. $\quad$ Opening bid $=\mathbf{1 C} \quad$ Your Response $=\mathbf{1 H}$ With two or more 4 card suits bid them up the line.
b. Opening bid $=1 \mathrm{D} \quad$ Your Response $=\mathbf{1 H}$

With two or more 4 card suits bid them up the line.
c. $\quad$ Opening bid $=\mathbf{1 H} \quad$ Your Response $=\mathbf{2 H}$

With 3+ card trump support in a major suit and 10 points or less, single raise Partner's suit.
d. $\quad$ Opening bid $=\mathbf{1 S}$ Your Response $=\mathbf{2 S}$

With 3+ card trump support in a major suit and 10 points or less, single raise Partner's suit.
(Down - Up - Top)

## Hand 2

Your Partner opened the bidding.
You are the Responder with 8 points and a balanced hand.

a. $\quad$ Opening bid $=\mathbf{1 C}$ Your Response $=1 \mathrm{D}$

With two or more 4 card suits bid them up the line.
b. Opening bid $=1 \mathrm{D}$ Your Response $=\mathbf{1 H}$

Prefer to bid a new 4 card suit over raising Partner's minor suit.
c. $\quad$ Opening bid $=\mathbf{1 H} \quad$ Your Response $=\mathbf{2 H}$

With 3+ card trump support in a major suit and 10 points or less, single raise Partner's suit.
d. Opening bid $=\mathbf{1 S}$ Your Response $=\mathbf{1 N T}$

You have no 3 card trump support for Partner's major suit, and with 10 points or less you can not bid a new suit at the $\mathbf{2}$ level.
(Down - Up - Top)

## Hand 3

Your Partner opened the bidding.
You are the Responder with $81 / 2$ points and a balanced hand.

a. $\quad$ Opening bid $=\mathbf{1 C}$ Your Response $=\mathbf{1 D}$

With two or more 4 card suits bid them up the line.
b. Opening bid = 1D Your Response $=\mathbf{1 S}$

Prefer to bid a new 4 card suit over raising Partner's minor suit.
By skipping the 1 H bid you also deny having 4 Hearts.
c. Opening bid $=\mathbf{1 H}$ Your Response $=\mathbf{1 S}$

You have no 3 card trump support for Partner's major suit, but with less than 10 points bid a new 4 card (or longer) suit at the $\mathbf{1}$ level.
d. Opening bid $=\mathbf{1 S}$ Your Response $=\mathbf{2 S}$

With 3+ card trump support in a major suit and 10 points or less, single raise Partner's suit.

$$
(\underline{\text { Down }}-\underline{\mathrm{Up}}-\underline{\mathrm{Top}})
$$

## Hand 4

Your Partner opened the bidding.
You are the Responder with 11 points and a balanced hand.

a. Opening bid $=\mathbf{1 C}$ Your Response $=1 \mathrm{D}$

With two or more 4 card suits bid them up the line.
b. Opening bid $=1 \mathrm{D}$ Your Response $=\mathbf{1} \mathbf{H}$

Prefer to bid a new 4 card suit over raising Partner's minor suit.
(Also with 11-12 points you can not raise Partner's suit, but must bid a new suit first.)
c. $\quad$ Opening bid $=\mathbf{1 H} \quad$ Your Response $=\mathbf{2 D}$

You have 4 card trump support in a Partner's major suit, but with 11-12 points you can not raise Partner's suit immediately, but must bid a new suit first. Plan to support Hearts (by bidding $\mathbf{3 H}$ ) when it is your next turn to bid.
d. Opening bid = 1S Your Response = 2D

With 11-12 points you can not bid NT, but you can bid a new suit (up the line) at the $\mathbf{2}$ level.

$$
\text { (Down - } \underline{\text { Up }-\underline{T o p})}
$$

## Hand 5

Your Partner opened the bidding.
You are the Responder with 14 points and an unbalanced hand.

a. $\quad$ Opening bid $=\mathbf{1 C} \quad$ Your Response $=\mathbf{1 S}$

With two long suits of unequal length always bid your longest suit first.
b. Opening bid =1D Your Response $=\mathbf{1 S}$

With two long suits of unequal length always bid your longest suit first.
c. $\quad$ Opening bid $=\mathbf{1 H}$ Your Response $=\mathbf{3 H}$

With trump support prefer to raise Partner's major suit over bidding a long suit of your own. With 13 points or more (you now have 16 points, including 3 shortage points) jump raise Partner's major suit.
d. Opening bid $=\mathbf{1 S}$ Your Response $=\mathbf{3 S}$

With ample trump support and 13 points or more (you now have 16 points, including 3 shortage points) jump raise Partner's major suit.

$$
\text { (Down - Up - Top })
$$

## Hand 6

Your Partner opened the bidding.
You are the Responder with 20 points and an unbalanced hand.

a. $\quad$ Opening bid $=\mathbf{1 C}$ Your Response $=\mathbf{1 S}$

With two long suits of unequal length always bid your longest suit first. A bid of a new suit is forcing forcing for one round, so Opener is may not pass. You need to find a trump fit before showing your real strength.
b. Opening bid = 1D Your Response $=\mathbf{1 S}$

With two long suits of unequal length always bid your longest suit first. A bid of a new suit is forcing forcing for one round, so Opener is may not pass. You need to find a trump fit before showing your real strength.
c. Opening bid $=\mathbf{1 H}$ Your Response $=\mathbf{3 H}$ or $\mathbf{6 H}$

With trump support prefer to raise Partner's major suit over bidding a long suit of your own. With 13 points or more (you now have 22 points, including 3 shortage points) jump raise Partner's major suit. Partner must bid at least Game with a minimum opening (after which you raise to 6 H ). Alternatively bid directly to 6 H .
d. Opening bid $=\mathbf{1 S}$ Your Response $=\mathbf{3 S}$ or $\mathbf{6 S}$

With ample trump support and 13 point or more (you now have 22 points, including 3 shortage points) jump raise Partner's major suit. Partner must bid at
least Game with a minimum opening (after which you raise to 6S). Alternatively bid directly to 6 S .

## (Down Fast - Up - Top)

## BR 7.2 - Replies by the Opener

After a new suit Response to a One in a Suit Opening the Opener has four options for his next bid.

1. Bid No Trumps - with a balanced hand and no trump support for Partner's major suit.

- Bid NT at the lowest level (usually 1NT) with 13-15 pts.
- Bid 3NT with 19-21 pts.

2. Raise Partner's major suit - with trump support.

- with $13-15 \mathrm{pts}=$ Single raise $(1 \mathrm{C}-1 \mathrm{H}-\mathbf{2 H})$
- with $16-18 \mathrm{pts}=\mathbf{J u m p}$ raise $\quad(1 \mathrm{C}-1 \mathrm{H}-\mathbf{3 H})$
- with 19-21 pts $=$ Raise to Game (1C-1H-4H)

3. Rebid your own long suit - showing one card more in that suit than promised previously.

- with $13-15$ pts $=$ Single rebid $\quad(1 \mathrm{H}-1 \mathrm{~S}-\mathbf{2 H}$ : now showing 6 Hearts)
- with $16-18$ pts $=$ Jump rebid $\quad(1 \mathrm{H}-1 \mathrm{~S}-\mathbf{3 H}$ : now showing 6 Hearts)
- with 19-21 pts = Rebid to Game (1H-1S - 4H : now showing at least 6-7 Hearts)

4. Bid a new suit - with no trump support for Partner's major.

- with 13-18 pts = new suit at lowest level ( $1 \mathrm{H}-1 \mathrm{~S}-\mathbf{2 D}$ )
- with 19-21 pts $=$ Jump-shift $\quad(1 \mathrm{H}-1 \mathrm{~S}-\mathbf{3 D})$

The following Diagram shows all above options in their appropriate bidding order.


Here follow some typical examples.
(Down - Up - Top)

## Hand 7

You have 14 points, a balanced hand and opened the bidding with $\mathbf{1 C}$.


Your Opening bid and Reply after Partner's Response are shown in bold :
a. 1C-2C-Pass

Partner has no 4 card major, is unbalanced with at least 5 Clubs and only 6-10 pts.
b. 1C-1D-1H

Bid a new 4 card suit up the line.
c. $\mathbf{1 C}-1 \mathrm{H}-\mathbf{2 H}$

Single raise Partner's major suit, showing trump support and a minimum opening hand.
d. 1C-1S-1NT

Showing a balanced minimum opening hand with no trump support for Partner's major suit.
Partner has bid Spades, skipping over the Heart suit, which indicates he has no 4 cards in Hearts
(In case Partner holds 5 Spades and 4 or 5 Hearts he will bid Hearts next.)
e. 1C-1NT-Pass

Partner has no 4 card major suit and 6-10 pts.

$$
(\underline{\text { Down }}-\underline{\mathrm{Up}}-\underline{\mathrm{Top}})
$$

## Hand 8

You have $201 / 2$ points, a balanced hand and open with 1C.


## Your Opening bid and Reply after Partner's Response are shown in bold :

a. $\mathbf{1 C}-2 \mathrm{C}-\mathbf{3 N T}$

Partner has no 4 card major, is unbalanced with at least 5 Clubs and 6-10 pts. You have strength in all suits and a Game in NT should be a good contract.
b. 1C-1D-3NT

Partner has 6-18 pts. With 13 pts or more he should bid on to Slam (6NT or 6D).
or :
1C-1D-1H
Test a 4-4 Heart fit first before jumping to Game
Partner must respond in Hearts with support, or bid NT or a new suit.
c. $\mathbf{1 C}-1 \mathrm{H}-\mathbf{4 H}$

Game raise Partner's major suit showing trump support and a maximum opening hand.
Partner has 6-18 pts., and will bid Slam ( 6 H ) with 13 pts or more.
d. 1C-1S-3NT

Showing a balanced maximum opening hand with no trump support for Partner's major suit.
Partner has 6-18 pts., and will bid Slam (6NT or 6 S ) with 13 pts or more.
e. $\mathbf{1 C}-1 N T-\mathbf{3 N T}$

Showing a balanced maximum opening hand with no trump support for Partner's major suit.
Partner has no 4 card major suit and 6-10 pts.

$$
\text { (Down - } \underline{\text { Up }-\underline{T o p}) ~}
$$

## Hand 9

You have $161 / 2$ points, a semibalanced hand and open with $\mathbf{1 S}$.


Your Opening bid and Reply after Partner's Response are shown in bold :
a. 1S-2S-3S

Partner has trump support and 6-10 pts. You have now 17 pts and invite him to bid Game (4S) if he has a maximum within his range (8-10).
b. 1S-1NT-2H

Partner has 6-10 pts and no Spade support, but perhaps he has 4 Hearts (which he could not bid at the 2 level).
c. $\mathbf{1 S}-2 \mathrm{C}-\mathbf{2 H}$

Explore the possibility for a Heart or NT contract.
Partner has 11-18 pts and may not pass after your bid of a new suit. A Game contract should be there.
d. $\mathbf{1 S}-2 \mathrm{D}-\mathbf{2 H}$

Explore the possibility for a Heart or NT contract.
Partner has 11-18 pts and may not pass after your bid of a new suit. A Game contract should be there.
e. $\mathbf{1 S}-2 \mathrm{H}-\mathbf{4 H}$

You have trump support and enough pts to go to Game. Partner should try for Slam with 16 pts or more.

$$
\text { (ㅁown - } \underline{\text { Up }-\underline{T o p})}
$$

## Hand 10

You have $17 \frac{1}{2}$ points (including 3 length points), an unbalanced hand and open with 1 H .


Your Opening bid and Reply after Partner's Response are shown in bold :
a. $\mathbf{1 H}-2 \mathrm{H}-\mathbf{4 H}$

Partner has trump support and 6-10 pts. You have now 20 pts (including 6 shortage pts) and, with at least 26 pts in the combined hands bid Game (4H) immediately.
b. 1H-1S-4S

Partner has at least 4 Spades and 6 or more pts. You have great trump support and
now 20 pts (including 6 shortage pts). With at least 26 pts in the combined hands bid Game (4S) immediately.
c. $\mathbf{1 H}-\mathbf{1 N T}-\mathbf{2 S}$ *

Partner has 6-10 pts, no 3 card Heart support and no 4 card Spade suit.
Opener's bid of the higher ranking Spade suit at the 2 level (as a 2 nd suit) is a reverse bid showing at least 16 pts. With 6-7 pts Partner should bid Hearts if he has the same or more Heart cards than Spades in his hand. With 8-10 Partner should realise a Game contract is a strong possibility and bid on regardless.
d. $\mathbf{1 H}-2 \mathrm{C}-\mathbf{2 S}$ *

Partner has at least 11 pts, no 3 card Heart support and no 4 card Spade suit.
Opener's bid of the higher ranking Spade suit at the 2 level (as a 2 nd suit) is a reverse bid showing at least 16 pts. Partner realises that (with at least 27 pts in the combined hands) a Game score must be reached and must therefore therefore bid on.
e. $\mathbf{1 H}-2 \mathrm{D}-\mathbf{2 S}$ *

Partner has at least 11 pts, no 3 card Heart support and no 4 card Spade suit.
Opener's bid of the higher ranking Spade suit at the 2 level (as a $2 n d$ suit) is a reverse bid showing at least 16 pts. Partner realises that (with at least $16+11=27$ pts in the combined hands) a Game score must be reached and must therefore therefore bid on.

## *

Experienced players will realise that Hand 10 is stronger than the 17 pts indicate. (This is often the case the more freakish a hand distribution becomes.) Some Openers will therefore make a jump-shift (3S) rather than a reverse bid (2S). Even with a 7 card combined trump holding and only 6 points from the Responder a Game contract still has an excellent chance of success.
(Down - Up - Top)

## Hand 11

You have $131 / 2$ points (including 2 length pts), an unbalanced hand and open with 1 H .

a. 1H-2H-Pass

Partner has trump support and 6-10 pts. You have now 15 pts (including 4 shortage pts). This is not enough for a Game contract and you should therefore Pass.
b. 1H-1S-2S

Partner has at least 4 Spades and 6 or more pts. You have 4 card trump support and now 15 pts (including 4 shortage pts). Single raise Partner's major suit with your minimum Opening hand.
c. $\mathbf{1 H}-1 N T-2 H$

Partner has 6-10 pts, no 3 card Heart support and no 4 card Spade suit.
Single rebid your 6 card Heart suit, showing 13-15 pts and an unbalanced hand.
(Do not bid 2S, your hand is too weak for a reverse bid.) Responder should Pass.
d. $\mathbf{1 H}-2 \mathrm{C}-\mathbf{2 H}$

Partner has 11 pts, no 3 card Heart support and no 4 card Spade suit.
Single rebid your 6 card Heart suit, showing 13-15 pts and an unbalanced hand.
(Do not bid 2S, your hand is too weak for a reverse bid.) Responder should continue to bid as a Game contract is possible.
e. $\mathbf{1 H}-2 \mathrm{D}-\mathbf{2 H}$

Partner has 11 pts, no 3 card Heart support and no 4 card Spade suit.
Single rebid your 6 card Heart suit, showing 13-15 pts and an unbalanced hand. (Do not bid 2S, your hand is too weak for a reverse bid.) Responder should continue to bid as a Game contract is possible.
(Down - Up - Top)

## Hand 12

You have $131 / 2$ points (including 1 length point), an unbalanced hand and open with 1C.

a. 1C-2C-Pass

Partner has trump support, no 4 card major suit and 6-10 pts. You have now 15 pts (including 3 shortage pts). This is not enough for a Game contract and you should therefore Pass.
b. 1C-1D-1H

Partner has at least 4 Diamonds and 6-18 pts. Bid your 4 card Heart suit up the line. Bidding a new suit is always forcing for one round (of bidding). Partner must therefore bid again.
c. $\mathbf{1 C}-1 \mathrm{H}-\mathbf{2 H}$

Partner has 6-18 pts, and a 4 card Heart suit.
Single raise Partner's major suit with 4 card trump support, showing a minimum Opening hand (13-15 pts).
d. 1C-1S-2C

Partner has 6-18 pts, and no 4 card Heart suit.

Single rebid your 5 card Club suit, showing 13-15 pts, an unbalanced hand and no support for Partner's Spades. (This is a rare case where you prefer to rebid your minor suit rather than 1NT.)
e. 1C-1NT-2C

Partner has 6-10 pts, and no 4 card major suit.
Single rebid your 5 card Club suit, showing 13-15 pts and an unbalanced hand. (This is a rare case where you prefer to rebid your minor suit rather than Pass.)


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Technique
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## Contract Bridge LESSON 7a <br> Some General Principles

1. New Suit Bids by the Responder (7)
2. Replies by the Opener (7)
3. Some General Principles
4. The Limit Bid Concept
5. Bidding two-suited Hands
6. Deals 13 to 16
7. Quiz - Answers

Review 7 - Review 7a
Bidding Guide : $\underline{\mathrm{BG}-4}$ - $\underline{\mathrm{BG}-5}$ - $\underline{\mathrm{BG}-}$ 10
(Down Fast - Up - Top)

## BR 7.3 - Some General Principles

## To the Absolute Beginner

The following part of this lesson deals with some general principles that underly good standard bidding. As a beginner you may perhaps find some of this confusing and too difficult to grap at first.

Do not worry! All beginners feel this way. It is only after you play for a while and become more familiar with the game that the finer points of the bidding proces start to fall into place and make sense.

The best way to make progress is to play as much as you can, and in any free moments deal yourself hands and practise bidding. You can do this with a Partner or on your own.
I. The Skip-over Principle
II. Major suit Trump fits
III. Balanced hand Openings
IV. Responses with 11-12 pts
V. Responder's 10 pts Barrier
VI. Opener's 15 pts Barrier

(Down - Up - Top)

## I. The Skip-over Principle

The practice of bidding 4 card suits up the line means that when either player skips over a suit, he denies having 4 cards in that suit.
For example (all bids by the Opener are shown in bold) :

- 1C - 1H ------------- Responder has no 4 card Diamond suit*
- 1C - 1S -------------- Responder has no 4 card Diamond suit and no 4 card Heart suit
- 1D - 1NT ----------- Responder has no 4 card major suit
- 1C - 1D-1S ------- Opener has no 4 card Heart suit
- 1D - 1H-1NT ----- Opener has no 4 card major suit (he would bid 2H with 4 Hearts)
(* = some responders skip their 4 card Diamond suit when they hold a 4 card major suit)

But be aware : With a $5+$ card suit as well as a 4 card suit you must bid your longest suit first. With 5 Spades and 4 Hearts for example you must bid Spades first. Be aware that Partner will in this case assume that you have no 4 card Heart suit. Bid therefore Hearts at your next turn. He will then recognise your 5-4 card distribution, as with 4-4 in the majors you would have bid them up the line.

$$
\text { (Down - } \underline{U p}-\underline{\text { Top }})
$$

## II. Major suit Trump fits

Most (8 card) trump fits either consist of each player having 4 cards in the trump suit (a $4-4$ split), or of one player having 5 while the other has 3 cards in the trump suit (a 5-3 split).
In a Bidding system using $\mathbf{5}$ card major Opening bids (as in this course) life is made very easy for the Responder.

- When Opener opens with $\mathbf{1 H}$ or with $\mathbf{1 S}$ - Responder knows there is a trump fit when he holds only $\mathbf{3}$ cards in that suit (for a 5-3 fit).
- When Opener opens with a minor suit and bids $\mathbf{1 H}$ or $\mathbf{1 S}$ at his next turn Responder knows he must have $\mathbf{4}$ cards in the major suit for a 4-4 trump fit.

For the Opener the choice is not that clear. Any new suit bid by the Responder promises only 4 cards in that suit.
Opener can therefore only raise Responder's suit with 4 card support. With only 3 cards in that suit he should wait until Responder rebids his suit (showing now at least one card more in the suit), or raise Responder's suit at his next turn (showing 3 card support and hoping Responder has a 5 card suit anyway).
(Down - Up - Top)

## III. Balanced hand Openings

Here is the full range of Opening bids with a balanced hand.

- 13-15 pts = Open 1 in a suit (usually a minor) and bid 1NT at your next turn.
- $16-18$ pts $=$ Open 1NT
- 19-21 pts = Open 1 in a suit (usually a minor) and bid 3NT at your next turn.
- 22-24 pts = Open 2NT
- $25-27 \mathrm{pts}=$ Open 3NT

With 13-15 or 19-21 pts you still can explore the possibility of a major suit trump fit by bidding your 4 card suits (if you have any) up the line before bidding NT.
For example : if Responder bids a major suit in which you have 4 card support : single raise that major with 13-15 pts, and raise to Game with 19-21 pts (rather than bidding NT).

In Example 13 you have a balanced hand with 20 points and open the bidding with 1D.

a. If your Partner responds with 1 S or 2C, or raises your opening bid to 2D ---- you reply: 3NT.
b. If your Partner responds with 1 H ---- you reply : $\mathbf{4 H}$.
(Down - Up - Top)

## IV. Responses with 11-12 points

With 11-12 pts you can not immediately respond with a raise of Partner's suit when you have trump support (or with a NT bid when you are balanced).
In these cases always bid a new suit first and raise Opener's suit on your next turn to bid.
In rare instances you may not have a 4 card suit to bid. In such case bid a 3 card minor suit at the 2 level. (Partner will be unlikely to raise that suit unless he has 5 card support.)

For example with: A 1042 『954 A 98 K 63

- after an Opening of $\mathbf{1 S}$ : respond with 2 C ,
- plan to raise Opener's Spades when it is your next turn to bid.
(See also Bidding by a Passed hand)

> (Down - Up - Top)

## V. Responder's 10 points Barrier

There are point barriers for the bidding of both Opener and Responder in order to keep the final contract for weak hand combinations at a low and realistic level.
As a Responder you can not bid a new suit at the 2 level with $\mathbf{1 0}$ or less points. You may raise Opener's suit at the 2 level which shows 6-10 pts, but otherwise the highest you may bid (after a 1 in a suit opening) is $\underline{1 N T}$.

For example with: $92 \vee 9542$ A 982 K 96

- After an Opening bid of $\mathbf{1 H}$ : raise to $\mathbf{2 H}$
- After an Opening bid of $\mathbf{1 S}$ : bid 1NT

Example 14 is an extreme case where you hold an unbalanced hand with $81 / 2$ points.

a. If your Partner opens with : 1C or 1D ---- you reply: 1H.
b. If your Partner opens with $\mathbf{1 H}$---- you reply : 4 H (see Bidding Guide p.4).
c. If your Partner opens with: 1S ---- you reply: 1NT
(With only 8 pts you can not bid the Diamonds or Hearts at the 2 level. You must reply 1 NT , even with this unbalanced hand.)
(Down - Up - Top)

## VI. Opener's 15 points Barrier

There is also a barrier for weak Opening hands.
With 15 points or less Opener (at his second turn to bid) should not bid a new suit at the 2 level which is higher ranking than his opening suit bid.

Such bid is called a reverse bid. It promises at least 16 pts with 5 cards in the first suit bid and 4 cards in the second (a 6-5 distribution is also possible).
For example :

- 1C - 1H-2D = Reverse bid

Promising 16+ pts, with 5 Clubs and 4 Diamonds

- $\mathbf{1 H}-2 \mathrm{D}-\mathbf{2 S}=$ Reverse bid

Promising 16+ pts, with 5 Hearts and 4 Spades

- $\mathbf{1 H}-2 \mathrm{C}-\mathbf{2 D}=$ Not a reverse bid Showing 13+ pts. Diamonds ranks lower than Hearts.

Exception : If the bidding is gone beyond the Opener's barrier before it is his turn to bid again.
This can happen when
a. Responder makes a Jumpshift : 1C $-2 \mathrm{D} \mathbf{- 2 H}=$ Not a reverse bid
b. Opponents interfere in the bidding : 1C-1S - (Opponent : 2 D ) $-\mathbf{2 H}=$ Not a reverse bid

For example with : 9 A Q 42 A K 982 K 96 After Opening 1D and a Response of 1S you make a reverse bid of $\mathbf{2 H}$

Butwith: 9 A Q 42 A 10982 - K 96
After Opening 1D and a Response of 1S you are too weak for a reverse and should therefore rebid your 5 card Diamond suit : 2D

## (Down - Up - Top) <br> BR 7.4 - The Limit Bid Concept

Bids of a new suit (by Opener as well as Responder) are open bids. They have a wide points range and/or a high upper points limit. In either case the possibility of a Game contract can usually not be ruled out.

Bids of a new suit are therefore always forcing for 1 round (but see Bidding by a Passed Hand), and the bidding must continue until a limit bid is reached.

1. Most bidding sequences commence with one or more open bids (usually bids of new suits)
2. until a limit bid is made. This is the defining point of the auction.
3. After the limit bid

- either a final bid is reached quickly,
- or the limit bid is followed by one or more fine tuning bids (invitation bids, convention bids, give preference bids, etc.) before the final contract bid is made.

It is most important to recognise the limit bid in the bidding sequence, as (barring opposition bidding) the bidding must continue at least until a limit bid has been made.

There are three types of limit bids.

1. the first NT bid in the bidding sequence (unless it is preceded by an earlier limit bid), or
2. the second time a suit is bid, either as a rebid or as a raise.

Exception : the jump raise by Responder of 1 in a suit to 3 in the same suit (1S 3 S ), which is an open bid promising $13+$ pts.
3. All Responses by a Passed hand

A player who passes at his turn to open the bidding shows he has 12 points or less. After his Partner opens the bidding, all his responses have an upper limit of 12 points (at the most) and are therefore limit bids. Even his response of a new suit (which in all other cases is forcing for 1 round).

Here are some typical bidding sequence examples.
All bids by the Opener are shown in blue lined boxes.

| 1. |  |  |  | 1NT | 2NT |  | Pass or 3NT |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| 2. |  |  |  | 1NT | 34 |  | 3NT or 4* |
| 3. | $1 *$ |  |  | $2 *$ | $3 *$ |  | Pass or $4 \%$ |
| 4. | $1 *$ |  |  | 1 NT |  |  | 3NT |
| 5. | 14 | $1 *$ |  | $3 *$ | 4NT | $5 \%$ | 64 |
| 6. | $1 *$ | 1. | 1* | 1 NT |  |  | Pass |
| 7. | 14 | $1 *$ | $1 \sim$ | $2 *$ | 34 |  | Pass or 4* |

The fine tuning bids are :

- Example 1:2NT = Invitation bid. Opener bids Pass with 16 pts or 3NT with 1718 pts.
- Example 2:3H = Forcing to Game. Opener bids $\mathbf{4 H}$ with three Hearts or 3NT with a Heart doubleton (see Lesson 8).
- Example 3:3S = Invitation bid. Responder bids Pass with 6-7 pts or $\mathbf{4 S}$ with 8-10 pts.
- Example 5: 4NT = Blackwood Convention. Opener's 5S reply shows 3 Aces.
- Example 7:3H = Invitation bid. Responder bids Pass with 6-7 pts or $\mathbf{4 H}$ with 8 10 pts.

[^0]When you hold a hand with two biddable suits, bid them in the following way.

1. 4-4 : two (or three) 4 card suits

Bid your suits up the line, cheapest one first.
2. 5-4 two suiter

Bid your 5 card suit first. If possible bid your 4 card suit second time around, but don't do a reverse bid with a weak hand.
3. 5-5 two suiter

Bid the higher ranking suit first, the lower ranking one second, and the lower ranking one again if required.
4. 6-5 two suiter

Bid your longest suit first, the shorter one second, and the shorter one again if required.
If the 6 card suit is the lower ranking one, your bidding will clearly show a 6-5 distribution.
If your 6 card suit is the higher ranking one it shows 5-5 or a possible 6-5.
5. 6-4 two suiter

Bid your 6 card suit first, your 4 card suit second, and then your 6 card suit again if required. This clearly shows a 6-4 distribution.
6. 6-6 two suiter

Bid your higher ranking suit first, your lower ranking one second, and again and then once more if required.
(Down - Up - Top)

## BR 7.6 - Deals 13 to 16

Deals 13 to 16 cover bidding and play dealt with in this lesson.

- Print out of Deals 13-16 - Individual Hands for all Deals
- Solo Bidding : $\underline{13}|\underline{14}| \underline{15}|\underline{16}|$
- Trick by trick : $\underline{13}|\underline{14}| \underline{15}|\underline{16}|$
- Bidding \& Play
- Additional Practice Deals : $\underline{1-4}|\underline{5-8}| \underline{9-12} \mid \underline{\text { Answers }}$

Lesson 7 : QUIZ<br>Quiz ANSWERS - Lesson 7 - Links page

1. What is your first priority of your response to Partner's Opening bid of 1 in a major suit?
2. What is your first priority of your response to Partner's Opening bid of 1 in a minor suit?
3. With two 5 card suits, which suit do you bid first ?
4. With two or three 4 card suits, which suit do you bid first ?
5. You have an unbalanced hand with 17 pts, 6 Diamonds and 5 Hearts.

Which suit do you bid first? How can you accurate convey to partner you card distribution?
6. Partner opened with 1D.

What is your Response with the following hands ?
a. $\mathbf{S}-\mathrm{K}$ J $10 \quad$ H - J $1092 \quad$ C - A $972 \quad$ D - 103
b. S-K Q 10 H-A K 9 C - A 972 D-A 32
c. S-A J 4 32 H-Q 7 6 C - Q J 10 D-9 3
d. S-K42 H-95 C-A $1098 \quad \mathbf{D}-\mathrm{J} 1097$
e. $\begin{array}{rlrl}\text { S-9 } & \mathbf{H}-\mathrm{K} 109 & \mathbf{C}-\mathrm{J} 987 & \mathbf{D}-\mathrm{A} \text { Q } 872\end{array}$
f. S-A J 32 H-9 C-K Q 52 D-K Q 32
g. S-A 4 H-A $8 \quad \mathbf{C}-\mathrm{J} 542 \mathbf{D}-\mathrm{Q} 10984$
7. You opened $\mathbf{1 C}$, partner responded with $\mathbf{1 H}$. What is your reply with the following hands ?
a. S - K Q 10
H-A 82
C-A 972
D - J 108
b. S-Q J 98 H-A 1092
C - K 97
D - A 43
c. S-KQ 7 H-A 93 C-AK 53 D-A 42
d. S-K $42 \mathbf{H}-\mathrm{A}$ Q $98 \quad \mathbf{C}-\mathrm{A} 1098 \mathbf{D}-\mathrm{A} \mathrm{Q}$
e. S-2 H-AK C-QJ1095 D-A 872
f. S-2 H-AK C-Q J 1095 D-AK72
g. S - K $10982 \mathbf{H}-\mathbf{C}-\mathrm{A}$ Q J $987 \mathbf{D}-\mathrm{Q} 109$
8. What type of bid is the last bid in the following bidding sequences and what information does it convey?
All Opener's bids shown in bold, Responder's bid in plain type.
a. $\mathbf{1 C}-1 \mathrm{H}$
b. 1C-1S
c. 1D-1NT
d. $\mathbf{1 C}-1 \mathrm{H}-\mathbf{1 N T}$
e. 1C-1H-2C
f. $\mathbf{1 C}-1 \mathrm{H}-\mathbf{2 H}$
g. $\mathbf{1 C}-1 \mathrm{H}-\mathbf{4 H}$
h. 1C-1H-3NT
i. $\mathbf{1 C}-1 \mathrm{H}-\mathbf{1 S}-2 \mathrm{~S}$
j. 1C-1H-1S-3S
k. Pass - 1C-1H

1. Pass $-\mathbf{1 C}-2 \mathrm{H}$
m. Pass - 1C $-2 N T$
n. Pass - 1S-3S
o. Pass - 1S - 4 S
2. What is a maximum pass ?
3. What is the points barrier for a Responding hand ?
4. What is the points barrier for an Opening hand ?
5. What is a reverse bid ?
6. Your partner opened with $\mathbf{1 H}$.

You have 11 points and 3 Hearts. What are your first and second bids?

# Lesson 7 : Quiz ANSWERS 

Quiz 7-Lesson 7-Links page

1. What is your first priority of your response to Partner's Opening bid of 1 in a major suit?
Raise Partner's major suit, provided you have trump support.
2. What is your first priority of your response to Partner's Opening bid of 1 in a minor suit?
Bid a new suit. (Do not raise Partner's minor suit unless you have nothing else to bid.)
3. With two 5 card suits, which suit do you bid first ?

Always bid the higher ranking suit first.
4. With two or three 4 card suits, which suit do you bid first?

Bid them up the line. With two 4 Diamonds and 4 Spades : bid 1 D if Partner opened 1C, but respond with 1S if Partner opened with 1 H .
5. You have an unbalanced hand with 17 pts, 6 Diamonds and 5 Hearts.

Which suit do you bid first? How can you accurate convey to partner you card distribution?
Bid Diamonds (your longest suit) first and Hearts at your next turn. This promises at least a 5-4 distribution. If you have another chance bid Hearts a second time.
This shows 6 Diamonds and 5 Hearts . (Bidding Hearts twice shows 5 Hearts and your Diamond suit must be longer because you bid it first.)
6. Partner opened with 1D.

What is your response with the following hands?
a. S-K J $10 \quad$ H-J $1092 \quad$ C - A $972 \quad$ D - 103

Respond $\mathbf{1 H}$ : bid your 4 card suits up the line.
b. S - K Q $10 \quad$ H-A K $9 \quad \mathbf{C}$ - A $972 \quad$ D - A 32

Respond 3C : jump shift with 20 points (a 6NT contract is likely).
c. S-A J 432 H-Q 76 C-Q J 10 D-9 3

Respond 1S : bid your longest suit.
d. S-K $42 \quad \mathbf{H}-95 \quad \mathbf{C}-\mathrm{A} 1098 \quad \mathbf{D}-\mathrm{J} 1097$

Respond 1NT : with no 4 card major prefer to bid NT over raising Partner's minor suit.
e. $\begin{array}{rlrl}\text { S - } 9 & \mathbf{H}-\mathrm{K} 109 & \text { C - J } 987 & \text { D - A Q } 872\end{array}$

Raise to 3D : with an unbalanced hand, no other suit to bid and abundant trump support raise Partner's minor instead of bidding NT.
f. S-A J 3 2 H-9 C - K Q 52 D-K Q 32

Respond 1S : bid 4 card suits up the line.
g. S-A 4 H-A 8 C-J542 D-Q 10984

Respond 2C : bid a new suit rather than supporting Parner's minor. With

12 pts you can not bid NT the first time you respond. Bid NT at your next turn.
7. You opened $\mathbf{1 C}$, partner responded with $\mathbf{1 H}$. What is your reply with the following hands?
a. $\begin{aligned} \text { S - K Q } 10 & \text { H - A } 82 & \text { C - A } 972 & \text { D - J } 108\end{aligned}$
Reply 1NT : with no 4 card trump support, balanced and a minimum Opening hand.
b. S-Q J 98 H-A $1092 \quad \mathbf{C}-\mathrm{K} 97 \quad$ D-A 43
Reply $\mathbf{2 H}$ : single raise Partner's major suit with trump support and a minimum Opening hand.
c. S-K Q 7 H-A 93 C-AK 53 D-A 42
Reply 3NT : jump to Game with 20 pts. With no 4 card trump support for Partner's major, and a balanced hand bid NT.
d. S-K42 H-A Q98 C-A 1098 D-A Q Reply 4H : raise Partner's major suit to Game with trump support and $201 / 2$ pts.
e. S-2 H-AK C-QJ1095 D-A872
Reply 2C : rebid your long suit with a minimum Opening hand. (Do not bid 2D, it is a reverse bid, promising at least 16 pts.)
f. S-2 H-AK C - Q J 1095 D - A K 72
Reply 2D : you have an opportunity to make a reverse bid, showing at least 16 pts with 5 Clubs and 4 Diamonds.
g. S - K $10982 \quad \mathbf{H}$ - $\quad \mathbf{C}$ - A Q J $987 \quad \mathbf{D}$ - Q 109
Reply 1S : bid a new long suit. Responder's next bid will be very interesting. With your unusual hand there may well be a Game contract possible.
8. What type of bid is the last bid in the following bidding sequences and what information does it convey?
All Opener's bids shown in bold, Responder's bid in plain type.
a. $\quad \mathbf{1 C}-1 \mathrm{H}=$ bid new suit, showing $6-18 \mathrm{pts}, 4$ Hearts and less than 4 Diamonds
b. 1C $-1 \mathrm{~S}=$ bid new suit, showing $6-18$ pts, 4 Spades and less than 4 Hearts and less than 4 Diamonds
c. 1D -1 NT = weak Response (limit bid), showing 6-10 pts, and no 4 card major
d. $\mathbf{1 C}-1 \mathrm{H}-\mathbf{1 N T}=$ limit bid, showing a balanced hand $13-15$ pts and no 4 card major
e. $\mathbf{1 C}-1 \mathrm{H}-\mathbf{2 C}=$ rebid own suit, limit bid, showing an unbalanced hand 1315 pts and no 4 card major
f. $\mathbf{1 C}-\mathbf{1 H}-\mathbf{2 H}=$ Single raise by Opener (limit bid) showing 4 card trump support and 13-15 pts.
g. $\mathbf{1 C}-1 \mathrm{H}-\mathbf{4 H}=$ Game raise by Opener (limit bid) showing 4 card trump support and 19-21 pts.
h. $\mathbf{1 C}-1 \mathrm{H}-\mathbf{3 N T}=$ limit bid, showing a balanced hand, no 4 card trump support and 19-21 pts.
i. $\mathbf{1 C}-1 \mathrm{H}-\mathbf{1 S}-2 \mathrm{~S}=$ Single raise by Responder (limit bid) showing 4 card trump support and 6-10 pts.
j. 1C-1H-1S-3S = Jump raise by Responder (open bid) showing 4 card trump support and at least 13 pts .
k. Pass - 1C - $1 \mathrm{H}=$ Response by a Passed hand (limit bid) showing 4 Hearts and 6-12 pts (or 5 or more Hearts but only 6-10 pts).

1. Pass - 1C - $2 \mathrm{H}=$ Response by a Passed hand (limit bid), maximum pass, showing 5 Hearts and $11-12$ pts.
m . Pass - 1C-2NT = Response by a Passed hand (limit bid), maximum pass, showing a balanced hand, no 4 card major and $11-12$ pts.
n. Pass - 1S - $3 \mathrm{~S}=$ Response by a Passed hand (limit bid), maximum pass, showing 3 card trump support and 11-12 pts.
o. Pass - 1S - $4 \mathrm{~S}=$ Response by a Passed hand (limit bid), maximum pass, showing trump support and (now counting shortage pts) at least 13 pts .
2. What is a maximum pass ?

A hand previously passed with 11-12 points.
10. What is the points barrier for a Responding hand ?

10 pts. - A Responder with 10 pts or less should not bid a new suit at the 2 level (but it may raise Partner's suit to the 2 level).
11. What is the points barrier for an Opening hand ?

15 pts. - An Opener should not bid (as his second bid) a suit at the 2 level which is higher ranking than the suit he opened with.
12. What is a reverse bid?

A second bid by Opener at the 2 level which is higher ranking than the suit he opened with. It promises at least 16 pts and a 5-4 card distribution in the two suits bid.
13. Your partner opened with 1 H .

You have 11 points and 3 Hearts. What are your first and second bids?
Bid a new suit first (at the 1 or the 2 level) and raise Partner's Hearts as your second bid.


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## Contract Bridge LESSON 8

Suit Responses after a 1 NT Opening

1. Suit Responses after a 1 NT

Opening
2. The Rescue Bid
3. The Stayman Convention
4. Signals by the Defence
5. Deals 17 to 20
6. Quiz - Answers - Review

Bidding Guide : $\mathrm{BG}-3$ - $\underline{\mathrm{BG}-12}$
(Down Fast - Top)

## BR 8.1 - Suit Responses after a 1 NT Opening

The 1NT Opening bid (showing 16-18 pts and a balanced hand) and the various NT responses were discussed in Lesson 4.

Suit Responses to a 1NT Opening show unbalanced and semibalanced hands and are straight forward (see BG-3). Here follow some examples.
(Down - Up - Top)

## Hand 1

Your Partner opened 1NT.
You are the Responder with an unbalanced hand and a $\mathbf{6}$ card Spade suit.


- Opener has a balanced hand and therefore must have at least two cards in your Spade suit (a doubleton).
This means that you have a trump fit in Spades $(6+2=8$ Spades $)$.
- Counting shortage points your hand is worth $\mathbf{1 2}$ points. Together you hold therefore between $28(12+16)$ and $30(12+18)$ points. Bid therefore straight to Game : 4S.

$$
(\underline{\text { Down }}-\underline{U p}-\underline{\text { Top }})
$$

## Hand 2

Your Partner opened 1NT.
You are the Responder with an unbalanced hand and a $\mathbf{5}$ card Spade suit.


- Opener has a balanced hand and therefore must have at least two cards in your Spade suit (a doubleton).
However for a trump fit in Spades you need 3 card support ( $5+3=8$ Spades).
- In this case you respond : 3S

This conveys to the Opener the following message :

- Partner we have enough points for Game, and you must bid on until a Game contract is reached.
- I have a 5 card Spade suit, therefore reply $\mathbf{4 S}$ with 3 card trump support or bid 3NT when holding only a Spade doubleton.

$$
\text { ( } \underline{\text { Down }-\underline{U p}-\underline{\text { Top }}) ~}
$$

## Case 2a

Here a typical trump fit combination involving Hand 2 (above)


2a


1. North opens: 1NT
2. South responds: 3S
3. North, with 3 card Spade support replies : 4S
(Down - Up - Top)

## Case 2b

Here a typical non trump fit combination involving Hand 2 (above)


2b


1. North opens : 1NT
2. South responds: $\mathbf{3 S}$
3. North, with only a doubleton in Spades replies : 3NT

## (Down - Up - Top)

## Hand 3

Your Partner opened 1NT.
You are the Responder with a semibalanced hand and a 5 card Heart suit.


- With a semibalanced hand and a 5 card or longer major suit, prefer to respond with the major suit rather than bidding NT.
- In this case respond : 3H.
- Opener replies $\mathbf{4 H}$ with 3 card Heart support, or bids $\mathbf{3 N T}$ with only a Heart doubleton.
(Down - Up - Top)


## Hand 4

Your Partner opened 1NT.
You are the Responder with a semibalanced hand and a 5 card Club suit.


- With a semibalanced hand and a 5 card or longer minor suit, prefer to respond with the No Trump rather than bidding your minor suit.
- In this case respond : 3NT You have 11 points, a semibalanced hand with a long Club suit.
(Down - Up - Top)
Here is a Diagram showing the 1NT Opening bid and the various suit responses.


As a responder with 15 or more points and a 5 card suit bid 3 of your suit first, then, after opener's response, raise opener's bid to 5 (with 15-16) or to 6 (with 17-20) as appropriate.
(Down Fast - Up - Top)

## BR 8.2 - The Rescue Bid

Rescue bids are Responses after a 1NT Opening bid.
They show unbalanced hands with only $0-7$ points.
Opener must Pass after a Rescue bid!


Here follow two examples.

$$
\text { (Down - } \underline{\mathrm{Up}}-\underline{\mathrm{Top}})
$$

## Hand 5

Your Partner opened 1NT.
You are the Responder with an unbalanced hand and 6 Hearts.


- Normally with less than 7 points in your hand you would Pass.

Your hand is absolutely useless to the Opener, as it is most unlikely that he will ever be able to get the lead into your hand and cash some Heart winners.
Opener may well be weak in one or even two suits and perhaps not make the 1NT contract.

- Respond therefore : $\mathbf{2 H}$.

Suddenly you have 6 powerful trumps in your hand, and likely to make three tricks with them.
It provides a better contract, and alerts Opener that you have a unbalanced hand which is too weak to support a Game contract.

- Your bid is a Rescue bid. Opener must Pass.


## Hand 6

Your Partner opened 1NT.
You are the Responder with an unbalanced hand and 5 Hearts.

- The same principle applies as for Hand 5. Make a Rescue bid of 2H.
- Even if Opener only holds a doubleton Heart in his hand a 2 H contract is much better than 1NT.
- Opener, once again, must Pass.


## (Down Fast - Up - Top)

## BR 8.3 - The Stayman Convention (BG-12)

Say your Partner opens the bidding with 1NT, and you hold the following unbalanced hand. What is your response?

- You have 9 points but being unbalanced should not respond with 2NT
- You have no 5 card suit and therefore should not respond with a suit bid either.

The solution to this problem is provided by the Stayman Convention After an Opening bid of $\mathbf{1 N T}$ a Response of $\mathbf{2 C}$ is the Stayman Convention. It shows $\mathbf{8}^{+}$ points, at least one 4 card major suit, and asks Opener to bid his 4 card major suit. Opener's replies are :
A. 2D - with no 4 card major
B. $\mathbf{2 H}$ - with 4 Hearts (or 4 cards in both major suits)
C. $\mathbf{2 S}$ - with 4 Spades

If there is a trump fit the Responder then raises the major suit to 3 (with $8-9$ points) or to Game (with $10+$ points).
If there is no trump fit the Responder bids 2 NT with $8-9 \mathrm{pts}$, or 3 NT with $10+\mathrm{pts}$.


Here are two typical examples.

$$
(\underline{\text { Down }}-\underline{\mathrm{Up}}-\underline{\text { Top }})
$$

## Hand 7

Your Partner opened 1NT.
You are the Responder with Hand 7.


You have an unbalanced hand with 9 points and both 4 card majors. An ideal hand to bid Stayman: 2C
(Down - Up - Top)

## Case 7a

North opens with 1NT.

$7 a$


- South responds with Stayman 2C
- North replies with $\mathbf{2 H}$ - showing a 4 card Heart suit.
- South, after revaluating his hand (12 pts including shortage pts) bids $4 \mathbf{H}$
(Down - Up - Top)


## Case 7b

North opens with 1NT.


7b


- South responds with Stayman 2C
- North replies with 2D - showing no 4 card major suit.
- South, with 9 points now bids 2NT
- North, with 18 points bids 3NT

$$
\text { (Down - } \underline{\text { Up }}-\underline{\text { Top }})
$$

## Hand 8

Your Partner opened 1NT.
You are the Responder with Hand 8.


- Make a Stayman Response of 2C.

This way you can explore the possibility of a trump fit in your 4 card Spade suit. If Partner denies having 4 Spades you can still bid your 5 card Diamond suit, warning him that your hand is not balanced.

## Case 8a

North opens 1NT.


8a


- South responds with Stayman 2C.
- North replies 2H - showing a 4 card Heart suit.
- South now bids 3D - showing an unbalanced hand with 4 Spades (as he did not support Opener's Hearts) and 5 Diamonds.
- North, confident that he has South's short suits (Clubs and Hearts) covered now bids 3NT.

$$
(\underline{\text { Down }}-\underline{U p}-\underline{\text { Top }})
$$

## Case 8b

North opens 1NT.


8b


- South responds with Stayman 2C.
- North replies $\mathbf{2 H}$ - showing a $\mathbf{4}$ card Heart suit. (With both 4 card majors he also must bid Hearts.)
- South now bids 3D - showing an unbalanced hand with 4 Spades and 5 Diamonds.
- North, realising that South's 4 card major must be Spades now confidently bids 4S.
(Remember : South may only bid the Stayman Convention if he has at least one 4 card major. Otherwise there is no point in asking for 4 card major suits.)

Some general points :

1. The Stayman Convention can also be used for semibalanced hands and even with balanced 4432 distributions which includes a weak doubleton.
2. After a 2NT Opening - a 3C Response is also Stayman.
3. If you use the Stayman 2C bid, the weak Rescue bids can only be made for Diamonds, Hearts and Spades !

## (Down - Up - Top)

## BR 8.4 - Signals by the Defence

When a Defender is not required to play a high card to a trick he can take that opportunity to send a signal to his Partner.
This happens especially on the opening lead.
For example in a 3NT contract Partner makes the opening lead with the Queen of Clubs. The lead is obviously the top of a solid sequence. Dummy plays low from three small cards in the suit and you hold

## K $7 \mathbf{2}$

By playing the Club 7 in stead of the 2, an 'unnecessary high card', you encourage Partner to continue to lead that suit and signal to him that you hold an honour card (in this case the King) in the suit.

What is a high card ?
Usually 6 or higher, but it all depends on what you hold in your hand.

With KJ64 the 6 is a 'high card' and the 4 low.
But with KJ42 the 4 is the 'high card' and encourages.
It is therefore important that Partner looks carefully at all the cards in his hand, in Dummy and on the table played in the trick.

Traditionally the high - low signal (high card on one trick, often followed by a low card on the next or a later trick) is ecouraging, the low - high signal discouraging or neutral. In recent times several variations are popularly in use, such as encouraging indicated by low - high, or odds - evens.

I have included high - low signals in Deal 19 and Deal 20 of this lesson.
Can you identify situations in Example Deals from earlier lessons where a high - low would be appropriate? (Answer).
(Down - $\underline{\text { Up }}-\underline{\text { Top }}$ )
BR 8.5 - Deals 17 to 20
Deals 17 to 20 are examples of bidding and play as outlined in this lesson.

- Print out of Deals 17-20- Individual Hands for all Deals
- Solo Bidding : $17 \mid \underline{18|19| 20 \mid}$
- Trick by trick : $\underline{17}|\underline{18}| \underline{19}|\underline{20}|$
- Bidding \& Play
- Additional Practice Deals : $\underline{1-4}|\underline{5-8}| \underline{9-12} \mid \underline{\text { Answers }}$

> Lesson 8: QUIZ Quiz ANSWERS $-\underline{\text { Lesson } 8}-\underline{\text { Links page }}$

1. Partner opens 1NT. How many cards does he at least has in any suit?
2. What is a 'Rescue bid' ?
3. After a 1 NT opening : is a response of $\mathbf{2 S}$ a Rescue bid ?
4. After a 1 NT opening : is a response of $\mathbf{2 C}$ a Rescue bid ?
5. After a 1 NT opening : is a response of 3 H forcing to Game ?
6. After a 1 NT opening : is a response of $\mathbf{3 C}$ forcing to Game ?
7. What is the purpose of the 'Stayman Convention'?
8. Partner opened with 1NT.

What is your Response with the following hands?
a. S-K J $10983 \quad \mathbf{H}-62 \quad$ C - A $1097 \quad$ D - 10
b. S-643 H-Q $109642 \quad \mathbf{C}-2 \quad$ D-932
c. S-AJ432 H-97 C - A J 105 D-93
d. S-A43 H-AKQJ 10832 C-A5 D-
e. S - H-K 109 C-A $875 \quad \mathbf{D}-\mathrm{A}$ Q 10872
f. S-Q J 32 H-K Q $52 \quad \mathbf{C}-8 \quad \mathbf{D}-\mathrm{K} 832$
g. S-A Q932 H-A1084 C-4 D-1094
h. S-K98732 H-93 C-4 D-J 1094
i. S-AK962 H-A108 C-3 D-8654
j. S-K 103 H-A $1082 \mathbf{C}-\mathbf{D}-\mathrm{A} Q 9832$
9. You opened 1NT, partner responded as shown (in bold) below. What is your reply with the following hand?

S-K Q $10 \quad$ H-A $8 \quad$ C - A Q $2 \quad$ D - Q 10954
a. 1NT-2C - Your reply ?
b. 1NT-2H - Your reply?
c. $1 \mathrm{NT}-\mathbf{2 S}$ - Your reply ?
d. $1 \mathrm{NT}-\mathbf{3 H}-$ Your reply ?
e. $1 \mathrm{NT}-\mathbf{3 S}$ - Your reply ?
f. $\quad 1 \mathrm{NT}-4 \mathrm{H}$ - Your reply?
g. 1NT-2NT - Your reply?
10. You opened 1NT, Partner responded as shown (in bold) below. What is your reply with the following hand?

$$
\text { S - A J } 10 \quad \text { H - A } 1094 \quad \text { C - K } 92 \quad \text { D - K Q } 109
$$

a. 1NT-2C - Your reply ?
b. 1NT $-\mathbf{2 H}-$ Your reply?
c. 1NT-2S - Your reply ?
d. $\quad 1 \mathrm{NT}-\mathbf{3 H}-$ Your reply?
e. 1NT-3S - Your reply?
f. $1 \mathrm{NT}-4 \mathrm{H}$ - Your reply ?
g. 1NT-2NT - Your reply?
11. You opened 1NT, Partner responded as shown (in bold) below. What is your second reply with the following hand?
S-K Q 108
H - A J 75
C-A 2
D - K 109
a. $\quad 1 \mathrm{NT}-\mathbf{2 C}$ - You reply $2 \mathrm{H}-\mathbf{3 H}-$ Your next bid ?
b. 1NT-2C - You reply $2 \mathrm{H}-\mathbf{3 N T}$ - Your next bid?
c. $1 \mathrm{NT}-\mathbf{2 C}$ - You reply $2 \mathrm{H}-\mathbf{4 H}-$ Your next bid ?

Lesson 8 : Quiz ANSWERS

Quiz 8 - Lesson 8 - Links page

1. Partner opens 1NT. How many cards does he at least has in any suit?

With a balanced hand Opener has at least 2 cards in a suit (a singleton or void would make it an unbalanced hand).
2. What is a 'Rescue bid' ?

A response of 2 in a suit after a 1NT opening. This shows a very weak unbalanced hand with a 5 card or longer suit. Opener must pass.
3. After a 1 NT opening : is a response of $\mathbf{2 S}$ a Rescue bid ?

Yes.
4. After a 1 NT opening : is a response of $\mathbf{2 C}$ a Rescue bid ?

Not if you include the Stayman Convention in your bidding System.
5. After a 1 NT opening : is a response of $\mathbf{3 H}$ forcing to Game ?

Yes. The opener must bid 4H with three or more Hearts, or 3NT with only a Heart doubleton.
6. After a 1 NT opening : is a response of $\mathbf{3 C}$ forcing to Game ?

Yes. The opener must bid 5C with three or more Clubs, or 3NT with only a Club doubleton.
7. What is the purpose of the 'Stayman Convention'?

Finding a 4-4 trump fit in one of the two major suits.
8. Partner opened with $\mathbf{1 N T}$.

What is your Response with the following hands ?
a. $\begin{gathered}\text { S - K J } 10983\end{gathered} \mathbf{H}-62 \quad$ C - A $1097 \quad$ D - 10
4S
You have at least a 6-2 trumpfit in Spades and enough points for a Game contract.
b. S-643 H-Q $109642 \quad \mathbf{C}-2 \quad$ D-932
2H (Rescue bid)
You are very weak, unbalanced with a long Heart suit. Opener must pass.
c. S-A J 432 H-97 C - A J 105 D-93

3S
Opener must bid 4 S with 3 card or better support, or bid 3 NT .
d. S-A42 H-A K Q J 10832 C-A 5 D -

7H
A very strong freakish hand, counting $22^{1 ⁄ 2}$ points (including shortage points).
e. $\mathbf{S}$ - $\mathbf{H}-\mathrm{K} 109 \mathbf{C}-\mathrm{A} 875 \quad \mathbf{D}-\mathrm{A} \mathrm{Q} 10872$

5D
Enough points for Game bid in a minor suit and 3NT could be dangerous with the void in Spades.
f. S-Q J 32 H-K Q $52 \quad \mathbf{C}-8 \quad$ D-K 832

2C (Stayman Convention)
If Opener bids a major suit raise it to Game.
If opener replies 2D : bid 3NT.
g. S-A Q932 H-A 1084 C-4 D-1094

2C (Stayman Convention)
If Opener bids a major suit raise it to Game.
If opener replies 2D : bid 3S showing a 5 card Spade suit (as well as 4 Hearts).
h. S-K $98732 \quad \mathbf{H}-93 \quad \mathbf{C}-4 \quad \mathbf{D}-\mathrm{J} 1094$

2S (Rescue bid)
You are very weak, unbalanced with a long Spade suit. Opener must pass.
i. $\mathbf{S}$-A K $962 \mathbf{H}-\mathrm{A} 108 \quad \mathbf{C}-3 \quad \mathbf{D}-8654$

3S
Opener must raise to 4 S with 3 card support or bid 3 NT with a Spade doubleton.
j. S-K $103 \mathbf{H}-\mathrm{A} 1082 \quad \mathbf{C}-\mathbf{D}-\mathrm{A} Q 9832$

2C (Stayman Convention)
Investigate a 4-4 trump fit in Hearts first. If Opener replies with 2 H : raise to 4 H .
If Opener replies with 2D or 2S : bid 5D. You have a trump fit in Diamonds.
9. You opened 1NT, partner responded as shown (in bold) below. What is your reply with the following hand?
S - K Q $10 \quad \mathbf{H}$ - A 8
C-A Q 2
D - Q 10954
a. 1NT - 2C - Your reply = 2D (Stayman) : you have no 4 card major suit.
b. 1NT - 2H - Your reply = Pass : Responder made a Rescue bid.
c. 1 NT - 2S - Your reply $=$ Pass : Responder made a Rescue bid.
d. 1 NT $-\mathbf{3 H}-$ Your reply $=\mathbf{3 N T}$ : You have only Doubleton support in Hearts but must bid Game.
e. $1 \mathrm{NT}-\mathbf{3 S}$ - Your reply $=\mathbf{4 S}$ : you have 3 card trump support.
f. 1NT - 4H - Your reply = Pass
g. 1NT - 2NT - Your reply $=\mathbf{3 N T}$ : Bid Game with a maximum 1NT opening (17-18 pts).
10. You opened 1NT, Partner responded as shown (in bold) below. What is your reply with the following hand?

S-A J $10 \quad$ H - A $1094 \quad$ C - K $92 \quad$ D - K Q 109
a. $\mathbf{1 N T} \mathbf{- 2 C}$ - Your reply $=\mathbf{2 H}$ (Stayman) : you have a 4 card Heart suit.
b. 1NT - 2H - Your reply = Pass : Responder made a Rescue bid.
c. 1NT-2S - Your reply = Pass : Responder made a Rescue bid.
d. $1 \mathrm{NT}-\mathbf{3 H}-$ Your reply $=\mathbf{4 H}$ : You have 4 card support in Hearts.
e. $\mathbf{1 N T}-\mathbf{3 S}$ - Your reply $=\mathbf{4 S}$ : you have 3 card trump support.
f. 1NT $-\mathbf{4 H}-$ Your reply $=$ Pass
g. 1NT - 2NT - Your reply $=\mathbf{3 N T}$ : Bid Game with a maximum 1 NT opening (17-18 pts).
11. You opened 1NT, Partner responded as shown (in bold) below. What is your second reply with the following hand?
S - K Q 108
H - A J 75
C-A 2
D - K 109
a. $\mathbf{1 N T}-\mathbf{2 C}-$ You reply $2 \mathrm{H}-\mathbf{3 H}-$ Your next bid $=\mathbf{4 H}$

Responder shows a 4 card Heart suit with $8-9$ points. Raise to Game with a maximum (17-18 pts).
b. 1NT - 2C - You reply $2 \mathrm{H}-\mathbf{3 N T}-$ Your next bid $=\mathbf{4 S}$ Responder must have at least one 4 card major suit to bid Stayman. If it is not Hearts it is obviously Spades. Bid therefore Game in Spades.
c. $\mathbf{1 N T}-\mathbf{2 C}-$ You reply $2 \mathrm{H}-\mathbf{4 H}-$ Your next bid $=$ Pass.


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## Contract Bridge LESSON 9 <br> The Indirect Finesse

1. General
2. Indirect Finesse against the Ace
3. Indirect Finesse against the King
4. Indirect Finesse against the Queen
5. Finesse Thinking
6. Deals 21 to 24
7. Quiz - Answers - Review

Bidding Guide : intBG-17
(Down - Top)

## BR 9.1-General

There are four different ways of making tricks in contract bridge.

1. with high cards
2. with the low cards of a long suit
3. with trumps, by ruffing (in trump contracts only), and

4. with almost high cards, by finessing

The finesse technique forms an important part in the game plan for most bridge deals. In this lesson and in Lessons $\underline{10}$ and $\underline{15}$ we look at this technique in detail. What it is, how to apply it, and equally important, when not to apply it.

To quote the famous bridge writer Victor Mollo :
"The finesse is a play entirely based on hope.
Hope that a specific card is held by one defender and not the other."
There are two basic forms of the finesse, the Indirect finesse and the Direct finesse.

- In an Indirect finesse a low card is lead from one hand to a high card in the opposite hand.
- In a Direct finesse a high card is lead from one hand to a still higher card in the opposite hand.

In this lesson we deal with the Indirect finesse. The Direct finess will be discussed in the next lesoon.

## (Down Fast - Up - Top) <br> BR 9.2 - Indirect Finesse against the Ace

In an Indirect finesse a low card is lead from one hand to a high card in the opposite hand.

Finesse Situation 1 - King against Ace and Queen
Take the Heart distribution in Diagrams A and B below for example.
If you were to lead the King of Hearts from Dummy it is obvious that whoever holds the Ace will capture the King, preventing it from making a trick.

Lead therefore a small card from Declarer's hand.

A. If West plays the Ace (after Declarer's small Heart lead) Dummy plays a low Heart as in Diagram A.
B. If West plays a small Heart (or Heaven forbid, the Queen), Dummy wins the trick with the King (Diagram B).
C. If East holds the Ace instead, Dummy's King will be captured and not make a trick.

This line of play will have a $50 \%$ chance of success. Half of the times the Ace will be held by West, the other half East will hold it.
(Down - Up - Top)

Finesse Situation 2 - King and Queen against the Ace In the Diagrams below both the King and Queen are in Dummy's hand. Declarer leads a small Heart from his own hand.
A. If West is foolish enough to play his Ace (Diagram A), Declarer's worries are over having established both Dummy's King and Queen as certain future winners in Hearts.
B. If West plays low (Diagram B), Dummy plays the King which will win the trick if East plays low too.
But now Declarer needs to regain the lead in his own hand (via another suit) to lead an other small Heart for a second finesse towards Dummy's Queen.


If West holds the Ace he should always play low the first time, unless he fears (in a trump contract only) that Declarer has a singleton Heart suit.

If East has the Ace of Hearts instead he may well also hold up the Ace the first time, playing a low Heart instead (Diagram C).


This will give Declarer the false impression that West holds the Ace.
When Declarer finesses the second time around, East will strike with his Ace (Diagram D). Having removed Declarer's only remaining stopper in the suit (HQ), East (in a NT contract) will now win 3 tricks in Hearts (the Ace, Jack and the last remaining small Heart).

$$
\text { (Down - Up - Top })
$$

Finesse Situation 3 - King and Queen in separate hands against the Ace
In the situation below you are faced with a choise. You can play a low card from Declarer for an indirect finesse to Dummy's Queen. Or you can instead lead a small card from Dummy for an indirect finesse to Declarer's King.
The choice you make may depend on the circumstances. For example has West made a bid during the auction? If so perhaps he is more likely to hold the Ace. No matter how you play you will always make one trick with either the King or the Queen. However the aim is to make 2 or 3 tricks in this suit.
Let's be brave and lead a small Heart from Declarer for an indirect finesse to Dummy's Queen.
A. if Dummy's Queen wins the trick (Diagram A), play next round a small card from both hands, hoping West's Ace will drop.
B. if Dummy's Queen loses to East's Ace (Diagram B), when next with the lead play the King of Hearts hoping to drop the Jack.


There are many factors at play here which may change the scenario of course. For example who hold(s) the 10 and the 9 in this suit. More about this later.
(Down Fast - Up - Top)

## BR 9.3 - Indirect Finesse against the King

## Definition

Two cards separated by a one card gap is called a tenace. For example A Q - K J - Q 10 J 9 - etc.

Finesse Situation 4 - Ace Queen tenace against the King Here the Hands of West and Dummy from situation 1 are reversed.


Once again lead a small Heart from Declarer's hand
A. If West plays a low Heart, you win the trick with the Queen from Dummy (Diagram A).
B. If, on the other hand, West plays the King instead, you capture it with Dummy's Ace, promoting the Queen as a winner for the next trick (Diagram B).
C. If East holds the Heart King instead (Case C below) there is nothing you can do and Dummy's Queen will be captured by the Opponent.


This type of Finesse has a $50 \%$ chance of success. Half the time the missing King will be in West's hand, half the time it will be in East's hand.
( Down - Up - Top)

Finesse Situation 5 - Ace and Queen in separate hands against the King
In general when the honour cards in a suit are divided equally amongst the four players (as in the example below) it is usually best to avoid leading that suit. Leading such suit often results in giving an extra trick away to the Opponents. Try instead to make them lead that suit, so that your side will have the advantage.

However when you do have to lead such a suit (for example to make just one more extra trick), then take an indirect finesse. In the example below lead a low card from Declarer's hand.
A. If West plays the King (winning the trick), play low in Dummy. Next time round the Heart Queen will make an extra trick. (Diagram A)
B. If West plays low, play Dummy's Queen. It will win the trick provided West holds the King (Diagram B)
C. If East holds the King, Dummy's Queen will not make a trick.


When you hold 8 or more cards in the suit with above Honour distribution it is best to first lead the Ace. It may drop a singleton King. Then follow up with a low card from Declarer in an indirect finesse to Dummy's Queen.

The play below is something you should definitely not do.
Against good defence leading the Queen from Dummy will never make an extra trick.
A. Either West will capture the Queen and win the trick with his King (Diagram A),
B. or East will cover the Queen with his King, forcing Declarer to win the trick with the Ace (Diagram B). By sacrifycing his King East prevents Declarer making a
second trick in the suit, while at the same time promoting West's Jack as a winner for the Defence.


Finesse Situation 6 - Queen and Jack against the Ace and King
This is a very common card holding. Obviously when you first lead the Queen from Dummy and at a later trick the Jack you will loose the trick both times. But an indirect finesse play has a $75 \%$ chance of making at least one trick.
In the example below lead a small card from Declarer's hand.

A. If West plays low (which he should, unless he holds both A and K or a K x doubleton), play Dummy's Queen (or Jack). Most of the time this will be captured by East's Ace (Diagram A).
B. When next on lead Declarer plays a second small Heart from his hand. If West plays his King, play a low card in Dummy (Diagram B). The Jack is now a sure winner for the next Heart trick.
If West plays low (instead of the King), play Dummy's Jack. It will make the trick provided West rather than East has the King.

With two danger cards held by the Opponent $50 \%$ of the time they will be divided equally between the two hands. The other $50 \%$ of the time both cards will be in one hand, $25 \%$ of the time by West and $25 \%$ of the time by East.
Only when East holds both the A and K ( $25 \%$ chance) will you end up losing both Dummy's Q and J.
(Down - Up - Top)

Finesse Situation 7 - Q and J in separate hands against A and K
This is a situation where you should not start playing the suit yourself. If you do you are most likely to loose the lot.
Instead be patient. Sooner or later the Opponents will play the suit. As soon as their first card is on the table (be it a high or a low one) you are assured of a trick.
In the example below West leads a small Heart.

A. You must play low in Dummy, while East must go up with his Ace to win the trick (Diagram A).
(If East plays low you win the trick in Declarer's hand with the Queen).
B. Now a Heart trick is assured, for you still hold both the Q and J. One of these will force out the King and the other will win a trick.

It is a powerful example of not leading a suit when the honour cards are equally divided over the four hands.

## (Down Fast - Up - Top) <br> BR 9.4 - Indirect Finesse against the Queen

Finesse Situation 8 - Ace King and Jack against the Queen With a distribution as shown below, before finessing against the Queen :
A. first lead and win a trick with the Ace (Diagram A). You never know, you might be lucky and drop a singleton Queen.
B. The following trick lead a small Heart from Declarer's hand.

If West plays low, play the Jack from Dummy (Diagram B). If West holds the Queen, Dummy's Jack will win the trick. If East has it the Jack of course looses.
C. If West plays the Queen instead, capture it with Dummy's King. It will win the trick and the following trick will be won with Dummy's Jack, which is now high.


When the Ace, King and Jack are all in the same hand (say the Dummy), try to play the first trick with the Ace. Then go back to Declarer's hand via a side suite and lead a low Heart from Declarer to Dummy's King - Jack (as in Diagram B above).

## Eight ever, Nine never

This is a common advise regarding the finesse against a Queen when holding Ace, King and Jack.
It means

- With 8 cards or less in a suite in the combined hands, finesse against the Queen.
- with 9 cards (or more) play for the drop, winning one round with the Ace the next with the King.

With 9 cards in a suite, the Opponents will only have 4 including the Queen. This is most likely to be a doubleton ( $\mathrm{Q} x$ ) or singleton ( Q ).

But keep in mind : this is only general advise. There may well be situations where circumstances dictate you should play differently. (For example in above situation : if it was vital to keep West off the lead, you would take the finesse, regardless how many cards you hold in the suite.)

> (Down - Up - Top)

Finesse Situation 9 - Two way finesse against the Queen In the example below you have a choice. You can finesse either way for the Queen. A good approach is to lead a small Heart from Dummy.

A. If East shows any sign of hesitation or fumbles with his cards, finesse him for the Queen. If he plays smoothly win the trick with the Ace (Diagram A)
B. The next trick lead a small Heart from Declarer, the play Dummy's Jack if West plays low (Diagram B), or cature West Queen (if he plays it instead) with Dummy's King.

Good Defenders, as soon as the Dummy goes on the table at trick one, will immediately asses which of their high cards could be vulnerable to a finesse situation, and decide then what their action is going to be. This assures that they can play their card smoothly without hesitation when the finesse is actually applied.
(Down - Up - Top)

## BR 9.5 - Finesse Thinking

Bridge is very much a percentage play, and the finesse technique fits of course right in with this principle.
Good players will always try to follow the line of play with the highest percentage rate of success. A finesse should therefore always fit in the overall game plan, rather than just be attempted every time there is such possibility.

Before the start of play always ask yourself :

1. Will taking this finesse help with making my contract ?
2. If this finesse looses, can it endanger my contract?
3. What are the odds of this finesse, and is there a better line of play?

Here is an example of such thinking.
The contract is $\mathbf{4 H}$, and the opening lead is the King of Diamonds.

$$
\begin{aligned}
& \text { Declarer } \\
& \text { - K Q J } 1098 \\
& -32 \\
& - \text { A } 73
\end{aligned}
$$

Dummy

$$
\text { - A Q } 965
$$

$$
-6
$$

$$
2-\mathrm{AQ} \quad 2-8752
$$

What is the game plan?
There are 5 possible losers. One each in Spades, Hearts and Clubs, and two in the Diamond suit.
There are possible indirect finesses against the King in Spades and in Clubs, but there is only a small chance $(25 \%)$ that both of these will be succesful.
Instead there is a $100 \%$ certainty of making your contract by ruffing the two small
Diamonds from Declarer's hand. Therefore,

1. Declarer wins the first trick with the Diamond Ace.
2. Before drawing the enemy trumps Declarer now leads a small Diamond which is ruffed in Dummy with the 6 of Hearts.
3. A small Club played from Dummy is won by Declarer with the Club Ace !!
4. Declarer now leads his last remaing small Diamond, for a second ruff in Dummy.
5. Declarer can now start drawing the enemy trumps and the 4 H contract is secured.
6. After drawing all enemy trumps Declarer can now safely lead a small Spade for an indirect finesse against the Spade King. This can not endanger the contract, but will provide an extra (11th) trick if succesful (a $50 \%$ chance which should not be missed).

$$
\begin{aligned}
& \text { Declarer } \\
& \text { - K Q J } 1098 \\
& -32 \\
& -73 \\
& - \text { A Q }
\end{aligned}
$$

$$
\begin{aligned}
& \text { Dummy } \\
& \text { - }-762 \\
& - \text { A Q } 965 \\
& -8752
\end{aligned}
$$

Why not take the Club finesse at trick 3 ?
Because if it looses it will put the contract in danger. North after winning with the Club King (and guessing Declarer's intention) will immediately play two rounds of trumps (Ace and small), removing Dummy's ruffing power. Now everything depends on the success of the Spade finesse and if it looses the contract is doomed.

The above Deal is a clear example where one finesse (in Clubs) can endanger the
contract, while the other (in Spades) can, at the appropriate time, provide an extra trick without any risk at all.

$$
\text { (Down - } \underline{\text { Up }-\underline{T o p}) ~}
$$

BR 9.6 - Deals

Deals 21 to 24 will test your skills at Finesse thinking and play.

- Print out Deals 21-24- Individual Hands for all Deals
- Solo Bidding : $\underline{21}|\underline{22}| \underline{23}|\underline{24}|$
- Bidding \& Play

BR 9.7- Quiz 9 - Answers - Review

Lesson 9 : QUIZ

$$
\text { Quiz ANSWERS - Lesson } 9 \text { - Links page }
$$

1. West (Declarer) holds $\mathbf{S}$ : K Q 76 East (Dummy) holds $\mathbf{S}$ : 943 How can you play a Finesse here?
2. West (Declarer) holds H:542 East (Dummy) holds H: Q J 7 What is you best chance of making a trick with this holding?
3. West (Declarer) holds H: Q 42 East (Dummy) holds H:J 107 What is you best chance of making a trick with this holding?
4. What is the difference between an Indirect and a Direct Finesse ?
5. To make a Direct Finesse, which cards should you as a rule normally hold? Is there an exception to this rule ?
6. Should you finesse for the Queen of Hearts in the following situation?

West $=\mathbf{H}-\mathrm{A}$ K $642 \quad$ East $=\mathbf{H}-\mathrm{J} 109$
7. Should you finesse for the Queen of Hearts in the following situation?

$$
\text { West }=\mathbf{H}-\text { A K } 642 \quad \text { East }=\mathbf{H}-\mathrm{J} 1095
$$

Lesson 9 : Quiz ANSWERS

$$
\text { Quiz } 9 \text { - Lesson } 9 \text { - Links page }
$$

1. West (Declarer) holds S:K Q 76 East (Dummy) holds $\mathbf{S}$ : 943 How can you play a Finesse here ? Play a small Spade from Dummy, if South plays low
2. play the King in West.
3. Then, if possible, go back to Dummy's hand with another suit and play a second low Spade from Dummy
4. If South plays low again play Declarer's Queen.

If on the other hand South plays the Ace immediately it will win the trick, but you now have established two additional winners in West.
If North instead holds the Ace of Spades you will always lose one of your to high cards ( K or Q ) in this finesse play.
2. West (Declarer) holds H: 542 East (Dummy) holds H : Q J 7

What is you best chance of making a trick with this holding?
Play a low Heart from Declarer's hand. If North plays low play the Queen from Dummy. Go back to Declarer's hand and play low a second time up to Dummy's Jack.
If North holds at least one of the two missing high cards ( A and K ) you will win one trick this way.
3. West (Declarer) holds H: Q 42 East (Dummy) holds H: J 107

What is you best chance of making a trick with this holding ?
This is not a finesse play. You hold Q J and 10 in the combined hand. As long as you play only one of these three cards to each trick you will always win one trick.
4. What is the difference between an Indirect and a Direct Finesse?

In an Indirect Finesse a low card is played from one hand, up to a high card in the other.

In a Direct Finesse a high card is played from one hand, up to a higher card in the other. .
5. To make a Direct Finesse, which cards should you as a rule normally hold ?

At least 4 of the top 6 cards in a suit (A K Q J 10 and 9).
Is there an exception to this rule ?
When you only need to make 2 tricks with $\mathbf{A} \mathbf{x} \mathbf{x}$ opposite $\mathbf{Q} \mathbf{J}$.
6. Should you finesse for the Queen of Hearts in the following situation?


#### Abstract

West $=\mathbf{H}-\mathrm{A}$ K $642 \quad$ East $=\mathbf{H}-\mathrm{J} 109$


Yes. Lead the Jack from East, hoping to catch the Queen if it is held by South.
7. Should you finesse for the Queen of Hearts in the following situation?

West $=\mathbf{H}-\mathrm{AK} 642 \quad$ East $=\mathbf{H}-\mathrm{J} 1095$

No. With 9 cards in the combined hands in general play Ace, then the King hoping to drop the Queen.

Rule when to finesse the Queen $=\mathbf{8}$ ever, 9 never.


Main Page - Lesson Deals - Play Technique Previous - Lessons - Next

Contract Bridge
LESSON 10
The Direct Finesse

1. General
2. Direct Finesse against the King
3. Direct Finesse against the Queen
4. Ruffing Finesse
5. Conclusions
6. Deals 25 to 28
7. Quiz - Answers - Review

The Dangerous Opponent (10a)
Bidding Guide : $\underline{i n t B G-17}$
(Down - Top)

## BR 10.1-General

There are two basic forms of the finesse the Indirect finesse and the Direct finesse.

- In an Indirect finesse a low card is lead from one hand to a high card in the opposite hand.
- In a Direct finesse a high card is lead from one hand to a still higher card in the opposite hand.

The indirect finesse is a defensive play. You try to avoid one of your high card being captured by the Opponents.
The direct finesse on the other hand is an attacking play. You try to capture a high card from the Opponents.

The direct finesse is a rather costly exercise in terms of Honour cards. To be successful you should therefore hold $\mathbf{4}$ of the 5 Honour cards (A K Q J 10). Holding the 9 (or the 9 and 8 ) as well adds extra strength to a direct finesse position.

$$
\text { ( Down Fast - Up - Top })
$$

BR 10.2 - Direct Finesse against the King

Finesse Situation 10 - Direct finesse against the King
In the Diagrams below the Opponents only hold the King of Hearts, and Declarer leads the Jack for a direct finesse.

A. If West plays low (Diagram A), Dummy also plays a low card, and the Jack wins the trick.
South then leads the Heart 10 for a second direct finesse (if he holds the 9), or leads a low card for an indirect finesse to Dummy's Queen.
B. If West plays the King (Diagram B), Dummy plays the Ace. This leaves the Queen and 10 for two extra tricks (and a 3rd trick for the remaining small Heart).
C. If, on the other hand East holds the Heart King (Diagram C), South's Jack will lose the first trick. However the Ace, Queen and 10 still will provide the next three tricks in Hearts.


In above example the Queen can of course also be in Declarer's hand (Q J 10) opposite Dummy's Ace only (A x x x).
In such case lead the Queen first time. If the left side Opponent plays low, lead ther Jack next round.

The Defenders too can make Finesse plays.
The top of a solid sequence opening lead often sets up a direct finesse against a high card in Dummy, as for example happens in Deal 20.

> (Down - Up - Top)

Finesse Situation 11 - Direct finesse against the King, holding A Q J only In the example below you will always make 2 tricks no matter how you play it. For example as an indirect finesse leading low from Dummy to Declarer's Queen and Jack. One of these will be captured by Opponent's King, the other will make a trick.


However there are occasians when you wish to make just one extra trick, but must avoid losing a trick.
In this case lead the Queen from Declarer's hand for a direct finesse against the King, hopefully in West's hand. If this succeeds you make 2 tricks without losing one. If East holds the King you lose of course, but you covered at least the $50 \%$ chance of success.
(Down Fast - Up - Top)

## BR 10.3 - Direct Finesse against the Queen

Finesse Situation 12 - Direct finesse against the Queen
In the Diagrams below the Opponents only hold the Queen of Hearts, and Declarer leads the Jack for a direct finesse.

A. If West plays low (Diagram A), Dummy also plays a low card, and the Jack wins the trick.
South then leads the Heart 10 (provided he holds the 9 too) for a second direct finesse, or leads a small card to Dummy's Ace and King.
B. If West plays the Queen (Diagram B), North plays the Ace. This leaves the King and 10 for two extra tricks (and a 3rd trick for the remaining small Heart).
C. If, on the other hand East holds the Heart King (Diagram C), South's Jack will lose the first trick. However the Ace, Queen and 10 still will provide the next three tricks in Hearts.

If you have plenty of entries it is always best to first of all lead Dummy's Ace, then gain the lead in Declarer's hand via a side suit to start the direct finesse.
(Down - $\underline{\text { Up }}-\underline{\text { Top }}$ )
Finesse Situation 13 - Two way finesse against the Queen
The Diagrams below is the same as in Situation 9 from ther previous lesson. This two-way finesse can be taken either as an indirect or a direct finesse.


After you have made your decisions against which player you wish to finesse.

1. First play one round with one of your top cards first (A or K) to play for the "drop" (of a high card of the Opponents).
In above example play Declarer's Ace (Diagram A).
2. Then lead the 10 for a direct finesse against West's Queen (Diagram B).
3. If the 10 wins the trick, play a low card from Declarer, this time for an indirect finesse.
4. If West plays again low, play Dummy's Jack.

If West plays his Queen, capture it with Dummy's King. The Jack is now a winner for the next trick.
(Down Fast - Up - Top)

## BR 10.4 - The Ruffing Finesse

The ruffing finesse is a special variety of the direct finesse.

- In a ruffing finesse a high card is lead from one hand to a trump card in the opposite hand.
- If the Declarer leads the high card and the left hand Opponent covers it with his high card the trick is ruffed by Dummy.
- If on the other hand the left hand Opponent plays a low card Dummy discards a loser from one of his side suits.
- A ruffing finesse usually needs to be taken before drawing Opponents trumps, because you need to have trumps in Dummy to carry out this technique.

This is a very productive line of play, for even if the finesse loses to the right hand Opponent, Dummy has been able to discard a loser. This has the effect of getting rid of two losers (the lost finesse trick plus the loser in Dummy's side suit) on the one trick.

$$
\text { (Down - } \underline{\text { Up }-\underline{T o p}) ~}
$$

Finesse Situation 14 - Ruffing finesse against the Ace In the example below Declarer leads the King of Hearts as a finesse against the Ace.

1. If the left hand Opponent plays low, a losing card in one of Dummy's side suits is discarded (a small Club in Diagram A).
2. If on the other hand the LH Opponent covers Declarer's King with the Ace, the trick is ruffed in Dunmmy (Diagram B).
3. Declarer's Queen and Jack are now established winners to be cashed in immediately (discarding on it Dummy's two Club losers), or after drawing the Opponents trumps.

If the LH Opponent plays low first time, Declarer leads the Heart Queen for a second finesse, and the Opponent is faced with the same situation once again.


Trump suit (Spades) shown in blue

Now look what happens if this finesse loses to the right hand Opponent (Diagram C). Although the trick is lost, Dummy still has discarded a loser from his side suit. Therefore a positive outcome is still achieved. Also Declarer's Queen and Jack are now established winners for future tricks.


$$
\text { (Down }-\underline{\text { Up }}-\underline{\text { Top }} \text { ) }
$$

Finesse Situation 15 - Ruffing finesse against the King
In the situation below you can take an indirect finesse against the King by playing a low Heart from Dummy to Declarer's Queen. However you can take this finesse only once. If South holds the King and plays low, you can not finesse it again.

A direct ruffing finesse is therefore much better.

1. First play one round of Hearts winning the trick with Declarer's Ace. Dummy is now void in the suit (Diagram A).
2. Declarerer now leads his Heart Queen for a ruffing finesse against the King.
3. If North plays low Dummy discards a loser in Clubs (Diagram B).
4. If North plays his King, it is ruffed in Dummy, and Declarer has now established his remaining Hearts as winners. He can cash those after drawing the Opponents trumps.

Trump suit (Spades) shown in blue

$$
\text { (Down - } \underline{\text { Up }}-\underline{\text { Top }})
$$

Finesse Situation 16 - Ruffing finesse against the Ace and King
Occasionally, when you hold the Queen, Jack and 10 (or better) in a long side suite you have the opportunity to establish that suit by a ruffing finesse against both the Ace and the King.
The great attraction here is that, although you will almost always lose at least one trick, you will be able to discard a side suit loser (if you have any) at the same time.

In the example below Declarer leads his Queen of Hearts.

1. LH Opponent (unless he holds both Ace and King) will always play low. Dummy discards a small losing Club and South wins the trick with the Ace (Diagram A below).
2. Next time Declarer regains the lead he plays his Jack of Hearts, probably covered by North's King, which is ruffed by Dummy (Diagram B).
3. After drawing all Opponents trumps, Declarer's remaining Hearts are now established winners.


Trump suit (Spades) shown in blue
(Down - Up - Top)

## BR 10.5-Conclusions

You regular hear the beginning player's lament "my finesses never work ..." Of course they miss two vital points.
A. If a finesse does not succeed for you, it will not succceed for anybody else who plays the same hand.
B. Always determine which finesses are vital to making the contract and which finesses are not.

Ask yourself :

1. Is this finesse essential for making my contract ?

If so, take the finesse.
2. Can this finesse endager my contract, and is there a better way of play? If so, don't take the finesse.
3. Once the contract is safe : can this finesse provide an overtrick ? If so, take the finesse at the appropriate time.

When you have taken the right finesses and they don't work, you still have the satisfaction having played the correct way, because you have covered the percentage chance that they will work.

$$
\text { (Down - } \underline{\text { Up }}-\underline{\text { Top }} \text { ) }
$$

BR 10.6-Deals 25-28

Deals 25 to 28 test your skills at direct and indirect finessing and finesse thinking.

- Print out Deals 25-28- Individual Hands for all Deals
- Solo Bidding : $\underline{25}|\underline{26}| \underline{27}|\underline{28}|$
- Bidding \& Play

BR 10.7- Quiz 10 - Answers - Review

Lesson 10 : QUIZ

$$
\text { Quiz ANSWERS - Lesson } 10 \text { - Links page }
$$

1. What is the difference between an indirect and a direct finesse ?
2. What type of play is an indirect finesse ?
3. What type of play is a direct finesse ?
4. How many of the top cards should you generally hold to make a direct finesse ?
5. You hold Axx opposite Q Jx

In what situation should you consider taking a direct finesse ?
6. West holds A Q x x opposite East's J 10 x x

How do you finesse?
7. West holds A Qxx opposite East's Jxxx How do you finesse?
8. West holds A K x x opposite East's J $10 \times \mathrm{x}$ How do you play this?
9. West holds A K x x x opposite East's J $10 \times \mathrm{x}$ How do you play this?
10. West holds A K opposite East's J 10 x x in a side suit How do you play this in a trump contract?

Lesson 10 : Quiz ANSWERS

Quiz 10 - Lesson 10 - Links page

1. What is the difference between an indirect and a direct finesse ?

In an indirect finesse you lead a small card from one hand up to a high card in the other hand.
In a direct finesse you lead a high card from one hand up to a higher card in the other hand.
2. What type of play is an indirect finesse ?

A defensive play
3. What type of play is a direct finesse ?

An attacking play
4. How many of the top cards should you generally hold to make a direct finesse ?

At least 4, but preferably 5, of the Honour cards
5. You hold A x x opposite Q J x

In what situation should you consider taking a direct finesse ?
When you need 2 tricks only and can not afford to lose a trick
6. West holds A Q x x opposite East's J $10 \times x$

How do you finesse?
Lead the Jack from East. If South plays low, play low in West. If the trick holds play next round a low card from East to the Queen in West for an indirect finesse.
7. West holds A Q xx opposite East's Jxxx

How do you finesse?
Lead a low card from East for and indirect finesse towards West's Queen. You have not enough Honour cards for a direct finesse.
8. West holds A K x x opposite East's J $10 \times x$

How do you play this?
If you can first lead the Ace from West. Then gain the lead in East via a side suit to lead East's Jack for a direct finesse against South's Queen. If it holds the trick, next round play low in East and the King in West, hoping to drop the Queen on the third round.
9. West holds A K xxx opposite East's J $10 \times \mathrm{x}$ How do you play this?

First lead the Ace, then the King from West, playing for the drop of the Queen : "eight ever, nine never".
Only finesse in this situation when you need to keep South off the lead.
10. West holds A K opposite East's J 10 x x in a side suit How do you play this in a trump contract?
After drawing the enemy's trumps, play the Ace, then the King from West. Then gain the lead in East and lead the Jack for a ruffing finesse against South's Queen. If South plays low, discard a loser in West's hand.


# Contract Bridge <br> LESSON 10a <br> The Dangerous Opponent 

1. General
2. The Unprotected King
3. The Opponents' Long suit
4. The Opponents' ruff
5. Recap

Main Page - Lesson Deals - Play Technique

Previous - Lessons - Next
(Down - Top - Main page)

## BR 10a.1-General

In many contracts the Declarer finds that there is a particular threat from the Opposition that may endanger making the required tricks to fulfill his contract. In these situations it is often one of the two opponents in particular who is the "Danger Man" Declarer must avoid giving him the lead, or avoid giving him the lead at a specific stage in the game.
Typical threats of this nature are :
a. The Unprotected King

Usually Kx (in either Dummy or Declarer's hand) opposite xxx
b. Opponent's Long suit, in No Trump contracts
c. Opponent's early Ruff in a trump contract

When one opponent appears to be holding a void, singleton or doubleton.
These situations have a strong bearing on the way you plan your play strategy, especially regarding any finesses you need to take. Which finesse to take, how to take a finesse, or in which order to take them.

We will look at these three common cases individually in the following Chapters.
I strongly recommend that you take a pack of cards, lay out all four hands, then play each Deal a couple of times so that you get a good grasp of the strategies employed.

## (Down - Up - Top) <br> BR 10a. 2 - The Danger of the Unprotected King

You (South) are in a contract of $\mathbf{3}$ Not Trump with West making an opening lead of the Queen of Hearts.
How can you make sure to make your contract?

|  | Dummy (N) |
| :---: | :---: |
|  | S - A 1094 |
|  | H-A 54 |
|  | D-543 |
| West | C-K 64 |
| Lead $=\mathbf{H}-\mathrm{Q}$ |  |
|  | Declarer (S) |
|  | S - K J 8 |
|  | H-K932 |
|  | D-K 2 |
|  | C-A Q J 2 |

First thing to do of course is to count your sure winners. They are 2 in Spades (A and K), another 2 in Hearts (A and K) and 4 in Clubs (A K Q and J). This makes 8 winners in total. You need one more trick to fulfill your contract. This can come either from an indirect finesse to Declarer's lone ("unprotected") King of Diamonds, or a direct finesse in Spades.
The Diamond finesse would be suicide, because if it fails you will immediately lose at least 4 tricks in that suit. So you must decide to take the finesse in Spades. But which way are you going to take it ???

Normally, after gaining the lead, you would first play Declarer's King of Spades, followed by the Spade Jack for a direct finesse against West. But not in this case !. If the finesse fails and East gains the lead he will immediately lead a Diamond against your unprotected King. If West holds the Diamond Ace you will lose 4 Diamonds tricks at least, plus the lost Spade trick that makes one down or more. East is therefore the Danger Man who must not gain the lead.
Here is the worst case scenario of the complete Deal :

|  | Dummy (N) |  |
| :---: | :---: | :---: |
|  | S - A 1094 |  |
|  | H-A 54 |  |
| West | D-543 | East : DANGER MAN |
| S-765 | C-K 64 | S-Q 32 |
| H-Q J 108 |  | H-76 |
| D-A 96 |  | D - Q J 1087 |
| C-753 | Declarer (S) | C-1098 |

$$
\begin{aligned}
& \mathbf{S}-\text { K J } 8 \\
& \mathbf{H}-\mathrm{K} 932 \\
& \mathbf{D}-\mathrm{K} 2 \\
& \mathbf{C}-\mathrm{A} \text { Q J } 2
\end{aligned}
$$

The correct Declarer play is as follows :
Capture West's opening lead of the Queen of Hearts with Dummy's Ace, then lead the Spade 10 from Dummy. If East plays low, Declarer plays the 8. If Dummy's 10 holds the trick Dummy leads the Spade 4 to trick 3. If East plays low again Declarer plays the Spade Jack. If the Jack holds, Declarer then cashes his Spade King, returns to Dummy with a small Club to Dummy's King. Dummy then cashes the Spade Ace and returns to Declarer's hand via a Heart or Club for the remaining winners.

If West holds the Spade Queen instead (as shown below, after trick 1), Declarer's Spade finesse will obviously lose, but his Diamond King remains safe and cannot be captured. The best West can do is lead another Heart, as cashing the Ace of Diamond followed by a small Diamond will give Declarer an extra trick.

|  | $\begin{aligned} & \text { Dummy (N) } \\ & \text { S - A (10) } 94=\text { lead } \end{aligned}$ |  |
| :---: | :---: | :---: |
|  |  |  |
|  | H-5 4 |  |
| West | D-543 | East : DANGER MAN |
| S - (Q) 65 = wins | C-K 64 | S-73 (2) |
| H-J 108 |  | H-7 |
| D - A 96 |  | D - Q J 1087 |
| C-753 | Declarer (S) $\mathbf{S}-\mathrm{K} \text { J (8) }$ | C-1098 |
|  | H-K93 |  |
|  | D - K 2 |  |
|  | C-AQJ 2 |  |

## STRATEGY 1

When holding and unprotected King (K x [x] opposite $\mathrm{x} \times[\mathrm{x}]$ ) the Opponent which can lead through the King is the DANGER MAN. Plan you play (and finesses) so that that player does not gain the lead.
This strategy is most important in No Trump contracts, but can also be relevant in Trump contracts when you can not afford to lose 2 tricks in the suit concerned.

## (Down - Up - Top) <br> BR 10a. 3 - The Danger of an Opponent's Long Suit

Once again you (South) are in a contract of $\mathbf{3}$ No Trump. During the auction East made an overcall
in Diamonds (showing a good 5-card or longer Diamond suit). West therefore leads a small Diamond.
Plan your play:

|  | Dummy (N) |  |
| :--- | :--- | :--- |
|  | S-A1094 |  |
|  | H-A54 |  |
|  | D-54 |  |
| West | C - J 764 | East |
| Lead $=$ D -3 |  |  |

$$
\begin{aligned}
& \text { Declarer (S) } \\
& \text { S-Q J } 8 \\
& \text { H-K } 322 \\
& \text { D - A J 10 } \\
& \text { C-A Q 2 }
\end{aligned}
$$

Declarer can count 5 sure winners, A of Spades, A and K of Hearts, and the Aces of Diamonds and Clubs. The bidding suggests that East holds 5 or 6 Diamonds headed by K Q. East will also hold at least one of the two black Kings.

Declarer will surely make a 2nd Diamond trick with his Jack. Three more tricks are therefore required to make his contract. If the Spade finesse succeeds all three extra tricks will come from that suit, but if it fails Declarer must also finesse the Clubs for the vital 9th trick.
EAST, with his long Diamond suit, is obviously the DANGER MAN here. He must not be allowed to cash his winners in his suit.

On West's opening lead Dummy plays a low Diamond, East his Diamond Queen and Declarer ducks, playing his 10 !! (playing Declarer's Ace now would be suicidal : can you see why ?)

|  | Dummy (N) |  |
| :---: | :---: | :---: |
|  | S - A 1094 |  |
|  | H-A 54 |  |
| West | D-5 4 | East : DANGER MAN |
| S-76 | C-J 764 | S-K 532 |
| H-10976 |  | H-Q J |
| D-632 |  | D - K Q 987 |
| C-K 1053 | Declarer (S) | C-98 |
|  | $\mathbf{S}-\mathrm{Q} \text { J } 8$ |  |
|  | H-K 832 |  |
|  | D - A J 10 |  |
|  | C-A Q 2 |  |

$\Delta t$ trink 7 Fact leade a cmall Diamond wihich ic movered hy Meplarer'c Iack (on Fact'c lead nf the

Diamond King Declarer would this time of course play his Ace, promoting his Jack to a second Diamond stopper).
The situation is now as shown below. What next?

|  | $\begin{aligned} & \text { Dummy (N) } \\ & \text { S - A } 109 \text { (4) } \end{aligned}$ |  |
| :---: | :---: | :---: |
|  |  |  |
|  | H-A 54 |  |
| West | D - | East : DANGER MAN |
| S-7 (6) | C-J 764 | S - (K) $532=$ wins |
| H-10976 |  | H-Q J |
| D-2 |  | D - K 8 7 = leads next |
| C-K 1053 |  | C-98 |
|  | $\begin{aligned} & \mathbf{S}-(\mathrm{Q}) \text { J } 8=\text { lead } \\ & \mathbf{H}-\mathrm{K} 832 \end{aligned}$ |  |
|  | D - A |  |
|  | C-A Q 2 |  |

When you still hold one stopper in the danger suit (Diamonds), but are likely to lose the lead twice while establishing your winners : lose to the DANGER MAN FIRST !!!. This means that Declarer must take the Spade finesse first. He leads the Queen of Spades, plays low in Dummy and loses the trick to East's Spade King.
East now leads another small Diamond, Declarer wins with his Ace and West plays his last remaining Diamond ! This ensures that when West later gains the lead with the Club King he has no Diamond left to lead back to his partner the DANGER MAN, and East will be unable to cash his two Diamond winners (K and 8).

If instead Declarer (after switching the lead to Dummy via the Ace of Hearts at trick 3) had taken (at trick 4) the Club finesse first, West would still have had a small Diamond to lead out, removing Declarer's Ace. Now, after East gains the lead with the King of Spades he can cash his two Diamond winners (K and 8), defeating the 3NT contract.

|  | Dummy (N) |  |
| :---: | :---: | :---: |
|  | S - A 1094 |  |
|  | H-54 |  |
| West | D - | East : DANGER MAN |
| S-76 | C - J 76 (4) = lead | S-K 532 |
| H-1097 |  | H-Q |
| D-2 = leads next |  | D - K 98 |
| C - (K) 1053 = wins | Declarer (S) $\text { S - Q J } 8$ | C-9 (8) |
|  | H-K 83 |  |
|  | D - A |  |
|  | C-A (Q) 2 |  |

## STRATEGY 2

When you still hold one stopper in the long enemy suit and you need to lose the lead twice in order to establish your winners : LOSE to the DANGER MAN (holding the long suit) FIRST !
This way the DANGER MAN will lead his long suit next, and in the process remove his partner's last remaining card in that suit.

This principle also applies when one of Declarer's 2 losers is an Ace.
For example :

|  | Dummy (N) |  |
| :---: | :---: | :---: |
|  | S-K 1094 |  |
|  | H-A 54 |  |
| West | D-5 4 | East : DANGER MAN |
| S-76 | C-J 764 | S-A532 |
| H-10976 |  | H-Q J |
| D-632 |  | D - K Q 9 8 7 |
| C-K 1053 | Declarer (S) | C-98 |
|  | S - Q J 8 |  |
|  | H-K 832 |  |
|  | D - A J 10 |  |
|  | C-A Q 2 |  |

In above situation force out the Spade Ace first, regardless who holds it (because it could be East). Then when regaining the lead take the Club finesse.

In the case below, take the Spade finesse first, and hope that you will find West with the Club Ace later when tackling the Club suit. If East holds both the Spade K and Club A you will lose your contract no matter what you do.

|  | Dummy (N) |  |
| :---: | :---: | :---: |
|  | S-A 1094 |  |
|  | H-A 54 |  |
| West | D-54 | East : DANGER MAN |
| S-76 | C-J 764 | S-K 532 |
| H-10976 |  | H-Q J |
| D-632 |  | D - K Q 987 |
| C-A 1053 | Declarer (S) $\mathbf{S}-\mathrm{Q} \mathrm{~J} 8$ | C-98 |
|  | H-K 832 |  |
|  | D - A J 10 |  |
|  | C-K Q 2 |  |

## BR 10a. 4 - The Danger of an Opponent's Ruff

Here is a third common scenario involving a Dangerous Opponent and a Declarer strategy concerning a finesse.
You (South) are the Declarer in a contract of 4 Spades, while during the auction period West overcalled Hearts (showing a good 5-card or longer Heart suit).
West leads the King of Hearts. Plan your play.

|  | Dummy (N) |
| :--- | :--- |
|  | S-A 1084 |
|  | H- 54 |
|  | D-J 4 |
| West | C-A K 6 4 |
| Lead : H-K |  |
|  | Declarer (S) |
|  | S-K J 9 7 |
|  | H- A J 10 2 |
|  | D-K |
|  | C-Q 1092 |

At first glance everything looks fine. You can see a possible loser in Spade (to the Q), a certain one in Hearts $(\mathrm{Q})$ and one to Opponent's A of Diamonds. If the Clubs break very badly (West holding 4 Clubs including the Jack) you might lose a trick to the Jack, but that is rather unlikely. Probably 3 losers at the most?

But wait a minute, West overcalled Hearts ! He must therefore have at least five of them, with Dummy's three and your own four that makes $5+3+4=12$ Hearts at least. This means that East has at the most only 1 Heart. West is therefore the DANGER MAN, for if he is allowed to lead again he will lead another Heart, giving his partner (East) the chance for a rough.

Declarer must therefore take the first trick with the Ace of Hearts and immediately draw trumps. But how? He has a possible two way finesse in his trump Spade suit.
If Declarer leads to Dummy's Spade Ace, then finesses East for the Queen and it loses to West (the DANGER MAN), West will immediately lead Hearts, first his Queen which wins the trick, then a small one giving East a rough and the contract goes one down for sure.
But if Declarer plays his Spade King at trick 2, then finesses West for the Queen and it loses to East he is not safe either. For East will surely find the Diamond lead to West's Ace, after which West can still lead his two Hearts (first the Q, then small).

|  | Dummy (N) |  |
| :--- | :--- | :--- |
| West : DANGER MAN | S-A -1084 | East |
| S-6? | H-654 | S $-0-53$ |

$$
\begin{aligned}
& \text { D }- \text { J } 4 \\
& \text { C - AK } 64
\end{aligned}
$$

| D - A Q 63 |  | D-1098752 |
| :---: | :---: | :---: |
| C-53 | Declarer (S) | C-J 87 |
|  | S - K J 97 |  |
|  | H-A J 102 |  |
|  | D - K |  |
|  | C-Q 1092 |  |

Declarer must therefore not finesse at all, but draw two rounds of trumps with his King and Dummy's Ace. Provided the trumps break 2-3 his contract will be safe, for he can afford to lose one trump trick but not two !
If in the process he catches the enemy's Spade Queen and gains an extra trick so be it, but that is purely of secondary importance. (If the Queen does drop on the first two rounds of trumps Declarer will of course play a third round of trumps with his now high Jack.)

Therefore here is a clear case where the slogan "8 ever, 9 never!" (about when to finesse for the Queen) does not apply.
Shown below is the situation after the first 3 tricks have been taken. East still has one trump left, the Spade Queen. He can win a trick with that card at any time during the remainder of the play, but it will not endanger Declarer's contract.

|  | Dummy (N) |  |
| :---: | :---: | :---: |
|  | S-108 |  |
|  | H-6 (5) = leads next |  |
| West : DANGER MAN | D - J 4 | East |
| S - | C-AK 64 | S - Q |
| H-Q 983 |  | H- |
| D-A Q 63 |  | D-1098752 |
| C-53 | $\text { S - J } 9$ | C-J 87 |
|  | H-J 102 |  |
|  | D - K |  |
|  | C-Q 1092 |  |

## STRATEGY 3

When there exists the danger of an Opponent's rough, Declarer immediately draws as many trumps as he can without losing the lead. Where possible he must refrain from taking a finesse in the process !
If Declarer holds the trump Ace and King he can play these in any order. If Declarer hold the Ace and a lower Honour (Q, J or 10), he first plays the Ace, followed (if possible) by a low trump (an indirect finesse) to his next highest Honour.

$$
\text { ( } \underline{\mathrm{Up}}-\underline{\mathrm{Top}})
$$

## BR 10a. 5 - Recap

When there is an Opponent Danger Man, Declarer must follow a special strategy which usually focuses on how, or when, or in which sequence, or if at all to take one ore more finesses. These strategies are :

## STRATEGY 1

When holding and unprotected King ( $\mathrm{K} \mathrm{x}[\mathrm{x}]$ opposite $\mathrm{x} \times[\mathrm{x}]$ ) the Opponent which can lead through the King is the DANGER MAN. Plan you play (and finesses) so that that player does not gain the lead.
This strategy is most important in No Trump contracts, but can also be relevant in Trump contracts when you can not afford to lose 2 tricks in the suit concerned.

## STRATEGY 2

When you still hold one stopper in the long enemy suit and you need to lose the lead twice in order to establish your winners : LOSE to the DANGER MAN (holding the long suit) FIRST !
This way the DANGER MAN will lead his long suit next, and in the process remove his partner's last remaining card in that suit. This principle also applies when one of Declarer's 2 losers is an Ace.

## STRATEGY 3

When there exists the danger of an opponent's rough, Declarer immediately draws as many trumps as he can without losing the lead. Where possible he must refrain from taking a finesse in the process !
If Declarer holds the trump Ace and King he can play these in any order. If Declarer hold the Ace and a lower Honour (Q, J or 10), he first plays the Ace, followed (if possible) by a low trump (an indirect finesse) to his next highest Honour.


Main Page - Lesson Deals - Play Technique Previous - Lessons - Next

## Contract Bridge LESSON 11

Bidding by a Passed Hand

1. When NOT to open the bidding
2. Responses by a Passed hand
3. Replies by the Opener
4. Deals 29 to 32
5. Quiz - Answers - Review

Bidding Guide : $\underline{\mathrm{BG}-9}-\underline{\mathrm{BG}-15}$

## (Down - Top) <br> BR 11.1 - When NOT to open the bidding

We all of course like to open the bidding, but be very disciplined about it.
In first or 2nd position (as dealer or his clockwise neighbour) open only when you have 13 points or more. In 3rd or 4th position you may open the bidding with a good 12-point hand. (It is also useful to count your losers (BG-15, see Lesson 24). With 7 losers or less : open the bidding. With 8 losers or more : do not open the bidding.)

The great advantage of passing with a 11-12 point hand is that your responses (after Partner opens the bidding) can be very aggressive and precise. Opening with a weak hand on the other hand will keep you in a vulnerable and very tentative mood throughout the rest of the auction.

## (Down Fast - Up - Top) <br> BR 11.2 - Responses by a Passed hand

When it is your turn (in the first round of the auction) to open the bidding you will normally Pass with less than 13 pts. This Pass immediately puts an upper limit (of 12 pts ) on the strength of your hand, and converts all future responses you make to your Partner's Opening bid into limit bids. This means that the Opener can Pass at any time, even after you bid a new suit.
It is therefore important to make an aggressive bid if you hold 11-12 pts (a so-called maximum pass).


- Responses with minimum hands (6-10 pts) are the same as if you had not passed previously.
- However Responses with maximum pass hands (11-12 pts) are distinctly different.
a. Jump raise Opener's major suit if you have trump support
b. jump-shift showing a $\mathbf{5}$ card (or longer) suit
c. Bid 2NT with no 5 card suit (or bid a $\mathbf{4}$ card suit at the $\mathbf{1}$ level)
- If you have a trumpfit with Partner's suit and, counting shortage point, now have 13+ points : bid straight to Game.


## PASSED HAND Responses after a 1 in a suit Opening

| Single raise | 1*-2* $=6-10$ pts + Trump fit |
| :---: | :---: |
| Jump raise. | 1*-3* $=11-12$ pts + Trump fit |
| NT responses | $\begin{aligned} & 1 \psi-1 N T=6-10 \text { pts } \\ & 1 \psi-2 N T=11-12 \text { pts and NO } 5 \text { card suit } \end{aligned}$ |
| New suit: <br> at 1 level <br> at 2 level <br> jump shift | $\begin{aligned} & 1 *-1 *=6-12 \text { pts and a } 4+\text { card suit } \\ & 1 *-2 *=11-12 \text { pts and a } 5+\text { card suit } \\ & 1 *-2=11-12 \text { pts and a } 5+\text { card suit } \end{aligned}$ |

Responses to a 1NT opening bid are the same as if you had not passed before (Bidding Guide BG-3), but they have of course an upper limit of 12 points.

Here follow some typical examples.

$$
\text { ( Down - } \underline{\text { Up }-\underline{T o p}) ~}
$$

## Hand 1

You have a balanced hand with $81 / 2$ points, and passed when it was your turn to open the bidding.
a. If your Partner opens with 1C or 1D Your Response = 1NT With a balanced hand and no 4-card major suit bid NT
b. If your Partner opens with $\mathbf{1 H}$ (or $\mathbf{1 S}$ ) Your Response $=\mathbf{2 H}($ or $\mathbf{2 S})$

Single raise your Partner's major suit.
(Down - Up - Top)

## Hand 2

You have a balanced hand with $81 / 2$ points, and passed when it was your turn to open the bidding.

a. If your Partner opens with 1C or 1D or $\mathbf{1 H}$ Your Response $=\mathbf{1 S}$ With $6+$ points and a 4-card major suit : bid new suit at the 1 level
b. If your Partner opens with $\mathbf{1 S}$ Your Response $=\mathbf{2 S}$

With 6-10 points and trump support single raise Partner's major suit.
(Down - Up - Top)

## Hand 3

You have a balanced hand with $12 \frac{1}{2}$ points, and passed when it was your turn to open the bidding.

a. If your Partner opens with 1C or 1D Your Response = 2NT With a balanced hand, 11-12 points and no 4-card major suit jump bid NT
b. If your Partner opens with $\mathbf{1 H}$ (or 1S) Your Response $=\mathbf{3 H}$ (or 3S) With 11-12 points and trump support jump raise your Partner's major suit.
(Down - Up - Top)

## Hand 4

You have a semibalanced hand with 11 points, and passed when it was your turn to open the bidding.

a. If your Partner opens with 1C or 1D Your Response $=\mathbf{2 S}$

With 11-12 pts and a 5 card suit : jump-shift
b. If your Partner opens with $\mathbf{1 H}$ (or 1S) Your Response $=\mathbf{3 H}$ (or 3S)

With 11-12 points and trump support jump raise Partner's major suit.
(Down - Up - Top)

## Hand 5

You have an unbalanced hand with 11 points, and passed when it was your turn to open the bidding.

a. If your Partner opens with $\mathbf{1 C}$ or $\mathbf{1 D}$ Your Response $=\mathbf{2 S}$ With 11-12 pts and a 5 card suit : jump-shift
b. If your Partner opens with $\mathbf{1 H}$ (or 1S) Your Response $=4 \mathrm{H}$ (or 4S)

You now have 13 points (including shortage pts) and a trump support : make sure you reach a Game contract (Partner may Pass at any time) and Game raise Partner's major suit.
(Down - Up - Top)

## Hand 6

You have a balanced hand with 11 points, and passed when it was your turn to open the bidding.

a. If your Partner opens with 1C or 1D Your Response $=\mathbf{1 H}$ With $11-12$ pts and a 4 card suit : bid that suit at the 1 level
b. If your Partner opens with $\mathbf{1 H}$ Your Response $=$ Jump raise to $\mathbf{3 H}$ Showing trump support and a maximum pass (now $11 \mathrm{HCP}+1 \mathrm{SP}=12$ points).
c. If your Partner opens with 1S Your Response = 2NT

Showing a maximum pass but with no 5+ card suit.

## (Down Fast - Up - Top) <br> BR 11.3 - Replies by the Opener

Normally, after your opening bid, Partner's response of a jump raise, jump shift or 2NT bid are forcing to game.

But when he has passed already Partner's responses of a jump raise, a jump shift or bid of 2NT show 11-12 points and are invitational only ! You should pass with a minimum (12-13 points) but should raise to Game with anything more.

After a new suit bid by Partner you also may pass at any time if you feel a Game contract is out of reach. Be aware however that if you find a trump fit and Partner has an unbalanced hand his strength may increase (through additional shortage points) to 13 points or more.

Here follow two examples.

$$
\text { (Down - } \underline{U p}-\underline{\text { Top }})
$$

## Hand 7

Partner has passed when it was his turn to open the bidding.
You have a balanced hand with 15 points, and open (in 3rd position) with 1C.

a. If your Partner responds with 1D, 1H or $\mathbf{1 S}$ Your reply $=\mathbf{1 N T}$ With a balanced hand and no 4-card major suit bid NT
b. If your Partner responds with 1NT Your reply = Pass Your Partner has 6-10 points, not enough for Game.
c. If your Partner responds with 2NT Your reply $=\mathbf{3 N T}$ Your Partner has 11-12 points, enough for a Game contract.
d. If your Partner responds with a jump shift of $\mathbf{2 H}$ (or $\mathbf{2 S}$ ) Your reply $=\mathbf{4 H}$ (or $\mathbf{4 S}$ ) You have a 5-3 trump fit and enough points for a Game contract.
(Down - Up - Top)

## Hand 8

Partner has passed when it was his turn to open the bidding.
You have a balanced hand with $12 \frac{1}{2}$ points, and open (in 3 rd position) with 1C.

a. If your Partner responds with 1D or $\mathbf{1 H}$ Your reply $=\mathbf{1 S}$ Always bid your major 4-card suit.
b. If your Partner responds with $\mathbf{1 S}$ Your reply $=\mathbf{2 S}$

Your Partner has 6-12 points. Your hand has increased to 13 points. If Partner is maximum and unbalanced a Game contract can not be ruled out entirely.
c. If your Partner responds with 1NT Your reply = Pass

Your Partner has 6-10 points only, 7 tricks is probably all you are going to make.
d. If your Partner responds with 2NT Your reply $=$ Pass

Your Partner has 11-12 points and you only $12 \frac{1}{2}$, not enough for Game.
e. If your Partner responds with a jump shift of $\mathbf{2 H}$ Your reply $=$ Pass

You have only 5-2 in the trump suit, but further bidding may get you in hot water.
f. If your Partner responds with a jump shift of $\mathbf{2 S}$ Your reply $=\mathbf{3 S}$

You have a 5-4 trump fit, even with 25 points in the combined hands there is a chance for Game.

$$
(\underline{\text { Down }}-\underline{U p}-\underline{\text { Top }})
$$

## BR 11.4 - Deals 29 to 32

Deals 29 to 32 are examples of bidding by a Passed hand.

- Print out Deals 29-32- Individual Hands for all Deals
- Solo Bidding : $\underline{29}|\underline{30}| \underline{31}|\underline{32}|$
- Bidding \& Play


## BR 11.5- Quiz 11 - Answers - Review

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Lesson 11 : QUIZ
Quiz ANSWERS - Lesson 11 - Links page

1. You hold 12 points. In which situation should you open the bidding ?
2. You have 11-12 points and passed when it was your turn to open the bidding. What type of bid is your first response after partner's opening bid?
3. You have passed and Partner opens with $\mathbf{1 H}$.

What is your response with these hands?
a. S-K J $8 \quad \mathbf{H}-86 \quad \mathbf{C}-\mathrm{A} 754 \quad \mathbf{D}-\mathrm{Q} 982$
b. S-A Q 3 H-9 3 C-10 $9 \quad$ D - K J 1092
c. S-AJ H-Q762 C-632 D-KJ87
d. S-AJ762 H-K854 C-Q42 D-2
e. S-AJ 8 H-73 C-KQ9 D-J 1093
f. S-K 984 H-2 C-A $865 \quad \mathbf{D}-\mathrm{KJ} 42$
g. S-J 105 H-Q J 3 C - AK 753 D-73
4. Partner initially passed and you opened $\mathbf{1 H}$ with the following hand.

$$
\mathbf{S}-\mathrm{AQ} \quad \mathbf{H}-\mathrm{K} 10984 \quad \mathbf{C}-\mathrm{Q} 93 \quad \mathbf{D}-\mathrm{J} 109
$$

What is your reply to partner after his responses shown in bold below?
a. Pass - $1 \mathrm{H}-\mathbf{1 S}$ - Your reply?
b. Pass - 1H-1NT - Your reply?
c. Pass - 1H-2C - Your reply ?
d. Pass - 1H-2D - Your reply?
e. Pass - 1H-2H - Your reply?
f. Pass $-1 \mathrm{H}-3 \mathrm{H}$ - Your reply?
g. Pass - $1 \mathrm{H}-\mathbf{2 N T}$ - Your reply?
5. Partner initially passed and you opened $\mathbf{1 H}$ with the following hand.

$$
\text { S-A Q H - K } 10984 \quad \mathbf{C}-\mathrm{A} 93 \quad \text { D - Q J } 10
$$

What is your reply to partner after his responses shown in bold below?
a. Pass-1H-1S - Your reply?
b. Pass - 1H-1NT - Your reply?
c. Pass $-1 \mathrm{H}-2 \mathrm{C}$ - Your reply?
d. Pass - 1H-2D - Your reply?
e. Pass $-1 \mathrm{H}-2 \mathrm{H}$ - Your reply?
f. Pass $-1 \mathrm{H}-3 \mathrm{H}$ - Your reply?
g. Pass - $1 \mathrm{H}-\mathbf{2 N T}$ - Your reply?

Lesson 11 : Quiz ANSWERS

$$
\text { Quiz } 11 \text { - Lesson } 11 \text { - Links page }
$$

1. You hold 12 points. In which situation should you open the bidding ?

With a good 12 point hand, pass when in 1st or 2 nd position, but open when you are in 3rd or 4th position to open the bidding.
2. You have 11-12 points and have passed when it was your turn to open the bidding.
What type of bid is your first response to partner's opening bid ?
All your bids have an upper limit of 12 points. They therefore are Limit bids and partner may pass at any time during the bidding.
3. You have passed and Partner opens with $\mathbf{1 H}$.

What is your response with these hands ?
a. S-K J $8 \quad$ H-8 $6 \quad$ C-A $754 \quad$ D-Q 982

Respond with 1NT, showing 6-10 points, no Heart support and no 4-card Spade suit.
b. S-A Q $3 \quad \mathbf{H}-93 \quad \mathbf{C}-109 \quad$ D - K J 1092

Respond with 2D, showing a maximum pass, no Heart support and a 5card Diamond suit.
c. S-A J H-Q $762 \quad$ C-632 D-K J 87

Respond with $\mathbf{3 H}$, showing a maximum pass and Heart support.
d. S-A J $762 \quad \mathbf{H}-\mathrm{K} 854 \quad \mathbf{C}-\mathrm{Q} 42 \quad \mathbf{D}-2$

Respond with $\mathbf{4 H}$. You have trump support and with distribution points you now have 13 points.
e. S-A J 8 H-73 C-K Q 9 D - J 1093

Respond with 2NT, showing a maximum pass, no Heart support, no 4card Spade suit and a balanced hand.
f. S-K 984 H-2 C - A 865 D - K J 42

Respond with 1S, showing a 4-card Spade suit and no Heart support.
g. S-J $105 \quad \mathbf{H}-\mathrm{Q}$ J 3 C - A K 753 D - 73

Respond with $\mathbf{3 H}$, showing a maximum pass and Heart support.
4. Partner initially passed and you opened $\mathbf{1 H}$ with the following hand.

$$
\mathbf{S}-\mathrm{AQ} \quad \mathbf{H}-\mathrm{K} 10984 \quad \mathbf{C}-\mathrm{Q} 93 \quad \mathbf{D}-\mathrm{J} 109
$$

What is your reply to partner after his responses shown in bold below?
a. Pass-1H-1S - Your reply 1NT
b. Pass - 1H-1NT - Your reply Pass
c. Pass - 1H-2C - Your reply Pass
d. Pass - 1H-2D - Your reply Pass
e. Pass $-1 \mathrm{H}-2 \mathrm{H}$ - Your reply Pass
f. Pass $-1 \mathrm{H}-3 \mathrm{H}$ - Your reply Pass
g. Pass - 1H-2NT - Your reply Pass
5. Partner initially passed and you opened $\mathbf{1 H}$ with the following hand.

$$
\text { S - A } 6 \quad \text { H - K J } 1094 \quad \mathbf{C}-\mathrm{A} 93 \quad \mathbf{D}-\mathrm{Q} 94
$$

What is your reply to partner after his responses shown in bold below?
a. Pass - 1H-1S - Your reply 1NT
b. Pass - 1H-1NT - Your reply Pass
c. Pass - 1H-2C - Your reply 3NT
d. Pass - 1H-2D - Your reply 3NT
e. Pass $-1 \mathrm{H}-2 \mathrm{H}$ - Your reply Pass
f. Pass - 1H - 3H - Your reply 4H
g. Pass-1H-2NT - Your reply 3NT
http://www.jazclass.aust.com/bridge/br12.htm


# Contract Bridge LESSON 12 

Handling a Trump suit

1. The 8 -card Trump fit
2. The $4-4$ Trump fit
3. The $5-3$ Trump fit
4. The Cross Ruff
5. The Dummy Reversal
6. Deals 33 to 36
7. Quiz - Answers - Review
$\frac{\text { Main Page }- \text { Lesson Deals }- \text { Play Technique }}{\text { Previous }- \text { Lessons }- \text { Next }}$

## (Down - Top) <br> BR 12.1 - The 8-card Trump fit

The primary and most important objective for playing in a trump contract is to maintain control during the play.
Without a trump suit the Opponents may be able to win 4 or even 5 tricks in a suit in which they have a strong holding. In a trump contract on the other hand the damage can usually be reduced to 1 or 2 losing tricks only.

A trump fit consists of 8 or more trump cards in the combined hands. This is three cards more than the opposition.
Also, when the Opponents hold an odd number of cards in a suit, statistically they are most likely divided evenly between the two hands. A 5-card combined enemy holding will break 2-3 about $65 \%$ of the time ( 2 to 1 ).

With only 7 trump cards in the combined hands, the enemy will hold 6 trumps, only one less than your side.
Furthermore, with an even number of cards the odds are about 2 to 1 (65\%) that they are divided unevenly between the two hands. (Exception : When Opponents hold only 2 cards in a suit, $52 \%$ of the time they will break 1-1.)

A 6-card trump holding by the enemy will be divided 4-2 or worse $65 \%$ of the time. This means that when Declarer holds only 4 trump cards he will need all of them to draw the enemy trumps. In the process he will loose the vital objective of the trump suit : maintaining control!

Therefore, when your Partner shows a 4-card suit avoid raising that suit with only 3 card support, even if they are $\mathrm{A}, \mathrm{K}$ and Q . You will convert these into winning tricks anyway. Always look for length in a trump suit, rather than just strength.

## (Down Fast - Up - Top) <br> BR 12.2 - The 4-4 Trump fit

The best strategy in most trump contracts is to draw the enemy trumps early in the game. This prevents the Opponents of winning tricks by ruffing, while Declarer maintains control of the play with his remaining trumps.

## Situation 1

In the deal below Declarer draws 3 rounds of trumps, ending up with two remaining trumps, one in Dummy and the other in his own hand.

To maintain control over the remaining tricks it is generally best to hold on to these trumps as long as possible. However if he waits until the very last trick, both trumps are played on the same trick, providing one trick only.

Therefore, at one stage Declarer must try to ruff with one of the trumps. It does not matter in which hand he ruffs. Either way he will gain an extra trick. After this has been achieved he can hold the last remaining trump (and maintain control !) until the very end, as it will always make a trick, no matter what !


Initial trumps holdings


After drawing 3 rounds of trumps

## Situation 2

Now look at the deal below.
In this case Declarer holds only the Ace and King as top trump cards. After drawing 2 rounds of trumps one of the defenders is left with the top trump (Jack of Hearts).
In the great majority of cases it is best not to draw this enemy trump. The trump Jack will make a trick no matter what, so why waste two of your own trumps on it?


Initial trumps holdings


After drawing 2 rounds of trumps

Declarer now has 4 instead of 2 trumps left and with a bit of luck may be able to use most of them for ruffing. As soon as the Left Defender (in above example) gains the lead he will no doubt lead his trump Jack to draw 2 trumps out, but that does not always happen.

In general Declarer should draw the enemy's LOSING TRUMPS only.
There are two situations where Declarer should draw all enemy trumps :

1. When Declarer wants to run a long suit in Dummy and there are no side entries to Dummy.
In such case the Defenders can ruff the suit and cut off access to the remaining winners in Dummy.
2. Declarer deliberately wishes to give the lead to the Defence.

## (Down - Up)

## Situation 3

What about the Deal below?
In this case Declarer has only one high trump card, the Ace. If he leads the Ace first and then a small trump to the next trick, the Defenders will win and most likely draw a third round of trumps.


The proper course for Declarer in this situation is to lead a small trump first. The Opponents will win the trick. If they lead a second trump Declarer will win it with the Ace, leaving the remaining trump winner of the defence (trump King) stranded. If the defenders don't draw trumps, Declarer will lead the trump Ace as soon as he regains the lead, but not lead a third round of trumps.
The same strategy applies to a 5-3 or any other trump fit holding.

The exception to this approach is when Declarer fears the Opponents may be able to win some early tricks by ruffing a long side suit he holds. In this case lead the Ace and follow up with a small trump.

## BR 12.3 - The 5-3 Trump fit

(Down Fast - Up - Top)

As in a 4-4 trump fit, in most cases it is best to draw the enemy's trumps early in the game.

## Situation 4

With the top three winners in the trump suit draw all enemy trumps. When they break 3-2 the situation after three rounds is like this :


Initial trumps holdings

Dummy


Declarer


After drawing 3 rounds of trumps

The first thing to notice is, that after 3 rounds of trumps there are none left in Dummy.
This means that if Declarer wishes to ruff in Dummy he must do this before drawing trumps.

If Declarer wishes to ruff in Dummy only once he can draw 2 rounds of trumps first, then ruff a trick with Dummy's last remaining trump. After that he must return to his own hand to draw the last enemy trump (or trumps if the enemy trumps break 4-1).

As with a 4-4 trump fit, Declarer, after drawing 3 rounds of trumps, has two remaining trumps to his disposal, but there is a vital difference.
A. With a 4-4 trump fit the two remaining trumps are divided over the two hands, one in Dummy and one in Declarer's hand.
In order to produce 2 tricks with these one of them needs to be used for a ruff, otherwise both trumps will in the end fall on the same trick, producing one trick only.

B. With a 5-3 trump fit the two remaining trumps are in the same hand.

This means no matter what, they will always produce 2 extra tricks, and it is therefore not necessary to ruff. Ruffing will only weaken Declarer's control over the game.
Ruffing in this situation should therefore always have a specific purpose, like preventing the enemy from running their long suit, or developing a long suit in Dummy, etc.

This is a very important principle which is not properly appreciated by many beginners and even intermediate players.

## IN GENERAL

When there are an equal number of trumps in Declarer's and Dummy's hand, a ruff in either hand will produce an extra trick.

When there are more trumps in Declarer's hand than in Dummy, or vice versa, only a ruff in the shorter hand will produce an extra trick.
(Down - Up)

## Situation 5

With only 2 top cards in the trump suit Declarer in most cases should only draw 2 rounds of enemy trumps.
If he then manages to force the Opponent to ruff a trick in one of his side suits he has 4
trumps left. With these he will always produce three extra tricks no matter what. He will make even a 4th extra trick if he can ruff once in Dummy.


Initial trumps holdings

Dummy


Declarer


After drawing 2 rounds of trumps
(Down - Up - Top)

## BR 12.4 - The Cross Ruff

## Situation 6

Consider the following Deal. The contract is $\mathbf{4}$ Spades.
If Declarer decides to draw all enemy trumps (in three rounds) he will end up with making only 8 tricks in total. Five tricks in trumps (including one ruff in Dummy or his own had) plus three Aces in the side suits. This is two tricks short of his contract.

## Dummy



Declarer therefore must play a cross ruff game.
Instead of drawing trumps Declarer plans to use the trumps in each hand for ruffing. This deal is ideally suited for this approach as :

1. Declarer and Dummy both have unbalanced hands
2. Dummy has lots of trumps
3. The Opponents have only low trumps and will be unable to over ruff

Declarer wins the opening lead in Clubs with the Club Ace in his own hand. What should he do next?

Dummy


## Cross Ruff - Rule Nr. 1

Before starting the cross ruff always cash in your sure winners in the side suit(s) first.
If you don't the Opponents may be able to discard their cards in that suit and ruff your winners.
Therefore, at trick 2, Declarer first cashes in the Ace of Diamonds. (Opponents perhaps may be able to discard their Diamonds on the Heart ruffs). Then, at trick 3 he leads a small Heart to Dummy's Ace.

## Dummy



Declarer

The scene is now set for a cross ruff game.
At trick 4 Declarer leads a low Heart from Dummy and ruffs it in his own hand. He then (trick 5) leads a small Club from his hand which is ruffed in Dummy.
This process is repeated until all trumps have been used, and instead of 8 tricks, Declarer wins 11 tricks in total.

Dummy


Declarer

Could the Defence have done anything about this ? Yes for sure !! The bidding went probably like this :

## Declarer Dummy

1 Diamond 1 Heart
1 Spade 4 Spades

The bidding reveals Dummy as a relatively weak hand, unbalanced with at least 4 trumps (see BG-4). In such a case a trump opening lead is usually most effective, as it will reduce Dummy's ruffing potential (BG-14).

In the deal under discussion it won't stop Declarer making his contract, but it will reduce his trick total from 11 to 10 . In a duplicate bridge competition this may make the difference between a bottom score and an average or perhaps even top score for the Defenders.

## Dummy



## BR 12.5 - The Dummy Reversal (an Advanced play technique)

## Situation 7

Now consider the deal below. The contract is 4 Hearts.
By simply drawing trumps Declarer will end up making a total of 8 tricks, five in the trump suit plus 2 Club and one Diamond winner. So that is not going to work.

Ruffing two Diamonds in Dummy before drawing trumps ?
That is not going to work either. As soon as the Opponents become aware of Declarer's intention (when he plays the Diamond Ace, followed by a small Diamond) they will start drawing trumps themselves and Dummy will be able to ruff one Diamond trick at the most. Not enough to make the contract.

Dummy


Instead Declarer decides to do a Dummy Reversal play, by

1. first ruffing Dummy's four Spade losers in his own hand,
2. and then draw the enemy trumps with the three high trumps from Dummy.

Declarer wins the King of Spades opening lead by a ruff in his own hand. At trick 2 he leads a small Diamond to Dummy's Ace.


This brings the lead back to Dummy, who plays (trick 3) a second small Spade, which is ruffed by Declarer with the ACE!
At trick 4 Declarer leads a small Club to Dummy's Ace . . . .

Dummy

.... which brings the lead back to Dummy for yet another Spade lead (trick 5) and ruff by Declarer with the Queen.

Dummy


Another lead to Dummy's Club King (trick 6), provides the entry for the last Spade lead and ruff (trick 7).

## Dummy



Declarer then (trick 8) finally leads his last remaining small trump to Dummy, who proceeds to win three rounds of trumps. This brings the total to 10 winning tricks, four ruffs by Declarer plus three trump tricks and three side suit winners in Dummy. (Any other opening lead would have the same result, provided a trump lead is won in Dummy.)

Also note that Declarer ruffed with his high trumps, making sure to leave a small trump at the end to lead from his hand to Dummy. He could have kept a Jack or Queen, as these could have been overtaken by Dummy's King. But having at the end only the trump Ace in his hand he would not be able to enter Dummy and draw the enemy trumps.

Also using Declarer's high trumps for ruffing prevents the Opponents from over ruffing!

The Dummy Reversal is the rare exception when it pays to ruff in the hand with the longer trump suit.
It requires the following conditions :

1. Dummy's trumps must be high enough to be able to draw the enemy trumps.
2. Dummy must have length in Declarer's singleton or voided suit.
3. Dummy must have enough entries to lead the ruff suit back to Declarer.
4. Declarer should have high trump cards too, so that they can not be over ruffed by the enemy.
(Down - Up - Top)
BR 12.6 - Deals 33 to 36
Deals 33 to 36 are examples of trump plays as outlined in this lesson.

- Print out Deals 33-36- Individual Hands for all Deals
- Solo Bidding : $\underline{33}|\underline{34}| \underline{35}|\underline{36}|$
- Bidding \& Play


## BR 12.7- Quiz 12-Answers - Review

Lesson 12 : QUIZ

$$
\text { Quiz ANSWERS - Lesson } 12 \text { - Links page }
$$

1. The opponents hold 6 cards in your trump suit. What are the odds that they will be divided 3-3?
2. The opponents hold 5 cards in your trump suit. What are the odds that they will be divided 3-2?
3. You have a $4-4$ trump fit. After drawing 3 rounds of trumps : in which hand should you ruff in order to win 5 trump tricks in total?
4. You have a 5-3 trump fit. In which hand should you ruff and when, in order to make additional trump tricks. ?
What is the exception to this general approach ?
5. Your Hearts trump suit holding is AK832 Q64

How many rounds of enemy trumps are you going to draw?
6. Your Spades trump suit holding is AK832 $\mathbf{7 6 4}$

How many rounds of enemy trumps are you going to draw?
7. Your Hearts trump suit holding is AK832 J64

How many rounds of enemy trumps are you going to draw?
8. Your Spades trump suit holding is A K9 32 J 104

How many rounds of enemy trumps are you going to draw?
9. Your Hearts trump suit holding is A $10832 \mathbf{8 6 4}$

How many rounds of enemy trumps are you going to draw?
10. Your Spades trump suit holding is K Q932 J $\mathbf{1 0 4}$

How many rounds of enemy trumps are you going to draw?
11. Your Hearts trump suit holding is A983 Q642

How many rounds of enemy trumps are you going to draw?
12. Your Spades trump suit holding is A Q93 J 1042

How many rounds of enemy trumps are you going to draw?
13. Your Hearts trump suit holding is K Q $873 \mathbf{6 5 4}$

How many rounds of enemy trumps are you going to draw?
14. Your Spades trump suit holding is K9853 J 104

How many rounds of enemy trumps are you going to draw?
15. What are the requirements for playing a cross ruff game, rather than drawing trumps.
Can you do a bit of both?
16. What are the requirements for playing a dummy reversal game?

Lesson 12 : Quiz ANSWERS

Quiz 12 - Lesson 12 - Links page

1. The opponents hold 6 cards in your trump suit. What are the odds that they will be divided 3-3?
Only about $35 \%$ of the time.
2. The opponents hold 5 cards in your trump suit. What are the odds that they will be divided 3-2?
About 65\% of the time.
3. You have a $4-4$ trump fit. After drawing 3 rounds of trumps : in which hand should you ruff in order to win 5 trump tricks in total?
Ruffing in either hand will produce the extra trick. However once you have ruffed in one hand, the final trump is usually best saved until the last trick in order to maintain control of the game.
4. You have a 5-3 trump fit. In which hand should you ruff and when, in order to make additional trump tricks. ?
What is the exception to this general approach ?
Only ruffing in the short suited side (with 3 trumps, usually Dummy) will produce extra tricks. You must therefore do this before drawing all enemy trumps, otherwise the short holding will be depleted.
The exception is when you ruff 3 or more times in the 5 -card trump suited side. In such case there are then more trumps in Dummy than in Declarer's hand. This is either a cross ruff or a dummy reversal play.
5. Your Hearts trump suit holding is AK832 Q64

How many rounds of enemy trumps are you going to draw?
Draw 3 rounds of enemy trumps. If the enemy suit breaks 4-1 only draw a fourth round if your trump is higher than the opponent's.
6. Your Spades trump suit holding is AK832 $\mathbf{7 6 4}$

How many rounds of enemy trumps are you going to draw?
Only draw 2 rounds of trumps. The remaining enemy trump(s) are higher than your's.
7. Your Hearts trump suit holding is AK832 J64

How many rounds of enemy trumps are you going to draw?
Draw 2 rounds of trumps. If the enemy's trump Queen is dropped under your Ace
or King draw a third round of trumps with your Jack which is now the highest trump card.
8. Your Spades trump suit holding is A K9 32 J 104

How many rounds of enemy trumps are you going to draw?
Draw 3 rounds of trumps. If possible first lead the Ace (covering the remote chance of dropping a singleton Queen).
Then bring the lead to Dummy via a side suit and lead the trump Jack for a Direct finesse against the enemy's Queen.
9. Your Hearts trump suit holding is A $10832 \mathbf{8 6 4}$

How many rounds of enemy trumps are you going to draw?
Draw 2 rounds of trumps. First round play low both sides, then the second round play your Ace.
10. Your Spades trump suit holding is KQ932 J104

How many rounds of enemy trumps are you going to draw?
Draw 3 rounds of trumps, unless the opponents are silly enough to hold up their
Ace twice. In that case stop after 2 rounds.
11. Your Hearts trump suit holding is A983 Q642

How many rounds of enemy trumps are you going to draw?
Depends on how the cards fall.
First lead a low trump from your hand to Dummy's Queen for an indirect finesse against the King.
a. If the first opponent plays his King, Dummy's Queen will be a winner. Draw 3 rounds of trumps.
b. If both opponents play low, Dummy's Queen will win the first trick. Draw only one more round of trumps winning with your Ace.
c. If Dummy's Queen is captured by the second defender's King, Draw one more round of trumps, winning with your Ace.
12. Your Spades trump suit holding is A Q9 3 J 1042

How many rounds of enemy trumps are you going to draw?
Draw 3 rounds of trumps. Lead Dummy's Jack for a direct finesse against the King. If it holds lead the 10 for a second finesse.
13. Your Hearts trump suit holding is KQ873 654

How many rounds of enemy trumps are you going to draw?
Lead a low trump from Dummy for an indirect finesse against the Ace.
a. If the first opponent plays his Ace, draw two more rounds of trumps as your King and Queen are top cards.
b. If both opponents play low, return to Dummy and lead another low trump for a second indirect finesse. Regardless of the outcome do not play another round of trumps, as opponents remaining trump will be higher.
14. Your Spades trump suit holding is K9853 J 104

How many rounds of enemy trumps are you going to draw?
First lead Dummy's Jack for a direct double finesse against the opponents Ace and Queen. If the Queen is not played, repeat the finesse with Dummy's 10. Unless the enemy holds up their Ace twice, draw 2 rounds of trumps only.
15. What are the requirements for playing a cross ruff game, rather than drawing trumps.
Can you do a bit of both?
An abundance of trumps in Dummy (4 or more), unbalanced distribution in both hands, with shortness in different suits. Preferably the enemy trumps should also be low ones only, so that they are unable to over ruff.
You should decide at the beginning of play which strategy to use. Do not start drawing trumps and then switch over to a cross ruff or vice versa, it usually spells defeat.
16. What are the requirements for playing a dummy reversal game?
I. Dummy's trumps must be high enough to be able to draw the enemy trumps.
II. Dummy must have length in Declarer's singleton or voided suit.
III. Dummy must have enough entries to lead the ruff suit back to Declarer.
IV. Declarer should have high trump cards too, so that they can not be over ruffed by the enemy.


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Technique Previous - Lessons - Next

## Contract Bridge

 LESSON 13Preemptive Opening bids

1. Vulnerable and Not Vulnerable
2. The Penalty Double
3. Valuation of very unbalanced hands
4. Preemptive Openings - The Rule of 2 and 3
5. Responses to Preemptive Openings
6. Deals 37 to 40
7. Quiz - Answers - Review

Bidding Guide : $\underline{\mathrm{BG}-7}$
(Down - Top)

## BR 13.1 - Vulnerable and Not Vulnerable

Before explaining the principles of Preemptive bidding, it is necessary to understand two more aspects of the game, vulnerability and the penalty double.

Vulnerability is an aspect of the game used in the original Rubber bridge style of play, where a side becomes vulnerable after having reached a certain score level.

In modern Duplicate Bridge this aspect has been maintained in an artificial way, where the Vulnerability of a side rotates from one board to the next.
For example on Board 1 no side is vulnerable, on Board 2 North South are vulnerable, on Board 3 East West, and on Board 4 both sides are vulnerable.
The entire sequence is set by the International Bridge federation. It runs over 16 boards an then is repeated for each next set of 16 boards (see Scoring).
The Vulnerability is indicated on each individual board,


Duplicate board
Dealer East, NS Yulnerable usually by a circular red dot

Vulnerability of a side raises the stakes in terms of points scored for a contract considerably. The trick points score and part score bonus remain the same, but

- the bonus points for a Game contract is raised from 300 to 500 points
- the bonus points for a Small Slam are raised from 800 to 1250 points
- the bonus points for a Grand Slam are raised from 1300 to 2000 points
- Down tricks too are penalised heavier, 100 points per down trick instead of 50


## (Down - Up - Top) <br> BR 13.2 - The Penalty Double

If a player believes the Opponents have bid a contract which they can not make he can "Double" when it is his turn to bid. Like each other final bid, A Double must be followed by a "Pass" from each of the other three players before it is locked in as the final bid. For example :

| North | East | South | West |
| :--- | :--- | :--- | :---: |
| 1 S | Pass | 2 S | Pass |
| 4 S | Pass | Pass | DBL |
| Pass | Pass | Pass | - |

The Double raises the stakes in terms of points scored at the end of the game.
If the contract is indeed defeated each down trick is worth considerably more to the opposition.
For example :

| Down tricks | Not Doubled | Doubled <br> Not Vulnerable | Doubled <br> Vulnerable |
| :---: | :---: | :---: | :---: |
| 1 Down | 50 | 100 | 200 |
| 2 Down | 100 | 300 | 500 |
| 3 Down | 150 | 500 | 800 |

If, on the other hand the Declarer manages to make his contract his side too will receive a much higher score.
Each trick made receives double the amount of trick points, plus 50 extra bonus points ("for the insult").
If, as a result of the Double the trick points come within the range of a Game or Slam contract the Bonus points for that are also added to the total score.


For example (Not Vulnerable) :
2D DBL and made $=2 \times 2 \times 20$ (trick pts) +50 (part score bonus) +50 (for the insult) $=180$ pts
2H DBL and made $=2 \times 2 \times 30$ (trick pts) +300 (game score bonus) +50 (for the insult) $=470 \mathrm{pts}$

Any overtricks made too score additional bonus points, 100 pts per overtrick when not vulnerable and 200 pts per overtrick when vulnerable.

If the Declaring side, despite the "Double", are convinced they will make their contract they can "Redouble" Opponents Double. This raises the stakes even more. The Redouble is locked in as the final bid after three successive Passes.

| North | East | South | West |
| :--- | :--- | :--- | :--- |
| 1 S | Pass | 2 S | Pass |
| 4 S | Pass | Pass | DBL |
| RDBL | Pass | Pass | Pass |

Part score contracts of 1 or 2 are rarely Doubled for penalties. Instead Doubles at these levels are usually made for Take Out.
A take out Double is made by player who has 12 points or more but, after the Opponents have opened the bidding, has no proper bid to make (see Lesson 14 on Take Out Doubles).

## (Down - Up - Top) <br> BR 13.3 - Valuation of very unbalanced hands

Consider the hand below.
It is obvious that a contract of 7 Hearts is unbeatable, yet the hand contains only 10 High Card Points.


You are not likely to get a hand like this in a lifetime of playing bridge, however it makes an important point :

The more unbalanced a hand, the less realistic normal points valuations becomes.

Take Hand 2 below.
It contains only 9 high card points, but has a much higher trick taking potential when played in a trump contract in Hearts.


For hands with a good 7-card suit, or any 8+ card suit, and $\mathbf{1 0}$ High Card Points or less discard the point valuation and instead count your number of potential tricks.


Use the following method:
With a good 7-card (or any 8+card) suit and 6-18 HCPs
Count one trick for:

1. Every card after the third card in a suit
2. Every Ace and King
3. Every Queen supported by a second Honour in that suit

But do not count a singleton K or Q , or doubleton Q

In Hand 2 count in the assumed trump suit 1 trick each for the King and Queen (supported by the K) and one for each card after the 3rd card in the suit. This makes 6 tricks in the Heart suit plus 1 for the Ace of Spades, a total of 7 trick for the whole hand.


The trick taking potential for Hand 3 below is :

- One trick for the Heart King
- One trick for each Heart card after the 3rd (4 tricks)
- One trick for the Diamond Queen (supported by the Jack)
- One trick for the 4th card in Diamonds


A total of 7 potential tricks.

## (Down - Up - Top)

## BR 13.4 - Preemptive Openings: The Rule of 2 and 3

Up to this point in this Bridge Course we have paid all out attention on how to win more points in the game. Bidding a Game or Slam contract to receive higher bonus points, trying to make an overtrick to gain extra trick points, etc.

But what do we do when the Opponents have most of the strength? Sure we do our best to defeat their contract, or try to prevent them from making an overtrick. But these are only two actions which support our main objective :

When the Opponents have the upper hand in terms of card strength focus on disrupting their bidding and on your side losing less points !

Now let us look from this perspective once more at Hand 3 below.
It is not hard to imagine that the Opponents on this deal may well have a Game contract in Spades or even Clubs. This will give them a score of around 400 not vulnerable, or 600 when vulnerable.
You, holding this hand will therefore receive a minus score of the same amount (-400 or -600).


If on the other hand you were to play this contract instead in 4 Hearts, you might not make your contract and go down 2 tricks instead (Partner surely will contribute at least 1 more trick). But even if the Opponents double, you may end up with a minus score of only -300 (not vul.) or -500 (vul.). That is less than if they had played and made their Game contract.

This is the rationale and objective of pre-emptive opening bids, and weak long suited hands are ideal for this purpose. Make a pre-emptive opening bid of 3 or 4 in your suit. This will disrupt the bidding and make it hard for the Opponents to find and bid their own contract.

But be careful not to overbid. If you end up going down 3 or 4 tricks you may lose more points than the Opponents' Game contract would have been worth and that would of course defeat the purpose.
Follow therefore the Rule of 2 and $\mathbf{3}$ which says :

The Rule of 2 and 3

Bid 2 more than the tricks you hold when Uulnerable
Bid 3 more than the tricks you hold when NOT Uulnerable

Using this rule with Hand 3 below you would make a pre-emptive opening bid of :

- 3 Hearts - if your side is vulnerable (7 tricks $+2=9$ ), and
- 4 Hearts - if your side is not vulnerable ( 7 tricks $+3=10$ )


Use the Rule of 2 and 3 up to the Game level of your suit ( $4 \mathrm{H}, 4 \mathrm{~S}, 5 \mathrm{C}, 5 \mathrm{D}$ ). Therefore with 8 tricks and a long Heart suit open with 4 H when not vulnerable, and not 5 H .

See also the Bidding Guide (BG-15, intBG-18, advBG-20) for the LTC values (Losing Trick Count for Weak Twos and Premptive openings.

With stronger long suited hands ( 11 HCPs and more), pre-emptive openings lose their purpose. The Opponents are less likely to have the upper hand in terms of card strength, and you are likely to disrupt your own side's bidding rather then theirs.
(Down Fast - Up - Top)

## BR 13.5 - Responses to Preemptive Opening bids

When your Partner makes a pre-emptive opening bid (of 3, 4 or 5 in a suit) the first thing you must realise is that he is making a limit bid. This means that you may Pass at any time.

Partner specifies his hands very precisely in the number of tricks he will make, rather than in points.
Likewise you too should now valuate your hand not in points but in quick tricks.
First :

1. subtract $\mathbf{2}$ tricks from the bid he made when vulnerable, or subtract $\mathbf{3}$ tricks from the bid he made when not vulnerable
2. Then add to this your own quick tricks as shown on the Table below, and bid or pass accordingly.


## Example 1

Your Partner opened the bidding with $\mathbf{3 H}$.
You hold Hand 4 below.


Your response :
I. Not vulnerable - Partner promises 9-3=6 tricks You hold $\mathbf{3}$ quick tricks - Ace of Spades plus King and Queen of trumps. Together you hold therefore $6+3=9$ tricks $\ggg$ Pass
II. Vulnerable - Partner promises 9-2 $=7$ tricks

You hold $\mathbf{3}$ quick tricks - Ace of Spades plus King and Queen of trumps. Together you hold therefore $7+3=10$ tricks $\ggg$ bid 4 H
(Down - Up)

## Example 2

Your Partner opened the bidding with $\mathbf{4 S}$.
You hold Hand 5 below.


Your response :
I. Not vulnerable - Partner promises 10-3=7 tricks

You hold 2 quick tricks - King of trumps plus King and Queen of Diamonds.
Together you hold therefore $7+2=9$ tricks $\ggg$ Pass
You may well go down 1 trick.
II. Vulnerable - Partner promises 10-2 $=8$ tricks

You hold 2 quick tricks - King of trumps plus King and Queen of Diamonds.
Together you hold therefore $8+2=10$ tricks $\ggg$ Pass
You will probably make your contract.
(Down - Up)

## Example 3

Your Partner opened the bidding with $\mathbf{3 H}$.
You hold Hand 6 below.


Your response :
I. Not vulnerable - Partner promises 9-3=6 tricks

You have a strong hand and hold $\mathbf{5}$ quick tricks - Ace of Spades, Ace of trumps,
Ace King of Clubs plus a singleton Diamond with trump support.
Together you hold therefore $6+5=11$ tricks $\ggg$ bid 4 H
II. Vulnerable - Partner promises 9-2 $=7$ tricks

You have a strong hand and hold $\mathbf{5}$ quick tricks - Ace of Spades, Ace of trumps,
Ace King of Clubs plus a singleton Diamond with trump support.
Together you hold therefore $7+5=12$ tricks $\ggg$ bid 6 H

## (Down - $\underline{\text { Up }}-\underline{\text { Top }}$ )

## BR 13.6 - Deals 37 to 40

Deals 37 to 40 are examples of bidding and play as outlined in this lesson.

- Print out of Deals 37-40- Individual Hands for all Deals
- Solo Bidding : $\underline{37}|\underline{38}| \underline{39}|\underline{40}|$
- Bidding \& Play

BR 13.7- Quiz 13 - Answers - Review

Lesson 13 : QUIZ
Quiz ANSWERS - Lesson 13 - Links page

1. What is the main objective of a preemptive opening bid ?
2. What is the point range of a preempt opening bid ?
3. When should you not open with a preempt?
4. How many tricks do you count in the following long suits :
a. A Q 96543
b. KQ98542
c. A J 75432
d. A K Q 8653
e. Q J 1098652
5. What is your opening bid Not Vulnerable and Vulnerable with these hands ?
a. S-8 H-A J $107643 \quad$ C - A $75 \quad$ D - 109
b. S - A K Q $10974 \quad \mathbf{H}-\mathrm{K}$ Q $3 \quad$ C - J D-9 2
c. $\mathbf{S}$ - H-QJ108764 C-AJ63 D-87
d. S-AK $98762 \quad \mathbf{H}-\mathrm{K} 8 \quad \mathbf{C}-842 \quad \mathbf{D}-2$
e. S-A 98 H-7 C-K Q J 108642 D-9
6. Partner opened with 3S.

What is your response Not Vulnerable and Vulnerable with these hands ?
a. $\begin{aligned} \text { S-A }\end{aligned}$ 3 $\mathbf{H}-8 \quad \mathbf{C}-\mathrm{K}$ Q $653 \quad \mathbf{D}-\mathrm{A} 1097$
b. S-Q $74 \quad$ H-652 C-K Q $87 \quad$ D - Q 94
c. S-8 H-Q J 7543 C-A 83 D-J 108
d. S-KJ4 H- C - AK 9654 D-AKJ 8
e. S-Q 63 H-A 642 C-J D - K 10965
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Lesson 13 : Quiz ANSWERS
Quiz 13-Lesson 13 - Links page

1. What is the main objective of a preemptive opening bid ?

To disrupt the enemy bidding.
2. What is the point range of a preempt opening bid ?

6-10 High Card Points
3. When should you not open with a preempt?
a. when your hand is too strong (usually 11 HCPs or more)
b. when you hold a side 4 card major suit
4. How many tricks do you count in the following long suits :
a. A Q 96543 - 6 tricks
b. K Q 98542 - 6 tricks
c. A J 75432 - 5 tricks
d. A K Q $8653-7$ tricks
e. Q J 109865 - 5 tricks
5. What is your opening bid Not Vulnerable and Vulnerable with these hands ?
a. S-8 H-A J 107643 C-A 75
D-109 > $>$ Not Vul $=\mathbf{3 H}$
$\mathrm{Vul}=\operatorname{Pass}\left(\right.$ or $\left.2 \mathrm{H}^{*}\right)$
b. S-AKQ 10974 H-KQ3 C - J D - $92 \gg$ Not Vul $=\mathbf{4 S}$
$\mathrm{Vul}=\mathbf{4 S}$

d. S-AK $98762 \quad \mathbf{H}-\mathrm{K} 8 \quad \mathbf{C}-842 \quad \mathbf{D}-2 \gg \operatorname{Not} \mathrm{Vul}=\mathbf{4 S}$
$\mathrm{Vul}=\mathbf{3 S}$

$$
\begin{aligned}
& \text { e. S-A 98 H-7 C-KQJ108642 D-9 } \gg \text { Not Vul }=\text { 5D } \\
& \mathrm{Vul}=4 \mathrm{D} \\
& \text { * }=\text { See Weak Two Opening bids }
\end{aligned}
$$

6. Partner opened with $\mathbf{3 S}$.

What is your response Not Vulnerable and Vulnerable with these hands ?
a. $\begin{array}{rlrl}\text { S - A } 43 & \mathbf{H}-8 \quad \mathbf{C}-\mathrm{K} \text { Q } 653 & \mathbf{D}-\mathrm{A} 1097\end{array}$
b. S-Q 74 H-652 C-KQ87 D-Q94
c. S-8 H-Q J 7543 C-A 83 D-J 108
d. S-KJ4 H- C - AK 9654 D-AKJ 8
e. S-Q63 H-A642 C-J D - K 10965


Main Page - Lesson Deals - Play Technique Previous - Lessons - Next

## Contract Bridge LESSON 14

## Overcalls and Takeout Doubles

1. Simple Overcalls
2. Responses to Overcalls at the 1 or 2 level
3. Takeout Doubles
4. Responses to a takeout Double
5. Responsive Double
6. The 1 NT Overcall
7. Jump Overcalls
8. Deals 41 to 44
9. Quiz - Answers - Review

Bidding Guide : $\underline{\mathrm{BG}-8}$

## (Down Fast - Top)

## BR 14.1 - Simple Overcalls

When the Opponents open the bidding your side becomes the "defending side", and you should follow the principles of defensive bidding. You can make two types of bids : Overcalls and Takeout Doubles.

When the Opponents open the bidding it means that they hold probably at least 13+ points, and the chances of making a Game contract yourself have reduced considerably. Therefore the objectives of an Overcall, in order of their priorities, are :

1. To give Partner a signal for a good opening lead
2. To obstruct the Opponents' bidding
3. To compete for a part score or, less likely, Game contract for your side.

Overcalls are usually made at the $\mathbf{1}$ or $\mathbf{2}$ level, but occasionally also at the 3 or even 4 level (up to $4 \downarrow$ ), when an Opponent made a pre-emptive opening bid. The requirements for making an Overcall are :

1. at the $\mathbf{1}$ level : 8-15 points plus a quality $\mathbf{5}+$ card suit (value $7+$ )
2. at the 2 level : 11-15 points plus a quality $\mathbf{5}+$ card suit (value $8+$ )
3. at the 3-4 level : 12-15 points plus a quality $\mathbf{5 +}$ card suit (value $9+$ )

## The Suit Quality test

For an overcall the quality of the suit you bid is more important than the strength of the hand. To determine the quality of your long suit : count the number of cards in your long suit and add to it the number of Honours you hold in that suit.

$$
\text { Length }+ \text { Honours }=\text { Value }
$$

Count the Jack or 10 only if they are supported by a Queen or higher.
If the Quality value of your suit is equal to (or higher than) the number of tricks you bid, make the overcall. If it is less Pass. (Be especially vigilant about your suit's quality value when your side is vulnerable.)

$$
\text { (Down - Up })
$$

## Hand 1

You hold Hand 1 below.
The strength is $12 \mathrm{HCP}+1 \mathrm{LP}=13$ points.
The quality value of the Heart suit is $5+3=8$


If the Opponents open with :
a. 1D $\gg$ You overcall with 1 H
b. $\mathbf{1 S} \gg$ You overcall with $\mathbf{2 H}$

> (Down - Up)

## Hand 2

You hold Hand 2 below.
The strength is $81 / 2 \mathrm{HCP}+1 \mathrm{LP}=91 / 2$ points.
The quality value of the Heart suit is $5+2=7$


If the Opponents open with :
a. 1D $\gg$ You overcall with 1 H
b. 1S $\gg$ You Pass (with a Quality 7 suit do not make an overcall at the 2 level)

$$
(\underline{\text { Down }}-\underline{\mathrm{Up}})
$$

## Hand 3

You hold Hand 3 below.
The strength is $91 / 2 \mathrm{HCP}+1 \mathrm{LP}=101 / 2$ points.
The quality value of the Heart suit is $5+1=6$


If the Opponents open with :
a. 1D $\gg$ You Pass (do not make an overcall with a suit quality of 6 or less)
b. 1S \gg You Pass
(Down - Up)

## Hand 4

You hold Hand 4 below.
The strength is $10^{1} / 2 \mathrm{HCP}+2 \mathrm{LP}=121 / 2$ points.
The quality value of the Heart suit is $6+2=8$


If the Opponents open with :
a. 1D $\gg$ You overcall with 1 H
b. $\mathbf{1 S} \gg$ You overcall with $\mathbf{2 H}$

## BR 14.2 - Responses to Overcalls at the 1 or 2 level

An overcall is a limit bid, showing 15 HCPs or less ( 16 pts including length). As responder you may therefore pass at any time. With 8 points or less always pass, unless you have an unusual hand with a very long ( $6+$ card) suit.

With 9-10 points or more you should find a suitable response.
In order of their priority

1. Raise Partner's suit with $3+$ card support
2. Bid NT when balanced plus a stopper in the enemy suit
3. Or, as last resort, bid your own 5+ card suit (hereby denying support for Partner's suit)

## After Partner's overcall at the 1 level

- with 9-12 points - make a single raise of Partner's suit, or bid 1 NT
- with 13-15 points - make a jump raise of Partner's suit, or bid 2 NT

- with 9-15 points - and unable to raise Partner or bid NT, bid your own 5+ card suit
- with 16+ points - raise to Game in Partner's suit, bid 3 NT, or make a jump shift in your own 5+ card suit

After Partner's overcall at the $\mathbf{2}$ level

- with 13-14 points - invite to Game by bidding $\mathbf{3}$ in Partner's suit or bid 2 NT
- with $\mathbf{1 5}^{+}$points - raise to Game in Partner's suit, bid 3 NT, or make a jump shift in your own 5+ card suit
- with 10-15 points - and unable to raise Partner or bid NT bid your own good 5+ card suit

The original overcaller may pass with a weak hand when he sees no opportunity to a Game contract. Otherwise he may invite Game or go to Game himself.

## Hand 5

You hold Hand 5 below.


What is your response after the following bidding sequences (Opening Opponents' bids shown in brackets).
a. (1C) $\mathbf{- 1 H}-($ Pass $)-$ You ? $\gg 3 \mathrm{H}$ (with $15+1=16 \mathrm{pts}$ and trump support Jump raise Partner's suit
b. ( $\mathbf{1 H}$ ) - 1S $-($ Pass $)$ - You? $\gg \mathbf{2 N T}(15 \mathrm{pts}$, no trump support, but balanced with enemy suit stopper
c. (1S) $\mathbf{- 2 H}-($ Pass $)-$ You ? $\gg 4 \mathrm{H}$ (with $15+1=16 \mathrm{pts}$ and trump support raise Partner's suit to Game

$$
(\underline{\text { Down }}-\underline{U p})
$$

## Hand 6

You hold Hand 6 below.


What is your response after the following bidding sequences (Opening Opponents' bids shown in brackets).
a. ( $\mathbf{1 C}$ ) $\mathbf{- 1} \mathbf{H}-($ Pass $)-$ You ? $\gg \mathbf{2 H}$ (with $11+1=12 \mathrm{pts}$ and trump support single raise Partner's suit
b. (1H)-1S - (Pass) - You? \gg 1NT (11 pts, no trump support, but balanced with enemy suit stopper
c. (1S) $-\mathbf{2 H}-($ Pass) - You ? $\gg 3 H$ (invites Partner to raise to Game with a maximum : 14-16 pts)

## Hand 7

You hold Hand 7 below.


What is your response after the following bidding sequences (Opening Opponents' bids shown in brackets).
a. (1C) $\mathbf{- 1 H}-($ Pass $)-$ You ? $\gg \mathbf{2 C}$ (with $13+1=14 \mathrm{pts}$, no trump support, no enemy suit stopper
b. (1H) - 1S - (Pass) - You? $\gg \mathbf{2 C}$ (with $13+1=14 \mathrm{pts}$, no trump support, no enemy suit stopper
c. (1S) $\mathbf{- 2 H}$ - (Pass) - You? $\gg \mathbf{3 C}$ (with $13+1=14$ pts, no trump support, no enemy suit stopper
(Down - Up - Top)

## BR 14.3-Takeout Doubles

When the Opponents have opened the bidding while you hold a weak opening hand of 15 points or less you should normally pass. In most cases you are much better of to defend and get the Opponents down, rather than finding a risky contract yourself.

With a weak opening hand make a bid only when you are short in the enemy suit. In such a case you make a Takeout Double.

A Double is for Takeout (rather than penalty) when it is a double below the

## Game level

and Partner has not bid (except perhaps pass).
A Takeout Double shows :
a. a hand of $\mathbf{1 2 - 1 5}$ points with a doubleton or less in the enemy suit and strength in the unbid major suits. With both majors unbid you should hold a 4-3 distribution in them or better.
b. or a hand of $\mathbf{1 6 +}$ points too strong for an overcall.

For example with Hand 8 below
Pass when they open with 1D. You are in a strong position to defend.
Also if your Partner makes an overcal in Clubs or Spades you can support him, and if he overcalls in Hearts you can bid 2NT showing your point range and (most importantly) that you have the enemy suit covered.


If on the other hand Opponents open with $\mathbf{1 H}$ you double showing a $4+$ card Spade suit and 12 points or more.

## (Down Fast - Up - Top) <br> BR 14.4 - Responses to Takeout Doubles

When your Partner makes a takeout double you may not leave him in that bid but must respond, even with no points at all. However if your right hand Opponents has made a bid over your Partner's double you may pass with 5 points or less.
Here are the standard responses after a Takeout Double.

## RESPONSES after a Takeout Double

$$
\begin{aligned}
& 0-9 \text { pts }=\begin{array}{l}
\text { Bid a 4+card suit } \\
\text { (if RH opponent has bid, Pass with } 0-5 \text { pts) }
\end{array} \\
& 10-12 \text { pts }=\text { Jumpbid with } 4+\text { card suit } \\
& 13+\text { pts }=\text { Bid Game, or "cue bid" the enemy suit } \\
& \text { When balanced with stopper in the enemy suit: } \\
& 1 \text { NT }=6-10 \quad 2 N T=11-12 \quad 3 N T=13-15
\end{aligned}
$$

## Comment on the NT Responses

With a strong ( $13+\mathrm{pts}$ ) hand yourself and no clear choice to bid you may cue bid the enemy suit (bidding the enemy suit at the next level). This signals to Partner that a Game contract should be on and asks him to specify his hand.

$$
(\underline{\text { Down }}-\underline{U p})
$$

## Hand 9

You hold Hand 9 below.


What is your response after the following bidding sequences (Opening Opponents' bids shown in brackets).
a. (1S) - DBL - (Pass) - You ? $\gg \mathbf{2 H}$

Even with less than 6 points you should make a bid. Bid Hearts as your Partner either has 4 Hearts himself or is strong enough to make another call.
b. (1S) - DBL - (2C) - You ? \gg Pass

Your RH Opponent has bid, overtaking your Partner's double. With only 5 points you are too weak to make a proper response.

$$
(\underline{\text { Down }}-\underline{\text { Up }})
$$

## Hand 10

You hold Hand 10 below.


What is your response after the following bidding sequences (Opening Opponents' bids shown in brackets).
a. (1S) - DBL - (Pass) - You ? $\gg 3 \mathrm{H}$

With 13 points jumpbid your 4 card suit.
b. ( $\mathbf{1 H}$ ) - DBL - (Pass) - You? $\gg$ 2NT

With 13 points plus strength in the Opponent's suit bid 2NT. Partner's double shows he has the Spades covered.

## (Down - Up - Top) <br> BR 14.5 - The Responsive Double

Say you hold Hand 11 below.
Your LH Opponent opened 1D and your Partner made a Take-out Double.


If your RH Opponent passes you have no other option than to respond to Partner's Takeout Double with a bid of $\mathbf{1 H}$, hoping Partner holds a 4 card heart suit. If not, you may
have to try spades at your next turn.
But if your RH Opponent raises Opener's suit to 2D, you can make a so-called "Responsive Double", telling Partner that you hold at least 4 cards in both major suits.
(1D) - DBL - (2D) - You : DBL

Now Partner can choose which major suit he prefers. Simple!

## Optional

There is another use for the Responsive Double which you may wish to adopt if you wish.

Your LH Opponent opened with a major suit, say 1H, your Partner made a Take-out Double and your RH Opponent raised Opener's major.

$$
(\mathbf{1 H})-\mathrm{DBL}-(\mathbf{2 H})-\text { You : DBL }
$$

Obviously your Partner's Take-out Double showed a 4-card spade suit.
In this case your Responsive Double shows (1) tolerance for Partner's major (2 or 3 cards in the suit) and (2) length in both minors.
You might for example hold something like this hand :
-94 『 J 7 5 - AJ64 \& K 82

## BR 14.6- The 1 NT Overcall

Overcalls of 1NT are the same as an ordinary 1NT opening bid (showing 16-18 points and a balanced hand), except for one thing. You must have a stopper in the enemy suit, preferrably two if they are holding a $5+$ card suit.

Hand 12
You hold Hand 12 below.


What is your response after the following bidding sequences (Opening Opponents' bids shown in brackets).
a. (1S) - You? \gg DBL

You have a strong hand, with 18 points, but no stopper in the enemy's Spade suit. A double is the perfect bid here
b. ( 1 H ) - You? $\gg$ 1NT

Showing a strong (16-18 pts) hand with a stopper in the enemy suit.

## The 1NT Overcall in 4th position

You are Not Vulnerable, your left hand Opponent has opened the bidding, your Partner passed and your right hand Opponent responded with a suit bid at the 1 level.

For example : [1~] - Pass (your Partner) - [1ヶ] - you ?

In this case, although you hold only 14 points, overcall with 1NT. This forces Opponent to bid at the 2 level. If you let them bid and make 1 NT they win 90 points. If on the other hand you play 1 NT and go one down you lose only 50 points. If Opponents make an overtrick, scoring 120 points, you can go down 2, losing only 100 points instead. These are much superior lines of action when playing duplicate bridge.

When Not Vulnerable you can safely bid 1NT with as little as 10-15 points. When in 4th position with a strong hand of $\mathbf{1 6 +}$ points, always double instead.
When you are Vulnerable you should be very wary of such action, because going 1 down will cost your side 100 points.

And remember do this only in 4th position. In 2nd or 3rd position, make the proper 1NT overcall (with 16-18 points).

## (Down - Up - Top) <br> BR 14.7 - Jump Overcalls

Traditionally jump opvercalls used to show a strong 17-18 points hand with a good $5+$ card suit. But in recent times these hands are expressed by a making a takeout double first, followed by a jumpbid at the next turn.

Jump overcalls are therefore free to express weak long 6+cards suited hands and follow the same bidding procedures and responses as pre-emptive (Lesson 13) and weak two opening bids (Lesson 16).
In general follow the Rule of 2 and 3

## Hand 13

You hold Hand 13 below.


What is your response after the following bidding sequences (Opening Opponents' bids shown in brackets).
a. (1S) - You ? (vulnerable) $\gg 3 \mathrm{H}$
b. (1S) - You? (not vulnerable) $\gg 4 \mathrm{H}$

All responses as per normal pre-emptive and weak 2 opening bids.
BR 14.8 - Deals 41 to 44

Deals 41 to 44 are examples of bidding and play as outlined in this lesson.

- Print out of Deals 41-44 - Individual Hands for all Deals
- Solo Bidding : $\underline{41}|\underline{42}| \underline{43}|\underline{44}|$
- Bidding \& Play

BR 14.9- Quiz 14-Answers - Review

Lesson 14 : QUIZ

$$
\text { Quiz ANSWERS - Lesson } 14 \text { - Links page }
$$

1. What are the objectives of an overcall ?
2. What are the requirements for an overcall at the 1 or 2 level ?
3. How many points should you have at least to respond to partner's overcall?
4. Can you always make a Takeout double with 12-15 points?
5. How many points should you have at least to respond to partner's takeout double ?
6. Can you always make a 1 NT overcall with $16-18$ points and a balanced hand ?
7. What are the characteristics of a jump overcall?
8. North has opened with $\mathbf{1 C}$.

You are East. What is your bid with these hands ?
a. $\mathbf{S}-972$
H-A K J 76
C-84
D-1084
b. S-853
H-1065
C-9 3
D-AK842
c. $\mathbf{S}-\mathrm{A}$ Q 42
H-AK J 74
C-8
D - K J 10
d. S-A 85
H-10 64
C-97
D-AKJ 87
e. $\mathbf{S}-\mathrm{K} \mathrm{Q} 3$
H-Q 75
C - A J 107
D - J 109
f. S-K Q $109 \quad \mathbf{H}-\mathrm{A} 1097 \quad \mathbf{C}-\mathrm{K}$ Q $4 \quad$ D-8 6
g. S-K J $8 \quad \mathbf{H}-$ Q J 106
C - A Q 10
D - A J 9
9. North has opened with 1D, Partner overcalled with $\mathbf{1 H}$.

South has passed. What is your response with these hands?
a. S-Q $74 \quad \mathbf{H}-652 \quad \mathbf{C}-\mathrm{K} 1087 \quad$ D-Q 94
b. S-82 H-KJ75 C-A83 D-J 1098
c. $\begin{gathered}\text { S - A Q } 97 \\ \text { H - } \\ \text { - }\end{gathered} 08$ C - Q J $104 \quad$ D - A J 10
d. S-K $1097 \quad \mathbf{H}-95$

C - A J 104 D - Q J 10
e. S-82 H-K $106 \quad \mathbf{C}-\mathrm{A} 43 \quad \mathbf{D}-\mathrm{A}$ Q 1095
10. North has opened with $\mathbf{1 H}$, Partner bid DBL. South passed. What is your response with these hands?

b. S-K Q J $10 \quad$ H-9 $54 \quad$ C - A $875 \quad$ D - Q 106
c. $\begin{array}{rlrl}\text { S - K } 8 & \mathbf{H}-\mathrm{A} \text { J } 105 & \text { C - K Q } 98 & \text { D - J } 107\end{array}$
d. S-A J $105 \quad$ H-A $2 \quad$ C - K $10 \quad$ D - Q J 1094
e. $\begin{array}{rlrl}\text { S - K } 85 & \mathbf{H}-\mathrm{A} 1095 & \text { C-1098 } & \text { D - J } 107\end{array}$

Lesson 14 - Quiz ANSWERS

Quiz 14 - Lesson 14 - Links page

1. What are the objectives of an overcall ?

To obstruct the opponents' bidding, to give partner a signal for a good opening lead, and to compete for a contract.
2. What are the requirements for an overcall at the 1 or 2 level ?

A quality long $5+$ card suit, and 9 points for a 1 level overcall, or 11 points for an overcall at the 2 level.
3. How many points should you have at least to respond to partner's overcall? 9 points
4. Can you always make a Takeout double with $12-15$ points?

No, you must have the right shape : shortage in the enemy suit and support for the unbid majors.
5. How many points should you have at least to respond to partner's takeout double ? If your right hand opponent did not bid, you must answer even with no points at all.
If your RH opponent did bid, you pass with 5 points or less, but bid with 6 points.
6. Can you always make a 1 NT overcall with $16-18$ points and a balanced hand ?

No. You must also have a stopper in the enemy suit.
7. What are the characteristics of a jump overcall?

A weak hand (less than 10 HCPs ) with a $6+$ card suit.
8. North has opened with 1C.

You are East. What is your bid with these hands ?

1H
b. S-853 H-1065 C-93 D-A K 842
Pass - too weak to overcall at the 2 level
c. S-A Q 42 H-A K J 7 $4 \quad$ C-8 8 D - K J 10
DBL - too strong for an overcall
d. S-A $85 \quad \mathbf{H}-1064 \quad \mathbf{C}-97 \quad \mathbf{D}-\mathrm{A}$ K J 87

2 D - enough points for an overcall at the 2 level
e. S-K Q $3 \quad \mathbf{H}-\mathrm{Q} 75 \quad$ C - A J $107 \quad$ D - J 109

Pass - good hand to defend, wrong shape for an overcall
f. S - K Q 109 H - A $1097 \quad \mathbf{C}$ - K Q $4 \quad$ D - 86

DBL - showing 12+ points and support for both major suits
g. S-K J 8 H-Q J 106 C - A Q $10 \quad$ D - A J 9

1 NT - showing 16-18 points, balanced hand with stopper in the enemy suit
9. North has opened with 1D, Partner overcalled with $1 \mathbf{H}$. South has passed. What is your response with these hands ?
a. S-Q $74 \quad \mathbf{H}-652 \quad$ C - K $1087 \quad$ D - Q 94

Pass - you have trump support, but are too weak to respond
b. $\mathbf{S}-82 \quad \mathbf{H}-$ K J $75 \quad \mathbf{C}-\mathrm{A} 83 \quad \mathbf{D}-\mathrm{J} 1098$

2 H - you have trump support and 10 points
c. S-A Q 97 H-108 C - Q J $104 \quad$ D - A J 10

2NT - 14 points, balanced with enemy suit stopper
d. S-K $1097 \quad$ H-95 C - A J $104 \quad$ D - Q J 10

1NT-11 points, balanced, with enemy suit stopper
e. S-82 H-K $106 \quad \mathbf{C}-\mathrm{A} 43 \quad \mathbf{D}-\mathrm{A}$ Q 1095

3 H - you have trump support, jump raise with 13-15 points
10. North has opened with $\mathbf{1 H}$, Partner bid DBL. South passed. What is your response with these hands?
a. S-Q J 42 H-953 C-J 843 D-65

1 S - showing $0-8$ points, and $4+$ card Spade suit
b. S - K Q J $10 \quad$ H-9 $54 \quad$ C - A $875 \quad$ D - Q 106

2 - Jump bid, showing 10-12 points and $4+$ card Spade suit
c. $\mathbf{S}$ - K $8 \quad \mathbf{H}-\mathrm{A}$ J $105 \quad \mathbf{C}$ - K Q $98 \quad$ D - J 107

3NT - showing 13-15 points, balanced hand with stopper in the enemy suit
d. S-A J 105 H-A 2 C - K $10 \quad$ D - Q J 1094

2 H - cue bid enemy suit, showing 13+ points. If partner confirms his 4 card Spade suit raise it to Game, otherwise bid your Diamonds next turn
e. $\begin{array}{rlrl}\text { S - K } 85 & \mathbf{H}-\mathrm{A} 1095 & \mathbf{C}-1098 & \text { D - J } 107\end{array}$

1NT - showing 6-9 points, balanced hand with stopper in the enemy suit


Main Page - Lesson Deals - Play Technique Previous - Lessons - Next

## Contract Bridge <br> LESSON 15

The Double and Deep Finesse

1. The Indirect Double Finesse
2. The Direct Double Finesse
3. The Triple Finesse
4. Finessing when holding the Q and J
5. The Free Finesse
6. The Bath Coup
7. Deals 45 to 52
8. Quiz - Answers - Review

Bidding Guide : intBG-17
(Down Fast - Top)

## BR 15.1 - The Indirect Double Finesse

A double finesse is a finesse against $\mathbf{2}$ missing honour cards simultaneously. A double finesse is the preferred option when your side holds 8 cards or less in the suit. With 9 cards a simple finesse or playing for a drop of an enemy honour have better odds.

## With 8 cards or less : double finesse !

Finesse Situation 16 - Indirect double finesse against the King and Jack
In the situation below the Opponents hold the King and Jack of Hearts.


Declarer first leads a low card from his hand. West plays low and Dummy plays the 10
A. if East wins with the Jack (Diagram A)
B. next time Declarer gains the lead (Diagram B) he leads a second small Heart. If West plays low again Dummy plays the Queen, which in $75 \%$ of the cases will win the trick.
C. However if at the first trick East captures Dummy's 10 with the King (Diagram C), no second finesse is necessary, as Dummy's Queen is now a winner.


What are the odds of this finesse play? Half the time the 2 missing honours are divided between the two Opponents, the other half they are together in one of the hands. The illustration below shows the four possible holdings.

25\%
win 2 lose 1
a.

25\%
win 2 lose 1
b.

25\%
win 3 lose 0
c.
$A$
$Q_{0}$
10
${ }^{W_{S}^{N}} \mathrm{E}$
$25 \%$
win 1 lose 2
d.

In case $\mathbf{a}$ and $\mathbf{b}$ the first finesse will lose, but the second will win or not be necessary. In case $\mathbf{c}$ both finesses will be successful and no trick will be lost at all. In case $\mathbf{d}$ however both finesses will lose and be captured by East.
Overall a 75\% success rate of winning at least 2 tricks out of 3 .

$$
\text { (Down - } \underline{\text { Up }}-\underline{\text { Top }} \text { ) }
$$

Finesse Situation 17 - Indirect double finesse against the King and Queen
In the situation below the Opponents hold the King and Queen of Hearts.

In this case both finesses are always necessary. You will win 2 tricks $75 \%$ of the time, but in the process always lose one trick to the opposition too.


Finesse Situation 18 - Indirect double finesse against the Ace and Queen
No matter how you play the situation below you will always win at least one trick. The double finesse however provides better odds for masking two or even three tricks.


Declarer first leads a small hand from his hand. If West plays low Dummy plays the 10

1. if East wins with the Queen (Diagram A)
2. next time Declarer gains the lead he plays a second small Heart. If West plays low again Dummy plays the Jack which wins
Declarer, when back in his hand play low for a third time to Dummy's King.
3. If at the first trick East wins Dummy's 10 with the Ace (Diagram C), Declarer can, when on lead again, play low again to Dummy's Jack for a finesse against West's Queen.


Obviously with the Opponents holding the Ace which always wins a trick, the odds are less than in Finesse situation 16. The illustration below shows the possible honour distributions.

25\%
win 1 lose 2
a.

25\%
win 2 lose 1
b.

25\%

25\%
win 1 lose 2
c.
d.

In case a the Opponents will win both Ace and Queen, but provided there are 4 Hearts in Dummy, two tricks can still be won.
In cases $\mathbf{b}$ and $\mathbf{c}$ Declarer's side will always win two tricks, losing only one trick to the Ace.
In case d however the Opponents will always win both Ace and Queen.
Therefore with Dummy holding K J 10 bare Declarer's side will win 2 out of the 3 tricks $\mathbf{5 0 \%}$ of the time. With a 4th small card in Dummy winning 2 tricks out of 4 has a $75 \%$ chance of success with a third trick a good possibility.

> (Down - Up - Top)

Finesse Situation 19 - Indirect double finesse against the Queen and Jack
Occasionally you may wish to execute a double finesse against the Opponents' Queen and Jack. An important secondary objective often being to avoid one specific Opponent (West in the example below) from gaining the lead. In such case you need the 9 in addition to the $\mathrm{A}, \mathrm{K}$ and 10 .


1. Declarer plays a small Heart from his hand, West plays low, Dummy plays the 9 and East wins with the Jack (Diagram A)
2. Next time Declarer gains the lead he leads a second small Heart, West again should play low (there is nothing to gain by playing the Queen) and Dummy wins with the 10
3. The next two tricks are then won by Dummy with the Ace and King, West's Queen dropping on one of these tricks.

When holding 7 cards in the suit this line of play has a $75 \%$ chance of making 3 tricks, compared to less than half that chance (36\%) by playing A, then K, then small and hoping for a 3-3 split of the Opponents Hearts.

## (Down Fast - Up - Top) <br> BR 15.2 - The Direct Double Finesse

A direct double finesse works in much the same way as an indirect one. The odds too are exactly the same. However for a direct finesse, being by nature more expensive in terms of high cards, you need to hold 4 of the top 6 cards. This brings the 9 into the scheme of play.

Finesse Situation 20 - Direct double finesse against the King and Queen
With the King and Queen held by the Opponents, Declarer leads the Jack from his hands.


1. If West plays low, Dummy plays low too and the trick is won by East (Diagram A)
2. When next on lead Declarer leads the Heart 10 from his hands. If West plays low, Dummy plays low, and Declarer wins the trick. The 3rd trick is won by Dummy's Ace
3. If West covers the 10 with his King, Dummy wins with the Ace, and Declarer's 9 is now a winner for a 2 nd trick (Diagram C).


$$
(\underline{\text { Down }}-\underline{U p}-\underline{\text { Top }})
$$

Finesse Situation 21 - Combined double finesse against the King and Queen
In some situations you have the choice of both direct and indirect double finesses, like the case below. Here for example Declarer can first take a direct finesse by leading the 10 from his hand (Diagram A). Then when next on lead he can play a small Heart to Dummy's Jack for an indirect finesse (Diagram B).


Or he can play these finesses in the reverse order.

## (Down Fast - Up - Top) <br> BR 15.3 - The Triple Finesse

In a triple finesse the Opponents hold 3 of the 5 honour cards, the lowest one usually being the 10 , but occasionally it can be the Jack instead.
Typical holdings of the Declarer side must

- for an indirect triple finesse consists of $\mathbf{2}$ honours plus the $\mathbf{9}$
- for a direct triple finesse consists of $\mathbf{2}$ honours plus the $\mathbf{9 , 8} \mathbf{8}$ and $\mathbf{7}$

Typical holdings for an indirect deep finesse are :
A Q 9
A J 9
K J 9
Q J 9
Q 109

The main hope in all cases is that the dummy's honours sit over (rather than in front of) two of Opponents' honours, including the 10 (or Jack).

Finesse Situation 22 - Indirect triple finesse against the King, Jack and 10
In the example below Declarer hopes that West will hold the King and 10 (or better still the Jack and 10).


1. First Declarer plays a small Heart from his hand, West plays low, Dummy plays the 9 and East wins with the Jack (Diagram A)
2. Next time Declarer gains the lead he leads a second small Heart, West again should play low (there is nothing to gain by playing the King) and Dummy wins with the Queen (Diagram B), with Dummy's Ace winning the second trick in the suit

If the enemy hearts break 3-3 as in the example above, Dummy's remaining small Heart is a third Heart winner.
(Down - Up - Top)

Finesse Situation 23 - Direct triple finesse against the King, Queen and 10
The example below shows just how expensive a direct deep finesse can be when the Opponents are on their mettle. Without the humble 7 Declarer will get nowhere.


1. Declarer first leads the 9 of Heart from his hand, West plays the 10 , Dummy covers with the Jack and East wins with the Queen (Diagram A)
2. Next time Declarer gains the lead he leads the 8 of Hearts, West plays the King which is captured by Dummy's Ace (Diagram B).
All cards from the 8 upwards are now gone and Declarer's 7 wins his 2 nd trick in the suit.

Why was West this time committing suicide covering every time Declarer's lead, rather than playing low as in previous examples?
Because he had nothing to lose, but a small chance to gain a trick in case his Partner (East), instead of Declarer, possessed that victorious 7.

## (Down - Up - Top) <br> BR 15.4 - Finessing when holding the Queen and Jack

Holding only the Queen and Jack in a suit is a common occurrence in numerous hands. Preferably let the Opponents attack the suit first. It will make your life as Declarer much easier.
However sometimes you have no other option than to start the suit yourself.

1. with $\mathbf{Q} \mathbf{J} \mathbf{x}$ in Dummy

Lead a small card from your hand to the Jack, and a second time to the Queen
2. with QJ 9x in Dummy, and trying to make 2 tricks
lead a small card from your hand to the 9 , and a second time to the Jack, unless the preceding Opponent plays the A or K
3. with $\mathbf{Q} \mathbf{J} \mathbf{1 0}$ in Dummy, or $\mathbf{Q} \mathbf{J} \mathbf{x}$ opposite $\mathbf{1 0} \mathbf{x}$ There is nothing to finesse ! The 10 and Jack will force out Opponents' A and K and your Queen will always make a trick, provided you do not play 2 of your honours on the same trick !
4. with $\mathbf{Q} \mathbf{x x}$ opposite $\mathbf{J x}(\mathbf{x})$

Do not touch it !. If you do you are most likely to lose the lot.
Waite for the Opponents to lead the suit, when they do a certain trick is assured (see Finesse Situation 25)
5. with $\mathbf{Q} \mathbf{x x}$ opposite $\mathbf{J} 9 \mathbf{x}$

First always play a low card to the Queen (Diagram A below), then, on regaining the lead, lead from the other side a small card for a deep finesse to the 9 (Diagram B).

Finesse Situation 24 - Indirect triple finesse against the Ace, King and 10

Play the deep finesse to the 9 (against the 10) always only the second time (Diagram B below).The Opponents may be silly enough to play their 10 on the first round, or it may simply drop. Cover the percentages !


## (Down Fast - Up - Top)

## BR 15.5 - The Free Finesse

You may hold a card combination where there is no finesse possible, or one which has only a minute chance of success. But suddenly, when the Opponents lead the suit, a finesse emerges which will cost you nothing and is likely to succeed. Why is this so ? Because either Dummy or you (Declarer) are the last player to play to the trick, a huge advantage.
Here follow three classical examples.
Finesse Situation 25 - Free finesse against the Ace and King
As mentioned above, avoid leading this suit yourself.
When an Opponent leads the suit, play LOW both sides (Diagram A), unless they try to win the trick with the 9 or 10.In that case win the trick in the hand that plays last (Declarer's hand in the example below).


| B Dummy |  |
| :---: | :---: |
| West $\text { (K) } 10 \times$ | $\begin{gathered} \text { East } \\ 9(x) \\ \text { lead } \end{gathered}$ |

When they lead for the next trick play low again (Diagram B), and the third is guarantied yours!

$$
\text { (Down - } \underline{\text { Up }}-\underline{\text { Top }})
$$

Finesse Situation 26 - Free finesse against the Queen
West leads 4th highest from his longest suit headed by the Queen. Not an unreasonable lead, but it presents a potential gift to Declarer.
Play the Jack from Dummy for a free finesse. It was never going to make a trick, but if West holds the Queen (as in the Diagram below) it wins an unexpected extra trick.

(Down - Up - Top)
Finesse Situation 27 - Free finesse against the Queen and Jack

Once again West leads the 4th highest from his long suit. Dummy plays LOW again, East plays the Jack which is captured by Declarer's Ace (Diagram A)


Declarer can now finesse against the Queen by playing a small Heart (or the 9) to Dummy's K 10 tenace.

Notice something familiar about this diagram?
Yes of course, apart from the suit lengths it is the same as in Finesse Situation 25 but turned 90 degrees. Whichever side leads this suit first will give a trick away to the Opponents.
It is a powerful example of the general rule :

When the top four honours are divided equally over the four hands, the side
that leads the suit first will give away an extra trick to their Opponents!

> (Down - Up - Top

## BR 15.6 - The Bath Coup

Finally the famous "Bath Coup".
Finesse Situation 28 - The Bath Coup
West made an overcall in Hearts, but South eventually ended up in a No Trump contract. West makes the standard opening lead of the King of Hearts (top of touching honours in an 'interrupted sequence'). Dummy and East both play low.
What should Declarer do, win with his Ace? No !
Declarer plays low too and West wins the trick (Diagram A).
But what next? West is now in a great dilemma (Diagram B).


1. If West leads his Queen next, Declarer will capture it with the Ace and gain an extra stopper and eventual trick with his Heart Jack.
2. If on the other hand West plays a low heart instead, Declarer will win the trick with the Jack and keeps his Ace for a stopper and extra trick later in the game.

West's best bet is to switch to an other suit, hoping to bring his Partner on lead to play through Declarer's Ace Jack holding.
This is of course something Declarer must aim to prevent. Meanwhile however he has stopped West from developing his long strong Heart suit.
(Down - Up - Top)

## BR 15.7 - Deals 45 to 52

Deals 45 to 52 are examples of play as outlined in this lesson.

- Print out of Deals 45-48 - Print out of Deals 49-52 - Individual Hands for all Deals
- Solo Bidding : $\underline{45}|\underline{46}| \underline{47}|\underline{48}| \underline{49}|\underline{50}| \underline{51}|\underline{52}|$
- Bidding \& Play Deals 45-48 - Bidding \& Play Deals 49-52

BR 15.8- Quiz 15 - Answers - Review

Lesson 15 : QUIZ

$$
\text { Quiz ANSWERS - Lesson } 15 \text { - Links page }
$$

1. What is a Double finesse, and what is its chance of success ?
2. Do you always lose the first trick in a double finesse ?
3. Whar are the chances of a single finesse ?
4. When would you chose a single finesse in preference of a double finesse ?
5. Which cards should you hold for an indirect double finesse ?
6. Which cards should you hold for a direct double finesse ?
7. Which cards should you hold for an indirect triple finesse ?
8. Which cards should you hold for a direct triple finesse ?
9. Can you play a ruffing double finesse, and if so what are its chances of success ?
10. What is a free finesse?
11. With how many cards maximum (in both hands) do you play a double finesse ?
12. How do you play the following finesse situations?

## Declarer Dummy

a. S-832 S-A J 105
b. H-982

H-A J 105
c. $\mathbf{S}-\mathrm{Q} 82$

S-J 95
d. H-763

H-Q J 84
e. S-K 85

S-A J 72
f. H-9 87

H-A J 63
g. S-A Q 10

S-743
h. H-A Q $1053 \mathbf{H}-9864$
i. S-Q $1054 \quad \mathbf{S}-\mathrm{K} 86$
j. H-Q $105 \quad \mathbf{H}-\mathrm{J} 43$
k. S-5 S - A J 1098 (Hearts are trumps)

1. $\mathbf{H}$ - Q J $96 \quad \mathbf{H}-8542$

Lesson 15 : Quiz ANSWERS

$$
\text { Quiz } 15 \text { - Lesson } 15 \text { - Links page }
$$

1. What is a Double finesse, and what is its chance of success ?

Finessing against two of opponents' cards simultaneously.
It has a $75 \%$ success rate
2. Do you always lose the first trick in a double finesse ?

Yes, unless you hold A Q 10 over K J, or A K 109 over Q J
3. What are the chances of a single finesse ?

50\%
4. When would you chose a single finesse in preference of a double finesse ?

When the losing trick of a double finesse brings a dangerous opponent on lead, and the single finesse is directed the other (safe) way.
5. Which cards should you hold for an indirect double finesse ?

Three of the 5 Honours (A K Q J 10)
6. Which cards should you hold for a direct double finesse ?

Four of the top 6 cards (A K Q J 10 9)
7. Which cards should you hold for an indirect triple finesse ?

Two Honour cards plus the 9
8. Which cards should you hold for a direct triple finesse ?

Two Honour cards plus the 9,8 and 7
9. Can you play a ruffing double finesse, and if so what are its chances of success ? Yes, its chances are the same as a normal double finesse : 75\%
10. What is a free finesse?

When the opponents lead a suit and you can take a finesse without losing the trick.
11. With how many cards maximum (in both hands) do you play a double finesse ? With 8 cards or less : double finesse
12. How do you play the following finesse situations?

## Declarer

a. S-832

Lead the 2
b. H-9 82

Lead the 9
c. $\mathbf{S}-\mathrm{Q} 82$
to the Q
Then lead the 2
d. H-763

First lead the 3
Next time lead the 6
e. S-K 85
to the King
Then lead the 5
f. H-987

Lead the 9
Next time lead the 8
g. $\quad \mathrm{S}-\mathrm{A} \mathrm{Q} 10$
to the 10
to the Queen
h. H - A Q 1053
to the Q
(you hold 9 cards)
i. $\quad$ S - Q 1054

Lead the 4
to the 10
j. H-Q 105

Lead any card
k. S-5
on the 5
for a ruffing double finesse

1. H-Q J 96
to the Queen to the 9

## Dummy

S-A J 105
to the 10
H - A J 105
play the low 5
S-J 95
First lead the 5
to the 9
H-Q J 84
to the Jack
to the Queen
S - A J 72
Lead the 2
to the Jack
H - A J 63
play low, the 3
play again low, the 6
S-743
Lead the 3
Next time lead the 4
H-9 864
Lead the 4

S-K 86
to the King
Then lead the 6
H - J 43
don't play J on same trick as Q or 10
S - A J 1098 (Hearts are trumps)
First play the Ace
Then lead the Jack
H-8542
First lead the 2
Next time lead the 4

## Comment

In most double and triple finesse situations lead up to the lowest card first (usually the 10 or 9 ).
But with two touching Honours and a single gap underneath (like K Q 10, or Q $\mathbf{J} 9$, known as an "interrupted sequence"), first lead up to the highest Honour (you may drop the missing Jack or 10). Next time lead to the lower card of your holding (10 or 9). This is the case in above examples $\mathbf{c}, \mathbf{e}$ and $\mathbf{i}$


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Contract Bridge LESSON 16
Weak Two Opening bids

1. The Strong 2 Club Opening bid
2. Responses to a 2 Club Opening
3. Weak Two Opening bids
4. Responses to a Weak Two Opening
5. The Ogust Convention
6. Deals 53 to 56
7. Quiz - Answers - Review

Bidding Guide : $\underline{\mathrm{BG}-6}$ -BG-15

## (Down Fast - Top)

## BR 16.1 - The Strong 2 Club Opening bid

The traditional Goren opening bid of $\mathbf{2}$ in any suit (Clubs, Diamonds, Hearts or Spades) shows 22+ points or a hand with 10 tricks or more and a $5+$ card suit.
The negative response is $\mathbf{2 N T}$ showing $0-7$ points with any hand shape. All suit responses show $8+$ point and a $4+$ card suit and a likely prospect for a Slam contract.

As these hands do not occur very regularly, they are replaced with just one single Game Demand bid, the opening bid of 2 Clubs. This leaves the other three opening bids of 2 in a suit free for other purposes.
The opening bid of 2 Clubs is artificial (not reflecting any suit) and shows
a semibalanced or unbalanced hand
with $\mathbf{2 2 +}$ points or $\mathbf{1 0}+$ tricks in hand
or a maximum 1 opening hand (19-21 points) but with only 4 losers or less
(see also Lesson 29.1)

This is a Game Demand bid and bidding must continue until at least a Game contract is reached.
Tricks are counted in the same way as for preemptive opening bids.

Count one trick for:

1. Every card after the third card in a suit
2. Every Ace and King
3. Every Queen supported by a second Honour in that suit But do not count a singleton $K$ or $Q$, or doubleton $\mathbb{Q}$

## (Down Fast - Up)

## Hand 1

You hold $24 \mathrm{HCPs}+1 \mathrm{LP}=25$ points and are semibalanced.
Open with 2 Clubs. Bid Hearts at your next turn.

(Down - Up)

## Hand 2

You only hold $151 / 2 \mathrm{HCP}+3 \mathrm{LP}=181 / 2$ points, but you can count 10 tricks, and only 3 losers
Open therefore 2 Clubs. Bid Hearts at your next turn.

(Down - Up)

Hand 3
You hold 24 High Card Points, but have a balanced hand.

Open therefore 2NT.


## (Down Fast - Up - Top) <br> BR 16.2 - Responses to a 2 Club Opening bid

The responses after a $\mathbf{2}$ Club opening bid are straight forward.
A response of 2 Diamond reveals that a Slam contract is unlikely, but bidding must continue until a suitable Game contract has been reached. All other responses indicate the good chance of a Slam contract.

## Responses after a 2 ©00 Opening bid

$$
\begin{aligned}
& 2=0-7 \text { points, all hands } \\
& 2 \mathrm{NT}^{*}=8+\text { points with } 4 \text { card suit(s) only } \\
& 2 \boldsymbol{2}=8+\text { points with } 5+\text { card suit } \\
& 3 * 3+\text { points with } 5+\text { card suit }
\end{aligned}
$$

* After 2NT - Opener's 34 bid is Stayman

All suit bids, other than the weak 2 Diamond response, by either Opener or Responder show a 5 card suit or longer. With only 4 card suits Responder bids NT, after which Opener can bid a Stayman 3 Club to investigate Responder's 4 card suit holding.

Bidding after a weak 2 Diamond Response ( $0-7 \mathrm{pts}$ )
After a 2 Diamond response, Opener will bid his 5 card suit. For example : 2C-2D-2S-?

Responder then has the following options.
A. $\mathbf{4 S}$ - showing 3 card trump support for Opener, but otherwise very weak, with no Ace, or King or singleton or void
B. 3S - showing 3 card trump support for Opener, with extra value such as an Ace, or King or singleton or void
C. 3C, 3D or $\mathbf{3 H}$ - with no trump support for the Opener, but with a 5 card
suit himself
D. 2NT - with no trump support for the Opener and no 5 card suit himself

In case D above Opener may bid a Stayman 3 Club to investigate Responder's 4 card suit holding.

> (Down - Up)

## Hand 4

Partner opened with 2 Club
You hold 10 points, but no 5 card suit. Make therefore a positive response of 2NT.


Opener's reply :
a. 2C - 2NT - 3C - You? \gg 3D - Stayman response showing no 4 card major
b. 2C-2NT - 3D - You? \gg 4D - showing 3 card (or better) trump support
c. $\mathbf{2 C}-2 \mathrm{NT}-\mathbf{3 H}-$ You ? $\gg 4 \mathrm{H}$ - showing 3 card (or better) trump support
d. 2C - 2NT - 3S - You? \gg 3NT - with no trump support for the Opener

$$
(\text { Down }-\underline{U p})
$$

## Hand 5

Partner opened with 2 Club
You hold $101 / 2 \mathrm{HCP}+1 \mathrm{LP}=11 \frac{1}{2}$ points and a 5 card Spade suit. Make a positive response of $\mathbf{2 S}$.


Opener's reply :
a. 2C-2S-3C - You ? \gg 4C - showing 3 card (or better) trump support for Opener's suit
b. 2C-2S-3D - You? \gg 4D - showing 3 card (or better) trump support
c. 2C-2S-3H-You? \gg 3NT - denying trump support for Opener's suit
d. 2C - 2S-4NT - You? \gg 5D - Blackwood, showing 1 Ace. Opener has either trump support for your Spade suit, or a very long self sufficient suit himself.
(Down - Up)

## Hand 6

Partner opened with 2 Club
You hold only $5 \frac{1}{2}$ points. Bid therefore 2D, the artificial negative response, showing 7 points or less.


Opener's reply :
a. 2C-2D-2H-You ? \gg 3H - showing 3 card (or better) trump support and extra value (an Ace)
b. 2C-2D-2S - You? \gg 2NT - denying trump support for Opener's suit and no 5 card suit yourself.
If opener replies 3C, bid $\mathbf{3 H}$ - Stayman, showing 4 Hearts
c. $\mathbf{2 C}-2 \mathrm{D}-\mathbf{3 C}-\mathrm{You}$ ? $\gg \mathbf{4 C}$ - showing 3 card (or better) trump support and extra value (an Ace)
d. 2C - 2D-3D - You ? \gg 4D - showing 3 card (or better) trump
support and extra value (an Ace)
In cases $\mathrm{a}, \mathrm{c}$ and d above - without the extra value you would have raised directly to Game.

## (Down Fast - Up - Top) <br> BR 16.3 - Weak Two Opening bids

The Opening bids of 2 Diamond, 2 Heart and 2 Spade, are weak, showing 6-10 High Card Points and a 6 card suit or longer. They are in fact mini preemptive opening bids. The complete requirements for such a bid are :

```
0pen 2*, 2*, 2*** with
* 6-10 High Card Points
* 6 card suit with Q 10 or better
* no outside 4 card major suit
* no void and not 2 singletons
```

Before making your bid consider the following points.

1. If you hold a $\mathbf{4}$ card major side suit do not open with a weak two bid when you are the first or second player to bid. Pass instead, and wait for your Partner's bid. If he passes you can probably still make an overcall at your next turn.
2. If the hand contains a void or two singletons it will only have 5-6 losers, and you are too strong for a weak two.
In such case do not open with a weak two, but open with 1 , or 3 or 4 in the suit instead (depending on HC holdings and Vulnerability) !
3. If you are vulnerable your points should be in the top half of the range (say 8-10 points).
When in doubt apply the Rule of 2 and 3 .
4. After three passes, you, as 4th player, should only open with a weak two bid when you expect to make a positive score. Otherwise there is no point to your bid.

See also the Bidding Guide BG-15 for the LTC values (Losing Trick Count, see

Lesson 24) for Weak Twos and Premptive openings.

$$
(\underline{\text { Down }}-\underline{U p})
$$

## Hand 7

You have 9 High Card Points plus a 6 card heart suit. Open 2H.

(Down - Up)

## Hand 8

You have $11 \frac{1}{2}$ High Card Points. Too strong for a weak two opening. Open 1 H .

(Down - Up)

## Hand 9

You have $91 / 2$ High Card Points, a 6 card heart suit but also a 4 card Spade suit.
Pass if you you are the 1st or 2nd player to bid.
Bid 2H if your Partner already has passed.

(Down Fast - Up - Top)
BR 16.4 - Responses to Weak two Openings
Be aware that any weak two opening bid is a limit bid. The Responder may pass at any time.

Also Opener will have most of his strength in his long suit with at best only one additional entry in one of his other suits.
Responses after a weak two opening bid are :
Responses to weak $2 \diamond, 2 *, 2$ openings
single raise $=$ further preempt, not an invitation bid
raise to Game $=$ further preempt, or genuine to play

```
        new suit = good 5+ card suit, strong hand 16+ points
            2NT = Ogust Convention
            3NT = to play, 16+ points
                    preferrably 3 card support
```

(Down - Up)

## Hand 10

Partner has opened with $\mathbf{2 H}$
You hold 5 tricks in your hand. Opener should have at least 5 tricks himself. Bid therefore 4 H


## (Down - Up)

## Hand 11

Partner has opened with $\mathbf{2 H}$
Pass. Although you have only one Heart don't try and "rescue" Partner bidding Diamonds, or worse, No Trump. A 6-1 trump fit is not a bad combination. Always avoid bidding NT with a singleton in Partner's suit. You will be unlikely to access his long suit if you do.


## (Down - Up)

## Hand 12

Partner has opened with $\mathbf{2 S}$
You are weak too but have an unbalanced hand with strong trump support. Bid 4S.
Opponents have undoubtedly a Game contract on in Hearts, so going sown one or two in 4 S will be a good result for you.

(Down Fast - Up - Top)

## BR 16.5-The Ogust Convention

The Ogust 2NT response after a weak two opening is an easy and effective way to asses Opener's hand in more detail.
Replies by the Opener are :

## Opener's Reply to Ogust 2NT

```
3e% = minimum hand, bad suit
    3< = minimum hand, good suit
    3* = maximum hand, bad suit
    3\boldsymbol{P}=\mathrm{ = maximum hand, good suit}
    3NT = solidA AKQ X X X
```

```
minimum hand =6-8 HCPs
maximum hand =9-10 HCPs
bad suit =AQ P X X % or worse
good suit = KQJXXX
                                    AQ10xxx
    or better
```

(Down - Up)

## Hand 13

Partner has opened with $\mathbf{2 H}$
Bid Ogust 2NT.
A. If Opener replies $\mathbf{3 C}$ or $\mathbf{3 D}$ (minimum points) reply with $\mathbf{3 H}$. Yopu are too weak for a Game contract
B. If Opener replies $\mathbf{3 H}$ (maximum points, but a bad suit) he holds K J of

Hearts (you hold the Q yourself), plus an Ace in one of the side suits
C. If Opener replies $\mathbf{3 S}$ he holds A K in Hearts plus either a King or a Queen in one of the side suits.

With either reply a bid from you of 4 H is warranted.

(Down - Up)

## Hand 14

Partner has opened with $\mathbf{2 H}$
Bid Ogust 2NT.
A. If Opener replies 3C or 3D (minimum points) you should next bid 4H
B. If Opener replies $\mathbf{3 S}$ or $\mathbf{3 S}$ (maximum points) you should next bid $\mathbf{6 H}$ (If in any doubt you can confirm Opener's Ace holding by bidding 4NT Blackwood)
14


## (Down - Up - Top) <br> BR 16.6 - Deals 53 to 56

Deals 53 to 56 are examples of bidding as outlined in this lesson.

- Print out of Deals 53-56 - Individual Hands for all Deals
- Solo Bidding : $53|\underline{54}| \underline{55}|\underline{56}|$
- Bidding \& Play

BR 16.7- Quiz 16-Answers - Review

Lesson 16 : QUIZ

$$
\text { Quiz ANSWERS - Lesson } 16 \text { - Links page }
$$

1. What is a $\mathbf{2 C}$ opening bid and what are its values?
2. Can you pass after partner's $\mathbf{2 C}$ opening bid ?
3. If not, when can you pass ?
4. What is the value of a 2 D response to a $\mathbf{2 C}$ opening bid ?
5. What is a weak two opening bid and what are its values ?
6. Can you pass after partner's weak two opening bid ?
7. After Partner's weak two opening do you always have to show (by bidding) your own strong 5 card suit?
8. Which hand valuation method and rule can you apply to weak two opening hands and their response ?
9. What is the 2NT response to a weak two opening bid ?
10. What is a "good suit" as specified in the Ogust Convention?
11. What is a "bad suit" as specified in the Ogust Convention?
12. What is your opening bid with the following hands, not vulnerable and vulnerable ?
a. $\begin{aligned} \text { S-76 } & \text { H - K Q J } 854 & \text { C - K } 64 \quad \text { D }-32\end{aligned}$
b. S-9632 H - A Q J $754 \quad \mathbf{C}-53 \quad \mathbf{D}-7$
c. S-963 H-A Q J $754 \quad \mathbf{C}-532 \quad \mathbf{D}-7$
d. S-42 H-K Q J 942 C - A Q 102 D - 9
e. S-K $98653 \quad \mathbf{H}-\mathrm{KQ} 3 \quad \mathbf{C}-97 \quad \mathbf{D}-109$
f. S-Q J $10865 \quad \mathbf{H}-7 \quad$ C-K $64 \quad$ D - 976
g. S-KJ109765 H-A C-1032 D-85
13. Partner opened 2S (not vulnerable). What is your response with the following hands?
a. S-87 H-Q J 5 C-9832 D-A K 54
b. $\mathbf{S}-\mathrm{K} 92 \quad \mathbf{H}-\mathrm{AK} 3 \quad \mathbf{C}-\mathrm{Q} 1043 \quad \mathbf{D}-\mathrm{A}$ Q 9
c. S-K86 H-AK5 C-A Q $1074 \quad$ D-73
d. S-10875 H-4 C-7652 $\quad$ D - A J 109
14. You opened 2H, partner responded with 2NT (Ogust) What is your reply with the following hands?
a. S-76 H-A K J $754 \quad \mathbf{C}-952 \quad$ D-42
b. S-43 H - K J 9743 C - K Q $97 \quad \mathbf{D}-6$
c. S-83 H-Q J $10875 \quad \mathbf{C}-\mathrm{K} 42 \quad \mathbf{D}-107$
d. S-9 H - A K Q $963 \quad \mathbf{C}-1084 \quad \mathbf{D}-865$

Lesson 16 : Quiz ANSWERS

Quiz 16-Lesson 16-Links page

1. What is a 2C opening bid and what are its values ?

A "Game Demand bid", showing 22+ points or 10+ tricks
2. Can you pass after partner's $\mathbf{2 C}$ opening bid ?

No, you must respond
3. If not, when can you pass?

You must continue to bid until at least a Game contract has been reached
4. What is the value of a 2 D response to a $\mathbf{2 C}$ opening bid ?

Any hand with 0-7 points
5. What is a weak two opening bid and what are its values?

A mini preempt and limit bid, showing 6-10 HCPs and a $6+$ card suit headed by 2 or more of the top 4 Honour cards
6. Can you pass after partner's weak two opening bid?

Yes, as after any other limit bid you may pass at any point
7. After Partner's weak two opening do you always have to show (by bidding) your own strong 5 card suit?
No, only when you see a possibility of a Game contract. You new suit call is forcing and Opener must reply
8. Which hand valuation method and rule can you apply to weak two opening hands and their response ?
Quick trick valuation and the 'Rule of 2 and 3'
9. What is the 2NT response to a weak two opening bid ?

Ogust Convention, asking Opener to specify his hand
10. What is a "good suit" as specified in the Ogust Convention?

K Q Jxxx or A Q 10 xxx , or better
11. What is a "bad suit" as specified in the Ogust Convention?

A Qxxxx or worse
12. What is your opening bid with the following hands, not vulnerable and vulnerable ?
a. S-76 H - K Q J $854 \quad \mathbf{C}-\mathrm{K} 64 \quad$ D-32
$\mathbf{2 H}$ - both not vulnerable and vulnerable
b. S-9632 H - A Q J $754 \quad \mathbf{C}-53 \quad$ D- 7

Pass - you have a 4 card major side suit
As 3 rd bidder open $\mathbf{2 H}$ only when not vulnerable
c. S-963 H - A Q J $754 \quad$ C - $532 \quad$ D - 7

2 H - not vulnerable, and Pass - vulnerable
d. S-42 H-K Q J $942 \mathbf{C}-\mathrm{A}$ Q $102 \mathbf{D}-9$

1 H - too strong, open normally
e. S-K 98653 H-K Q $3 \quad \mathbf{C}-97 \quad$ D - 109

Pass - You hold only one Honour in your long suit
f. S - Q J $10865 \quad$ H-7 C - K $64 \quad$ D - 976

2 H - not vulnerable, and Pass - vulnerable
g. S-K J $109765 \quad \mathbf{H}-\mathrm{A} \quad \mathbf{C}-1032 \quad$ D - 85

3 H - not vulnerable, and $\mathbf{2 H}$ - vulnerable
13. Partner opened $\mathbf{2 S}$ (not vulnerable).

What is your response with the following hands ?
a. S-87
H-Q J 5
C-9832
D-AK54
Pass
b. S-K 92 H-AK 3 C - Q 1043 D - A Q 9

3NT - you have good 3 card connection to Opener's long suit and strength in all side suits
c. S-K 86 H-A K $5 \quad$ C-A Q $1074 \quad$ D-73 4S
d. S-10875 H-4 C-7652 D - A J 109

4S - Opponents surely have a Game contract on in Hearts. A sacrifice contract in Spades is probably your better option
14. You opened 2H, partner responded with 2NT (Ogust) What is your reply with the following hands ?
a. S-76 H-A K J $754 \quad \mathbf{C}-952 \quad$ D-42

3D - good suit, minimum points
b. S-43 H - K J 9743 C - K Q97 D-6

3H - bad suit, maximum points
 3C - bad suit, minimum points
d. S-9 H-A K Q $963 \quad \mathbf{C}-1084 \quad \mathbf{D}-865$ 3NT - solid suit : A K Q x x x


## Contract Bridge LESSON 17

The Duck and the Throw In

1. The Duck
2. Duck to preserve an Entry
3. Duck to maintain Trump Control
4. Duck to drop and Honour
5. Duck to develop an extra trick in a Suit
6. The Throw In using a side suit loser
7. Deals 57 to 60
8. Quiz - Answers - Review
(Down - Top)

## BR 17.1 - The Duck

A "duck" is when you lead a low card from one hand and deliberately also play a low card in the other hand, instead of a high card in that hand which might have won the trick. You are therefore deliberately giving the lead to the Opponents.
You use the duck technique for a variety of purposes, the most important ones being :
A. to preserve an entry to a long suit, usually in Dummy
B. to maintain Trump Control
C. to drop an Honour card of the Opponents
D. to develop an extra trick in a suit

(Down - Up - Top)

## BR 17.2 - Duck to Preserve an Entry

Dummy holds six Clubs headed by Ace and King, but no other entries to his hand.
You (the Declarer) hold two Clubs, and therefore the Opponents have five. If these split

4-1 Dummy will never make more than the 2 tricks (A and K). But if they split 3-2 (as they do $65 \%$ of the time) Dummy can take 5 tricks.


Of the first three tricks Dummy will only win two and the Opponents one. Therefore, rather than playing A and K on the first two tricks, duck the first trick forcing the Opponents to win first.


Next time you regain the lead you have one Club left to lead to Dummy's Ace and King which will draw the Opponents remaining Clubs. Dummy then continues to cash in his remaining three winners.

## (Down - Up - Top) <br> BR 17.3 - Duck to Maintain Trump Control

We have looked at this already once in Lesson 12.
When you hold a trump suit with the Ace as its only Honour card, you should avoid drawing three rounds of trumps. There is in most cases no point in wasting two of your trumps by drawing an enemy trump which is a winner anyway.

Therefore, when drawing trumps in such situation, lead a small trump and duck in the other hand for the first trick.


When you regain the lead draw a second round of trumps winning with the Ace.


This leaves the winning trump Queen stranded in Opponent's hand, while you have 4 trumps left with which you can ruff and control the Game.


Try to avoid giving the lead to North, other than by an over ruff with his Queen, as he would draw trumps himself of course immediately. In most cases you get at least one extra winning trump trick, thanks to the duck early on in the game.

## (Down - Up - Top) <br> BR 17.4 - Duck to drop Opponent's Honour

Here we have a trump fit with the King and Queen as the only Honours and in opposite hands.
When drawing trumps first lead a small card from one hand to to the Honour card in the opposite hand. In the example below Declarer plays a low card to Dummy's Queen.


If the Queen wins it is obvious that North is the one holding the trump Ace. The Opponents also hold the Jack and 10, so there is absolutely no basis for a second finesse.


Therefore Dummy leads a small trump and Declarer ducks, hoping North's trump holding is an doubleton Ace. This is his only chance to win two of the three trump drawing tricks.
Declarer must resist covering South's Jack with his King as it serves no purpose. If he does the Ace will capture the King, and Opponent's 10 will win the third trick.

If North's trump Ace does drop on the second trick, Declarer ( after regaining the lead) can draw the last remaining enemy trump with his King.

## (Down - Up - Top) <br> BR 17.5 - Duck to Develop an extra trick in a Suit

You are in a No Trump contract and hold seven Diamonds headed by the Ace and King, and divided 4-3. If the Opponent's Diamonds break 3-3 you can make three tricks in this suit.
However if you play the Ace and King on the first two rounds, and on leading for the third time you find Opponents' Diamonds break 4-2 instead, they will immediately win two Diamond tricks.

It is once again all about timing and about keeping control. Of the first three rounds in Diamonds you will win two tricks and the Opponents always one.


For the first trick lead a small Diamond and duck in Dummy. This forces the enemy to win the first trick at once.


When you have regained the lead, play Dummy's Ace and King of Diamonds. If the Opponents Diamonds do break 3-3 you can immediately cash your third Diamond trick. But if they break 4-2 instead, you can stop after playing the Ace and King and still maintain the lead.
The Opponent holding the 4th Diamond will now only make that trick if he gains the lead through an other suit.

## (Down - Up - Top) <br> BR 17.6 - The Throw In using a Side suit loser

In a throw in play you lead a sure loser, forcing the opponets to win the trick and lead to the next trick. You usually do this in an end play where all the enemy lead options will provide you with an extra trick.
A throw in is, you might say, a duck in reverse.

- In a duck you play your loser(s) in a suit first and then play your winners.
- In a throw in you play your sure winners in the suit first (if you have any) and then at the end play your losing card.
- But both plays have in common that they deliberately give the lead away to the Opponents.

The throw in and end play technique is especially useful in trump contracts where Opponents usually are forced to give you either a free finesse or a ruff and discard ("ruff and sluff").
The end play consists of two phases :

1. Stripping all the cards from your safe side suits, and then
2. throw in the Opponents by leading one of your sure losers

In the Deal shown below you are in a 4 S contract, but can count $\mathbf{4}$ possible losers. One in Hearts and three in Clubs.
If you start leading the Clubs yourself you are most likely to lose all three tricks, but if the Opponents lead it instead, one trick for you is assured no matter what.

## Declarer

-     - Q 1074
- A 3
- Q J 76
- J 84

$$
\begin{aligned}
& \text { Dummy } \\
& \text { - AK J } 9 \\
& -95 \\
& - \text { AK } 84 \\
& - \text { Q } 73
\end{aligned}
$$

Declarer wins the Heart King opening lead with his Ace, then plays three rounds of Spades, drawing all the enemy trumps.

| Declarer | Dummy |
| :--- | :--- |
| -Q | -9 |
| -3 | -5 |
| - Q J 76 | - AK 84 |
| - J 8 4 | - Q 7 3 |

Declarer then proceeds to strip his safe Diamond side suit, by cashing his four Diamond winners.

```
Declarer
- - Q
\(\vee-3\) (follow suit)
-
```

- J84 - Q 73

The scene is now set for the throw in
The small Heart loser is lead (from either hand) playing low in both hands. This gives the lead to (no matter which) one of the Opponents.


The Opponents now face a stark choice. They are end played.
A. They can either lead another Heart (they have no Spades or Diamonds left), giving Declarer a ruff in one hand and a Club discard in the other (ruff and sluff).
B. Or lead a Club. Declarer and Dummy must both play LOW to the first trick (assuming Opponents play their A or K), and one Club trick is assured.

## (Down - Up - Top)

## BR 17.7 - Deals 57 to 60

Deals 57 to 60 are examples of play as outlined in this lesson.

- Print out of Deals 57-60 - Individual Hands for all Deals
- Solo Bidding : $57 \underline{\mid}$ 58| $\underline{59} \mid \underline{60 \mid}$
- Bidding \& Play : 57-60

BR 17.8- Quiz 17-Answers - Review

Lesson 17 : QUIZ

$$
\text { Quiz ANSWERS - Lesson } 17 \text { - Links page }
$$

1. What is a "duck"?
2. Name four important applications for a duck ?
3. Can you duck twice or more times in a suit?
4. What is a "throw in"?
5. What have the duck and the throw in techniques in common?
6. What is an "end play" ?
7. What is the important aspect of a "free finesse"?
8. What is a "ruff and sluff"?
9. What is a "loser on loser" play?
10. In a trump contract, what are the usual options the opponents have after being thrown in for an end play?
11. What card combination do you need for a certain free finesse (lead from the opponents) against a Queen?
12. What card combination do you need for a certain free finesse (lead from the opponents) against an Ace and King ?
13. What card combination do you need for a certain free finesse (lead from the opponents) against the Ace and Jack ?
14. How do you play the following suits, when you require more than 2 tricks ? There are no side entries in Dummy.

## Declarer Dummy

a. C-84 C-A K 953
b. $\mathbf{D}-85 \quad \mathbf{D}-\mathrm{A}$ Q 7632
c. C-743 C-A 9652
d. D-95 D-A J 1083
e. C-75 C-A Q9643

Lesson 17 : Quiz ANSWERS

Quiz 17 - Lesson 17 - Links page

1. What is a "duck" ?

Deliberately leading a low card in one hand and also playing low in the other, instead of playing a high card which might have won the trick
2. Name four important applications for a duck ?
to preserve an entry to a long suit
to maintain trump control
to drop an enemy Honour card
to develop extra tricks in a suit
3. Can you duck twice or more times in a suit?

Yes you can
4. What is a "throw in"?
leading a loser in one hand and also in the other
5. What have the duck and the throw in techniques in common?

They are plays that deliberately set out to give the lead to the opponents
6. What is an "end play" ?

Place the opponents into a position that whatever they lead it will gain an extra trick for your side
7. What is the important aspect of a "free finesse" ?

It does not cost a trick
8. What is a "ruff and sluff" ?

A ruff in one hand and discard of a loser in the other
This situation is possible when both Declarer and Dummy are void in the same suit.
9. What is a "loser on loser" play ?
playing a loser in one suit in Declarer's hand and (on the same trick) discarding a loser in an other suit in Dummy's hand
10. In a trump contract, what are the usual options the opponents have after being thrown in for an end play?
lead to a ruff and sluff or into a free finesse
11. What card combination do you need for a certain free finesse (lead from the opponents) against a Queen ?
A J x in one hand opposite K 10 x in the other, or
A 10 x in one hand opposite K J x in the other
12. What card combination do you need for a certain free finesse (lead from the opponents) against an Ace and King ?
Q $\mathrm{x} x$ in one hand opposite $\mathrm{J} \mathrm{x}(\mathrm{x})$ in the other, or $\mathrm{Q} x(\mathrm{x})$ in one hand opposite $\mathrm{J} \mathrm{x} x$ in the other
13. What card combination do you need for a certain free finesse (lead from the opponents) against the Ace and Jack ?
K 10 x in one hand opposite Q 9 x in the other, or K 9 x in one hand opposite Q 10 x in the other
14. How do you play the following suits, when you require more than 2 tricks? There are no side entries in Dummy.

## Declarer

## Dummy

C-8 (4)
Lead low twice
b. $\quad \mathbf{D}-8$ (5)
c. $\mathbf{C}-7$ (4) (3)
c. Lead low 3 times
d. $\mathbf{D}-$ (9) 5

Lead 9 1st time, 5 2nd time
e. C-75

Lead low twice

D - A J 108 (3)
Play low 1st time, J 2nd time (Double finesse play)
C - A K 95 (3)
Duck first time, play K 2nd time
D - A Q 763 (2)
Duck 1st time, finesse with Q 2nd time
C - A 96 (5) (2)
Play low twice, play A 3rd time

C - A Q 9643
Play 9 first time, Q 2nd time (Triple finesse play)


Main Page - Lesson Deals - Play
Technique
Previous - Lessons - Next

## Contract Bridge LESSON 18

Hold Up and Avoidance Play

1. What is a Hold Up
2. Hold Up in NT when you hold A x (x)
3. Hold Up in NT when you hold K x x
4. Hold Up in NT when you hold 2 Honours
5. Avoidance Play
6. When NOT to Hold Up in NT
7. Hold Up in Trump contracts
8. Deals 61 to 64
9. Quiz - Answers - Review

## (Down - Top)

## BR 18.1 - What is a Hold Up

You are in a contract of $\mathbf{3 N T}$ and North leads a small Spade.
Dummy plays low, South plays the 10 . What do you do?


If you play the Ace on the first trick you win that trick but are now totally defenceless in Spades. When either Opponent regains the lead they will rattle of 4 Spade tricks in succession and you are down one at least !


Instead you should "hold up" your Ace and play low for the first two rounds, as illustrated in the slide show below.

## Previous trick - Next trick



By holding up twice and playing your Ace only on the third round, you have exhausted South's Spade cards and isolated North.
If South now regains the lead he has no longer a Spade left to lead to his Partner's winners.
Sure if North gains the lead he will make his two Spade winners, but that is something you must try to avoid during the rest of the game.
(Of course when the 8 -card suit is divided 4-4 between the two Opponents then you will also lose a 3rd trick in the suit no matter what, but that is only one more trick instead of two.)

This is the essence of a hold up play in No Trump contracts. You isolate the Opponent that holds a long suit, by exhausting his Partner's cards in that suit.

A hold up is a type of ducking play. But its characteristic feature is that in this case it are the Opponents that lead the suit, instead of you.

## (Down - Up - Top) <br> BR 18.2 - Hold Up in NT when you hold A x (x)

A hold up play in a No Trump contract is effective

1. when the Opponents hold more cards in a suit than you and Dummy combined, and
2. when Partner of the long suited Opponent has only $\mathbf{3}$ cards or less in the suit.

The play is mainly applied in situations where Opponents suit is split 5-3 or 5-2.
When the Opponents' cards are divided 5-3, hold up twice, and win with the Ace on the third trick


When the Opponents' cards are divided 5-2 or 6-2, hold up once, and win with the Ace on the second trick. (In such case you can also hold Axdoubleton opposite $\mathbf{x} \mathbf{x} \mathbf{x} \mathbf{x}$.)


But if you are not sure of the card length of the short suited Opponent, hold up twice.
If the Opponents hold 8 cards in a suit, divided 4-4 do not hold up, as both hands hold more cards in the suit than you do.

## (Down - Up - Top) <br> BR 18.3 - Hold Up in NT when you hold K x x

When you hold $K \mathbf{x} \mathbf{x}$ instead of $\mathbf{A x x}$, try to follow the same strategy and hold up until the third round against a 5-3 split if you can. But not if you are likely to lose the King.

Therefore as long as your left hand Opponent ( N below) keeps the lead it is safe to hold up the King. (Hold up a second round only if Opponent's Ace has dropped. If they still
hold it win the second trick with the King, otherwise it will be captured by the Ace in the third round.)


When your right hand Opponent $(\mathrm{S})$ threatens to gain the lead (other than with the Ace), do not hold up but win the trick with your King.


If you do hold up in above situation South will lead the suit again and your King will be captured by North's Ace.

## (Down - Up - Top) <br> BR 18.4 - Hold Up in NT when you hold 2 Honours

Whether you hold up a long enemy suit or not very much depends on one question. Can you keep the danger man off the lead when you develop your own suits? We look at that in the Chapter below.
Subject to that hold up once only when you hold the following Honour combinations in the enemy's long suit.
a. AKX opposite $\mathbf{x x}$

Hold up once when you will have to lose the lead twice during the game
b. $\mathbf{A} \mathbf{J} \mathbf{x}$ opposite $\mathbf{x} \mathbf{x}$

Hold up once if left hand Opponent leads the King or Queen : the Bath Coup
c. K Q x opposite $\mathbf{x x}(\mathbf{x})$

Hold up once
d. $K \mathbf{x x}$ opposite $\mathbf{Q} \mathbf{x}$ or $\mathbf{Q} \mathbf{x} \mathbf{x}$ opposite $K \mathbf{x}(\mathbf{x})$

Hold up once
e. KJx opposite $\mathbf{x x}(\mathbf{x})$

Hold up once if either Opponent plays the Queen, unless you are confident that you can keep your right hand Opponent off the lead. In this case capture Opponent's Queen with your King.

The objective of all these hold up situations is that you aim to win the vital 3rd trick. Because in most cases that is the trick which cuts the communication between the two Opponents.

When you hold the Ace in their suit you are in complete control of the hold up and its favourite outcome. However with the Ace in enemy hands (cases $\boldsymbol{\otimes}$, and $\mathbf{e}$ above) the outcome can be uncertain when Opponents hold a 5-3 distribution (a 5-2 split is fine).

Take case e for example.
Holding up when the enemy's Queen is played on the first round, will ensure that you always will make a trick in the suit.


But look what happens when both Opponents duck the second Club trick (North holding up his Ace). Declarer is forced to win the trick with his Jack, and the Club communication between N and S is still in tact for the vital 3rd trick.


Therefore in a case like this always consider the following option. If you can avoid giving the lead to South, you can safely win with the King on the first
trick. As long as North gains the lead, your $\mathbf{J} \mathbf{x}$ will always be a second stopper in the suit.


You can adopt a similar approach in cases and above.

## (Down Fast - Up - Top)

## BR 18.5 - Avoidance Play

The aim of the avoidance play is to prevent the dangerous Opponent from gaining the lead.
An Opponent is the danger man because
A. he holds the winners of a long suit, often after your hold ups
B. or he sits in front of a vulnerable $\mathbf{K} \mathbf{x}(\mathbf{x})$ either in Dummy or in Declarer's hand. If the danger man gains the lead he can lead that suit so that his Partner can capture your King and leave the suit unprotected.
C. or, in a trump contract, the danger man may be able to lead a suit which can be ruffed by his Partner.
(Down - Up)

## Example 1

You are in a contract of $\mathbf{3}$ NT and North, who made an overcall in Hearts during the bidding, leads the 4 of Hearts.
You can count 8 sure winners. The 9th trick must clearly come from your long Diamond suit.
Therefore first hold up the first two Heart leads then win the third trick with your Ace.

$$
\begin{aligned}
& \text { Declarer } \\
& \text { - Q } 107 \\
& \uparrow \text { - A } 93
\end{aligned}
$$

Dummy

- AKJ 9
- -75
- A J 1092

$$
\text { - K } 74
$$

-     - A 8

$$
\text { - J } 973
$$

The situation is now as shown below.
North is now the danger man, as he holds two Heart winners in his hands. South on the other hand has no Hearts left..
You can play the finesse in Diamonds in either direction, but if you finesse South for the Queen and North has it instead and wins, he can cash his two Heart winners and your contract is one down.

| Declarer | Dummy |
| :--- | :--- |
| - Q 10 7 | - A K J 9 |
| - - J J 1092 (lead) | - - K 7 4 (play low) |
| - A 8 | - J9 7 |

Therefore you must play the finesse the other way : play the Jack of Diamonds for a direct finesse against North's Queen. Play low in Dummy if North plays low (or play Dummy's King if North plays his Queen). Even when the finesse fails and South wins with the Queen, he can not give the lead to North and your contract is safe, making 10 tricks in total.
This is a typical avoidance play.

> (Down - Up)

## Example 2

Once again you are in a $\mathbf{3 N T}$ contract and you can count 7 sure winners. The remaining two tricks can come from your long Diamond suit.
North leads the 4 of Hearts and South plays the Jack. What do you do now?
In this case South is the dangerous Opponent. If he gains the lead he can play a small Club and your K x will most likely be captured by North, giving the Opponents at once 3 or 4 Club tricks.

$$
\begin{array}{ll}
\text { Declarer } & \text { Dummy } \\
- \text { Q 10 } 7 & - \text { A K J 9 } \\
- \text { A K 3 } & -85 \\
- \text { A Q 10 82 } & -974 \\
\text { - K 8 } & -7532
\end{array}
$$

Therefore do not hold up the Heart lead, but capture South's Jack of Hearts with your King.
Next go across to Dummy with a Spade, then lead Dummy's 9 of Diamonds for a double finesse in Diamonds.


North will win the trick, but he can not endanger you. Win his second Heart lead with your Ace. Then go over to Dummy once more with a Spade and lead Diamond for the second finesse in Diamonds. This has a $75 \%$ chance of success and of making your contract.

## (Down - Up - Top) <br> BR 18.6 - When NOT to Hold Up

Whether you hold up Opponents' long suit or not is a matter of common sense. Typical scenarios where you not hold up their suit are :

1. when you can make all the tricks required.
2. when the 1st trick is your only chance to stop the suit
3. when an other suit is more dangerous
4. when you can promote a second stopper

For example with AJx opposite Dummy's $\mathbf{1 0} \mathbf{x} \mathbf{x}$ capture Opponent's K or Q with your Ace on the first trick
5. when both Opponents have more cards than you in the suit
6. when the long suited Opponent sits behind all your finesse positions

## (Down - Up - Top) <br> BR 18.7 - Hold Up in Trump contracts

Hold ups in trump contracts are less common, as Opponents' long suit is generally easily controlled by ruffing.
Hold ups in trump contracts are used in the following scenarios:

1. Against the lead of the King or Queen when Declarer holds $\mathbf{A} \mathbf{J} \mathbf{x}$ : the Bath Coup. This ensures two tricks provided the lead comes again from Declarer's left hand Opponent.
2. When holding $\mathbf{A} \mathbf{x} \mathbf{x}$ opposite $\mathbf{x} \mathbf{x}$

Hold up once, play the Ace on the second round, ruff in Dummy on the third round.
3. When holding $\mathbf{A} \mathbf{x}$ opposite $\mathbf{x} \mathbf{x}(\mathbf{x})$

Hold up once as an avoidance play if you hold a vulnerable $K_{\mathbf{x}}^{\mathbf{x}}$ in your hand.

Case 3 above would apply in the following scenario.
You are in a 4 S contract and North makes the opening lead of the Queen of Hearts

$$
\begin{aligned}
& \text { Declarer } \\
& \text { - A Q } 1075 \\
& \text { - A 9 } \\
& \text { - K } 95 \\
& \text { - A J } 6
\end{aligned}
$$

## Dummy

-     - J 98
- 75
- -874
- K Q 873

In this situation hold up once (provided South does not overtake the trick with his King) and win with your Ace on the second round. This will prevent South gaining the lead, for if he does he will lead Diamonds and your vulnerable unprotected Diamond King is likely to be captured. You will then lose 3 Clubs tricks plus one Heart trick and lose the contract.

## (Down - Up - Top) <br> BR 18.8 - Deals 61 to 64 <br> Deals 61 to 64 are examples of play as outlined in this lesson.

- Print out of Deals 61-64 - Individual Hands for all Deals
- Solo Bidding : $\underline{61}|\underline{62}| \underline{63}|\underline{64}|$
- Bidding \& Play : 61-64

BR 18.9- Quiz 18 - Answers - Review

Lesson 18 : QUIZ<br>Quiz ANSWERS - Lesson 18

1. What is a "hold up" ?
2. What is the difference between a duck and a hold up ?
3. In which type of play is the hold up mostly used and what is its usual purpose in this case?
4. What is an avoidance play?
5. What can the dangerous opponent usually do ?
6. When should you not hold up ?
7. For what reason would you hold up in a trump contract ?
8. You are in 3NT. North leads the 4 of Hearts. What is your game plan? <DL

| Declarer | Dummy |
| :--- | :--- |
| S - A J x | S - Q x x |
| H - A x x x | H - x x |
| D - A Q x | D - K x |
| C - A 10 x x | C - K J x x |

9. You are in 3NT. North leads the 5 of Diamonds. What is your game plan? < DL

| Declarer | Dummy |
| :---: | :---: |
| S-A x x | S-K x x |
| H-K Q x x | H-A x |
| D-K x x | D-Q x x |
| C-x x ${ }^{\text {d }}$ | C-A Q 10 x x |

10. You are in 3NT. North leads the 4 of Hearts. What is your game plan? $<$ DL

| Declarer | Dummy |
| :--- | :--- |
| S-A Q x x | S - K x x |

H-A x
H-x x
D - Q J 10 x
D - A x x x x x
C-K x x
C - A x
11. You are in 3NT. North leads the Queen of Hearts. What is your game plan? $<$ DL

| Declarer | Dummy |
| :---: | :---: |
| S-A x x | S - K Q x |
| H-Axx | H-K x |
| D - J 10 x x | D-Q 9 xxx |
| C-AK x | C-x x $\mathrm{x}^{\text {d }}$ |

12. You are in 3NT. North leads the 6 of Spades. What is your game plan? $<\mathrm{DL}$

| Declarer | Dummy |
| :--- | :--- |
| S - A J x x | S - 10 x |
| H - A x x | H - x x x |
| D - A x x | D - Q J 109 x |
| C - A x x | C - K x x |

13. You are in $\mathbf{4 S}$. North leads the King of Hearts. What is your game plan? <DL

| Declarer | Dummy |
| :---: | :---: |
| S - K Q J 109 | S-Ax X |
| H-Ax x | H-x x |
| D - A K x | D-Q x x |
| C-x x | C-A $\mathrm{Cxxx}^{\text {d }}$ |

14. You are in $\mathbf{3 N T}$. North leads the King of Clubs. What is your game plan? $<$ DL

| Declarer | Dummy |
| :---: | :---: |
| S - A Q x | S-x x x |
| H-Ax x | H-K x x |
| D-K 10 xx | D - A Q J x x |
| C-A x x | C-x x |

15. You are in $\mathbf{4 S}$. North leads the 5 of Hearts. What is your game plan? $<$ DL

| Declarer | Dummy |
| :--- | :--- |
| S - A K 10 x x | S - Q J x |
| H - A 10 | H - X x x |
| D - x x | D - K x |
| C - Q x x | C - A J 10 x x |

Lesson 18 : Quiz ANSWERS
Quiz 18-Lesson 18

1. What is a "hold up"?

Playing low to a trick lead by the enemy, rather than winning it with your high card.
2. What is the difference between a duck and a hold up ?

In a duck you lead the suit yourself. In a hold up the opponents lead the suit.
3. In which type of contract is the hold up mostly used and what is its usual purpose in this case?
In NT contracts, when you need to exhaust one opponent's cards in their long suit.
4. What is an avoidance play?

Planning your play so that the dangerous opponent can not gain the lead.
5. What can the dangerous opponent usually do ?

Cash his winners in a long suit, or lead to a finesse against your or Dummy's unprotected King, or lead to give Partner a ruff.
6. When should you not hold up ?
a. when you can make all the tricks required.
b. when the 1st trick is your only chance to stop the suit
c. when an other suit is more dangerous
d. when you can promote a second stopper
e. when both opponents have more cards than you in the suit
f. when the long suited opponent sits behind all your finesse positions
7. For what reason would you hold up in a trump contract?
a. Against the lead of the King or Queen when Declarer holds $\mathbf{A} \mathbf{J} \mathbf{x}$ : the Bath Coup.
This ensures two tricks provided the lead comes again from Declarer's left hand opponent.
b. When holding $\mathbf{A} \mathbf{x} \mathbf{x}$ opposite $\mathbf{x} \mathbf{x}$

Hold up once, play the Ace on the second round, ruff in Dummy on the third round.
c. When holding $\mathbf{A} \mathbf{x}$ opposite $\mathbf{x} \mathbf{x} \mathbf{x}$

Hold up once as an avoidance play if you hold a vulnerable $K \mathbf{x} \mathbf{x}$ in your or Dummy's hand.
8. You are in 3NT. North leads the 4 of Hearts. What is your game plan? <DL

| Declarer | Dummy |
| :--- | :--- |
| S - A J x | S - Q x x |
| H - A x x x | H - x x |
| D - A Q x | D - K x |
| C - A 10 x x | C - K J x x |

9. Hold up once, take the 2nd trick with the Ace, then lead Club Ace followed by a small Club from your hand for a finesse against the Queen
10. You are in 3NT. North leads the 5 of Diamonds. What is your game plan ? < DL

| Declarer | Dummy |
| :--- | :--- |
| S - Ax x | S - K x x |
| H - K Q x x | H-A x |
| D - K x x | D-Q x x |
| C - x x | C-AQ 10 x x |

11. Hold up once. Win the 2nd or 3rd Diamond trick, then lead a small Club from your hand for a double finesse against K and J . This keeps the dangerous opponent $(\mathrm{N})$ off the lead when the finesse loses the first time.
After regaining the lead finesse again.
12. You are in 3NT. North leads the 4 of Hearts. What is your game plan? <DL

| Declarer | Dummy |
| :--- | :--- |
| S - A Q x x | S - K x x |
| H - A x | H - x x |
| D - Q J 10 x | D - A x x x x |
| C - K x x | C - A x |

13. Do not hold up. Both opponents have more cards in the suit than you do. Play the direct finesse in Diamonds and hope that it works. You have a $50 \%$ chance of success.
14. You are in 3NT. North leads the Queen of Hearts. What is your game plan? <DL

| Declarer | Dummy |
| :---: | :---: |
| S - A x x | S - K Q x |
| H-Axx | H-K x |
| D-J 10 x x | D-Q 9 xxx |

C - A K x
C-x x x
15. Hold up once. You need to lose the lead twice in order to establish the long Diamond suit.
16. You are in 3NT. North leads the 6 of Spades. What is your game plan? $<$ DL

| Declarer | Dummy |
| :--- | :--- |
| S - A J x x | S - 10x |
| H - A x x | H - x x x |
| D - A x x | D - Q J 109 x |
| C - A x x | C - K x x |

17. Play low in Dummy, win South's King or Queen with your Ace. You Jack and 10 will provide a second stopper. You can safely make a direct finesse in Diamonds, for if North wins you can still stop the Spade suit with either 10 or Jack.
18. You are in $\mathbf{4 S}$. North leads the King of Hearts. What is your game plan? <DL

| Declarer | Dummy |
| :--- | :--- |
| S - K Q J 109 | S - A x x |
| H - A x x | H - x x |
| D - A K x | D - Q x x |
| C - x x | C - A x x x |

19. Hold up once, win the 2nd Heart lead with the A, and ruff the 3rd Heart in Dummy.
Then lead Clubs, ducking in both hands. Next on lead play Club Ace in Dummy then small, ruffed in your hand. Return to Dummy with the trump Ace. If necessary (when opponents' Clubs split 2-4) lead Clubs once more from Dummy and ruff again, then draw the remaining enemy trumps. The Diamond Queen will provide an entry to Dummy's established Club winners.
20. You are in 3NT. North leads the King of Clubs. What is your game plan? <DL

| Declarer | Dummy |
| :--- | :--- |
| S - A Q x | S - x x x |
| H - A x x | H - K x x |
| D - K 10 x x | D - A Q J x |
| C - A x x | C - x x |

21. Do not hold up. You have enough sure winners to make your contract.
22. You are in $\mathbf{4 S}$. North leads the 5 of Hearts. What is your game plan? $<$ DL

## Declarer Dummy

S-AK 10 x x $\quad \mathbf{S}-\mathrm{Q}$ J x
H-A $10 \quad H-x$ x
D-x x x D-K x

## C-Qxx <br> C - A J 10 xx

23. Hold up South's K or Q or J on the first trick This keeps the dangerous opponent $(\mathrm{N})$ off the lead.
Dummy's K x in Diamonds is safe as long as South has the lead. Therefore, after gaining the lead on trick 2, first draw the enemy trumps, then finesse the Clubs. If it loses South will gain the lead again and he can not hurt you.


Main Page - Lesson Deals - Play Technique Previous - Lessons - Next

## Contract Bridge <br> LESSON 19

The Negative Double Response

1. The Negative Double Response
2. Double after Minor \& Minor
3. Double after Minor \& Major
4. Double after Major \& Major
5. Replies by Opener
6. Responses by the Doubler
7. Deals 65 to 68
8. Quiz - Answers - Review

Bidding Guide : $\underline{\mathrm{BG}-13}$

## (Down - Top)

## BR 19.1 - The Negative Double Response

Your Partner opens 1 Club and you (with hand below) respond with 1 Heart, easy ! If Partner single raises your Hearts or bid NT you will pass, if he replies in Spades you bid NT yourself.


But look what happens when your right hand Opponent interferes with an overcall (in brackets) :

$$
1 \text { Club - (1 Spade) - You? Pass !! }
$$

You are too weak to bid Hearts at the 2 level, and you can not bid NT because you have no stopper in the enemy's Spade suit. In other words you have no other option than to pass.

This is where the negative double optional bidding component can get you out of jail. (As a beginner it is best to first get solid with the basics of bidding before you incorporate this in your bidding system. The add on is quite simple, but you should avoid an overload of data clogging your mind and causing confusion.)

Simply put the negative double is a takeout double by the responder. It applies when your Partner has opened in a suit (rather than NT) and your right hand Opponent has overcalled at the 1 or 2 level in an other suit.

The negative double then shows 6 points or more and 4 cards (with weak hands possibly more) in the unbid major suit. Here are the basic responses.

After a suit 0pening and a suit 0uercall at the 1 or 2 level

```
            Double = 6-10 pts and 4+ cards in the unbid major, or
            11+ pts and exactly 4 cards in the unbid major
-(1`)-1 ¢ = 6+ pts and a 5+ card suit
2 in a new suit = 11+ points and a 5+ card suit
All NT responses show a stopper in the enemy suit \(1 \mathrm{NT}=6-9 \mathrm{pts} \quad 2 \mathrm{NT}=10-12 \mathrm{pts} \quad 3 \mathrm{NT}=13-15 \mathrm{pts}\)
```


## Comment on the NT Responses

The negative double response facilitates two most useful communications :

1. It enables the weak responder (with 6-10 points) to show his $4+$ card major suit without having to bid it at the 2 level
2. It enables the intermediate and strong responder to specify whether he holds a 4 card or 5+ card major suit.

In the following three Chapters we look at specific major/minor suit opening/overcall combinations.

## (Down Fast - Up - Top) <br> BR 19.2 - Double after a Minor \& Minor

When both the Opener and Overcaller bid a minor suit, the Double shows both major suits.

With a weak hand (6-10 points) the holding may be 4-4, or 4-5, or even 4-6.
With 4 or more cards in only one of the majors bid that major suit, but only at the 1 level.
With all 11+ points hands it shows exactly 4 cards in both majors.

With only one major suit bid that $4+$ card suit at the 1 level, but at the 2 level only with $5+$ cards in the suit.


Do not double when you hold only one 4 card major suit but bid the suit at the 1 level instead.

A suit bid at the 2 level however requires a 5 card suit or longer and at least 11 points. Such a bid is forcing for one round (Opener may not pass).

$$
(\underline{\text { Down }}-\underline{U p}-\underline{\text { Top }})
$$

## Hand 1

You have $(71 / 2 \mathrm{HCP}+1 \mathrm{LP}=) 81 / 2$ points, and $4-5$ distibution in the major suits.
a. 1C - (1D) - Your response $=\mathbf{D B L}$
b. 1D - (2C) - Your response $=\mathbf{D B L}$

(Down - Up - Top)

## Hand 2

You have $\left(11 \frac{1}{2} \mathrm{HCP}+0 \mathrm{LP}=\right) 11 \frac{1}{2}$ points, and 4-4 distibution in the major suits.
a. 1C - (1D) - Your response $=\mathbf{D B L}$
b. 1D - (2C) - Your response $=\mathbf{D B L}$


Hand 3
You have $\left(11 \frac{1}{2} \mathrm{HCP}+1 \mathrm{LP}=\right) 121 / 2$ points, and $4-5$ distibution in the major suits.
a. $\mathbf{1 C}-(1 \mathrm{D})-$ Your response $=\mathbf{1 H}$
b. 1D - $\mathbf{( 2 C )}-$ Your response $=\mathbf{2 H}$

With $11+$ points and a $5+$ card suit always bid that suit, do not double.


## (Down Fast - Up - Top) <br> BR 19.3 - Double after a Minor \& Major

After Partner opened a minor suit and your right hand Opponent overcalled in a major suit, or vise versa, double with 6-10 points and 4+ cards in the unbid major, or with 11+ points and exactly 4 cards in the unbid major.
With $11+$ points and a $5+$ card unbid major do not double but bid the suit at the 1 or 2 level.


Note that after an overcall of 1 Heart you can with a weak (6-10 pts) hand also specify exactly how many cards you holds in the Spade suit. With 4 cards you double, with 5 or more you bid 1 Spade.

$$
(\underline{\text { Down }}-\underline{U p}-\underline{T o p})
$$

## Hand 4

You have $71 / 2$ points, and 4 Spades.
a. $\mathbf{1 H}-(2 \mathrm{D})-$ Your response $=\mathbf{D B L}$
b. $\mathbf{1 D}-(\mathbf{1 H})-$ Your response $=\mathbf{D B L}$ (showing 4 Spades)
c. $\mathbf{1 D}-\mathbf{( 1 S})-$ Your response $=\mathbf{1 N T}$ (showing a stopper in Spades)


## Hand 5

You have $(71 / 2 \mathrm{HCP}+1 \mathrm{LP}=) 81 / 2$ points, and 5 Spades.
a. $\mathbf{1 H}-(2 \mathrm{D})-$ Your response $=\mathbf{D B L}$
b. $\mathbf{1 D}-(\mathbf{1 H})-$ Your response $=\mathbf{1 S}$ (showing 5 Spades)
c. $\mathbf{1 D}-(\mathbf{1 S})-$ Your response $=\mathbf{1 N T}$ (showing a stopper in Spades)

(Down - Up - Top)

## Hand 6

You have $131 / 2$ points, and 4 Spades.
a. $\mathbf{1 H} \mathbf{-} \mathbf{( 2 C})-$ Your response $=\mathbf{D B L}$
b. 1D $-(\mathbf{1 H})-$ Your response $=\mathbf{D B L}$
c. 1D $\mathbf{-}(\mathbf{1 S})-$ Your response $=\mathbf{3 N T}$ (showing 13-15 points and a stopper in Spades)

(Down Fast - Up - Top)

## BR 19.4 - Double after a Major \& Major

After Partner opened with a major suit and your right hand Opponent overcalled in the other major suit your double shows both minor suits.
With a weak hand you can have 4 cartds in one minor and 4 or more in the other. With all hands with 11 points or more the minor distribution should be strickly 4-4. With a 5 card or longer suit and $11+$ points do not double, but bid your long suit instead at the 1 or 2 level.

(Down - Up - Top)

## Hand 7

You have 9 points, and 4 cards in each of the two minor suits.
a. $\quad \mathbf{1 H} \mathbf{-} \mathbf{( \mathbf { 1 S } )}$ - Your response $=\mathbf{2 H}$ (showing 3 card trump support)
b. $\mathbf{1 S}-(\mathbf{2 H})-$ Your response $=\mathbf{D B L}$ (showing both minor suits)

(Down - Up - Top)

## Hand 8

You have 12 points, and $4-4$ in the minors.
a. $\mathbf{1 S} \mathbf{-} \mathbf{( 2 H})$ - Your response $=\mathbf{D B L}$ (showing both minor suits)
b. $\mathbf{1 H} \mathbf{-} \mathbf{( \mathbf { 1 S } )}$ - Your response $=\mathbf{D B L}$ (showing 4-4 in the minors) invite to Game in Hearts in your next bid to show trump support and 11-12 pts.

8

(Down - Up - Top)

## Hand 9

You have 14 points, and 4-4 in the minors.
a. $\mathbf{1 S}-(\mathbf{2 H})$ - Your response $=\mathbf{3 N T}$ (showing 13-15 pts, balanced with a Heart stopper)
b. $\mathbf{1 H}-(\mathbf{1 S})-$ Your response $=\mathbf{3 H}$ (showing trump support and $13+$ points, forcing to Game)

(Down Fast - Up - Top)

## BR 19.5 - Replies by the Opener

Replies by Opener after Partner's negative double are straight forward.
With trump support for the inferred major suit, respond as if Partner hade actually bid that suit at the 1 level.

For example after 1C - (1S) - DBL - Your reply?
a. 2H - with 13-15 points and 4 card Heart support
b. $\mathbf{3 H}$ - with $16-18$ points and 4 card Heart support
c. 4 H - with $19+$ points and 4 card Heart support

With no support for Partner

- bid a new suit (which is forcing for one round)
- rebid your 6 card suit,
- or bid NT with a stopper in the enemy suit (Spades in above example)
(Down - Up - Top)


## Hand 10

You have 15 points, and opened with 1 Club.
a. 1C - (1S) - DBL - Opener's reply $=\mathbf{2 H}$ showing 4 card Heart support and 13-15 points
b. $\mathbf{1 C}-(\mathbf{1 H})$ - DBL - Opener's reply $=\mathbf{1 N T}$ no 4 card Spade support, but stopper in enemy suit (Hearts)
c. $\mathbf{1 C}-(\mathbf{1 H})-\mathbf{1 S}-$ Opener's reply $=\mathbf{2 S}$ 3 card Spade support (Partner shows 5 Spades !) and 13-15 points

10

(Down Fast - Up - Top)

## BR 19.6 - Responses by the Doubler

The Doubler reveals in his second bid the point range of his hand.
Weak hands : 6-10 points

1. after Opener's "single raise" of your suit : Pass
2. after Opener's "jump raise" : Raise to Game with 8 -10 points
3. otherwise usually Pass, but if no good contract has been reached yet : bid your 5+ card suit if you have one. Don't bid a 4 card suit.

## Hand 11

You have $81 / 2$ points, and 4 Spades.
a. 1D-(1H)-DBL-2S - You? $\gg$ : Pass
b. 1D - (1H) - DBL - 3S - You ? $\gg$ : $4 S$


Intermediate hands : 11-12 points

1. after Opener's "single raise" of your suit : raise to $\mathbf{3}$ level
2. after Opener's "jump raise" : raise to Game
3. Raise Opener's major suit to the $\mathbf{3}$ level with $3+$ card support. This shows 11-12 points.
4. Bid 2NT without 3 card support for his major suit, but a stopper in the enemy suit

## Hand 12

You have 12 points, and 4 Hearts.
a. 1D-(1S) - DBL - 2H - You ? \gg : 3H
b. 1D - (1S) - DBL - 3H - You ? $\gg$ : 4H
c. 1D - (1S) - DBL - 2D - You ? \gg : 2NT
d. 1S - (2D) - DBL - 2C - You ? $\gg$ : 3 H


Strong hands : 13+ points

1. After Opener's "raise" of your suit : raise to Game
2. When Opener shows no support for your suit bid 3NT with a stopper in the enemy suit
3. Without any of above possibilities cue bid the enemy suit. This alerts Opener that a Game is on and asks him to bid again.

## Hand 13

You have 15 points, and 4 Hearts.
a. 1D-(1S) - DBL - 2H - You ? $\gg$ : 4H
b. 1D-(1S) - DBL-2D - You ? $\gg$ : 3NT

(Down - Up - Top)

## BR 19.7-Deal 65-68

Deals 65 to 68 are examples of bidding as outlined in this lesson.

- Print out of Deals 65-68 - Individual Hands for all Deals
- Solo Bidding : $\underline{65}|\underline{66}| \underline{67 \mid} \underline{68 \mid}$
- Bidding \& Play

BR 19.8 - Quiz 19-Answers - Review

Lesson 19 : QUIZ

$$
\text { Quiz ANSWERS - Lesson } 19 \text { - Links page }
$$

1. When can you make a negative double bid ?
2. Can you make a negative double bid after a NT bid ?
3. How many points do you need for a negative double bid?
4. Does a negative double bid always shows the unbid major(s)?
5. When do you not make a negative double bid ?
6. What does the sequence $\mathbf{1 C}-(\mathbf{1 H})-\mathbf{1 S}$ reveal about the responder's hand ?
7. What does the sequence $\mathbf{1 C} \mathbf{-}(\mathbf{1 H})-\mathbf{D B L}$ reveal about the responder's hand ?
8. What does the sequence $\mathbf{1 D}-(\mathbf{2 C})-\mathbf{2 H}$ reveal about the responder's hand ?
9. Partner opened with 1D and your RH opponent overcalled (2C) - You ? What is your response with the following hands?
a. S-J $854 \quad \mathbf{H}-\mathrm{Q} 10984$
C-A 2
D-9 7
b. S-A954 H - K J 1073
C-A 83
D - 6
c. S - A J 104
H-K Q 92
C-K 8
D-7 5
d. S-J $964 \quad \mathbf{H}-\mathrm{A} 92$
C-K 842
D-9 8
10. Partner opened with 1D and your RH opponent overcalled (1S) - You ? What is your response with the following hands?
a. $\begin{array}{lllll}\text { S-J } 85 & \mathbf{H}-\mathrm{K}-98 & \text { C - A } 74 & \text { D-9 }\end{array}$
b. S - A 954 H-K J $10 \quad$ C - A $83 \quad$ D - Q J 4
c. S-104 H-K Q92 C - K Q J $8 \quad \mathbf{D}-75$
d. $\mathbf{S}-\mathrm{K} 85 \quad \mathbf{H}-\mathrm{Q}$ J $9 \quad \mathbf{C}-974 \quad \mathbf{D}-\mathrm{Q} 1097$
e. S-A J 6 H-A $92 \quad$ C-Q $1042 \quad$ D-9 8
11. Partner opened with 1C and your RH opponent overcalled (1H) - You? What is your response with the following hands?
a. S-A $842 \quad \mathbf{H}-842 \quad \mathbf{C}-\mathrm{K} 964 \quad$ D - J 9
b. S-Q $10974 \quad \mathbf{H}-65 \quad$ C-A $85 \quad$ D - Q 106
c. $\begin{array}{rlrl}\text { S - A } 954 & \mathbf{H}-84 & \text { C - K } 8 \quad \text { D - A J } 1085\end{array}$
d. S-A 965 H-95 C-K $3 \quad \mathbf{D}-\mathrm{K}$ Q 105
12. You opened with 1C, LH opponent overcalled (1S) and your Partner Doubled You?
What is your reply with the following hands ?
a. $\mathbf{S}-\mathrm{A}$ Q $6 \quad \mathbf{H}-\mathrm{J} 109 \quad \mathbf{C}-\mathrm{A} 963 \quad$ D - K 107
b. S-94 H-Q J96 C - A Q $65 \quad \mathbf{D}-\mathrm{A} 87$
c. S-95 H-Q $108 \quad$ C - A Q J $104 \quad$ D - A 85
d. S-94 H-K Q96 C - A $10965 \quad$ D - A K
e. S-94 H-AK96 C-AQ 1065 D-AK
f. S-A J $10 \quad$ H-Q $96 \quad$ C - A Q $65 \quad$ D - A K 7

Lesson 19 : Quiz ANSWERS

Quiz 19 - Lesson 19 - Links page

1. When can you make a negative double bid ?

When Partner has opened with 1 in a suit and your RH opponent overcalled with a suit at the 1 or 2 level.
2. Can you make a negative double bid after a NT bid ?

No. Both opening bid and overcall must be suit calls.
3. How many points do you need for a negative double bid ?

6 points or more
4. Does a negative double bid always shows the unbid major(s)?

When both the opening bid and overcall are major suits the negative double shows both 4 card minors.
5. When do you not make a negative double bid ?

When you have $11+$ points and any $5+$ card suit
6. What does the sequence $\mathbf{1 C}-(\mathbf{1 H})-\mathbf{1 S}$ reveal about the responder's hand ?

He has a 5 card Spade suit or longer
7. What does the sequence $\mathbf{1 C}-(\mathbf{1 H})-\mathbf{D B L}$ reveal about the responder's hand ? He has exactly 4 Spades
8. What does the sequence 1D-(2C)-2H reveal about the responder's hand ? He has $11+$ points and a 5 card or longer Heart suit
9. Partner opened with 1D and your RH opponent overcalled (2C) - You ?

What is your response with the following hands ?
a. S-J $854 \quad \mathbf{H}-\mathrm{Q} 10984 \quad$ C-A $2 \quad$ D-9 7

DBL - showing either 4-4+ in the major suits and 6-10 pts or 4-4 exactly in the majors and $11+$ pts
b. S-A 954 H-K J 1073 C-A $83 \quad$ D-6

1 H - with $11+\mathrm{pts}$ do not double when you hold a 5 card suit
c. S-A J 104 H-K Q $92 \quad$ C - K $8 \quad$ D-75

DBL - you now have 4-4 exactly and 11+ pts
d. S-J $964 \quad \mathbf{H}-\mathrm{A} 92 \quad \mathbf{C}-\mathrm{K} 842 \quad \mathbf{D}-98$

1S - with 6-10 pts you can bid a 4 card suit at the 1 level
10. Partner opened with 1D and your RH opponent overcalled (1S) - You ?

What is your response with the following hands?
a. $\begin{array}{rlrl}\text { S - J } 85 & \mathbf{H}-\mathrm{K}-98 & \text { C - A } 74 & \text { D-9 }\end{array}$

DBL - showing $6+$ pts and a 4 card Heart suit
b. S-A $954 \quad \mathbf{H}-\mathrm{K}$ J $10 \quad$ C - A $83 \quad$ D - Q J 4

3NT - showing a balanced hand, 13-15 pts and enemy suit stopper
c. S-104 H-K Q 92 C - K Q J $8 \quad \mathbf{D}-75$

DBL - showing 4 Hearts and $6+$ pts
d. S-K $85 \quad \mathbf{H}-\mathrm{Q}$ J $9 \quad \mathbf{C}-974 \quad \mathbf{D}-\mathrm{Q} 1097$

1NT - no 4 card Heart suit, but 6-10 pts and a stopper in the enemy suit
e. S-A J 6 H-A $92 \quad$ C-Q $1042 \quad$ D-9 8

2NT - balanced, 11-12 pts and a stopper in the enemy suit
11. Partner opened with 1C and your RH opponent overcalled (1H) - You?

What is your response with the following hands?
a. $\begin{array}{rlrl}\text { S - A } 842 & \mathbf{H}-842 & \mathbf{C}-\mathrm{K} 964 \quad \text { D - J } 9\end{array}$

DBL - showing 4 Spades exactly and $6+$ pts
b. S-Q $10974 \quad \mathbf{H}-65 \quad$ C-A $85 \quad$ D - Q 106

1S - showing 5 Spades (or more) and $6+$ pts
c. $\begin{array}{rlrl}\text { S - A } 954 & \mathbf{H}-84 & \text { C - K } 8 \quad \text { D - A J } 1085\end{array}$

2C - showing $11+\mathrm{pts}$ and 5 Clubs.
Bid the Spades at your next turn if necessary
d. S-A $965 \quad \mathbf{H}-95 \quad \mathbf{C}-\mathrm{K} 3 \quad \mathbf{D}-\mathrm{K}$ Q 105 DBL - showing 4 Spades exactly and $6+$ pts
12. You opened with 1C, LH opponent overcalled (1S) and your Partner Doubled You?
What is your reply with the following hands?
a. S-A Q $6 \quad \mathbf{H}-\mathrm{J} 109 \quad$ C-A $963 \quad$ D - K 107

1NT - showing 13-15 pts, no 4 card Heart support but a stopper in the enemy suit
b. S-94 H-Q J 96 C - A Q 65 D - A 87

2H - "single raise", showing 4 card Heart support and 13-15 pts
c. S-95 H-Q $108 \quad$ C - A Q J $104 \quad$ D - A 85

2C - showing 13-15 pts and 5 Clubs
No 4 card Heart support, not enemy suit stopper
d. S-94 H - K Q96 C - A $10965 \quad \mathbf{D}-\mathrm{A}$ K 3H - "jump raise",showing 16-18 pts and 4 card Heart support
e. S-94 H-AK96 C-A Q 1065 D - A K 4 H - "raise to Game", showing 19+ pts and 4 card Heart support
f. S-A J $10 \quad$ H-Q $96 \quad$ C - A Q $65 \quad$ D - A K 7 3NT - showing 19+ pts and balanced with enemy suit stopper but no 4 card Heart support


Main Page - Lesson Deals - Play
Technique
Previous - Lessons - Next

## Contract Bridge LESSON 20

Trump Play techniques

1. What to do with a Trump suit
2. Ruffing to gain extra tricks
3. Controlling a weak Side suit with trumps
4. Ruffing to develop a long or strong Side suit
5. Using Dummy's trump as Entry
6. When NOT to ruff (Loser on Loser plays)
7. Deals 69 to 72
8. Quiz - Answers - Review
(Down - Top)

## BR 20.1 - What to do with a trump suit

Lesson 12 dealt with handling a trump suit. How to draw the enemy's losing trumps in order to maximise the number of trumps left in your and Dummy's hand for other purposes.
So what can we do with this established ruffing power?

1. Ruff (usually in Dummy) to gain extra tricks
2. Control a weak side suit
3. Ruff to develop a long or strong side suit
4. Provide needed entries, usually to Dummy's hand

These four techniques are discussed in the following Chapters. We also look at the equally important aspect of when NOT to ruff.

## BR 20.2 - Ruffing to gain extra Tricks

To gain extra tricks through ruffing you need

1. Cards of a side suit in (usually) Declarer's hand
2. opposite a void in that side suit in (usually) Dummy
3. Dummy must hold an equal number or less trumps than in Declarer's hand
4. In exceptional circumstance you are void in a side suit in both hands. This is usually towards the end of the Game when you throw in the Opponents for an end play, placing them in a potential ruff and sluff position (as shown in Lesson 17.6).
In such a case you try to force the Opponent to lead the suit, giving you the opportunity to ruff in one hand and discard a loser in the other.

We have seen in Lesson 12 that ruffing in the long trump suited hand will win the trick, but it will not gain an extra trick. The trick was there already anyway. All you achieve by ruffing in the long trump suited hand (usually Declarer's) is weaken the control you have over the game. (The only exceptions being the cross ruff and the Dummy reversal.)

The main question in most cases is whether to ruff before or after drawing the enemy trumps. In many cases drawing the enemy trumps first will deplete Dummy too of trumps, with none left at the end to ruff. In such cases ruff first, then draw the enemy trumps. In other cases, when you plan to ruff only once in Dummy, you can afford to draw one or two rounds of trumps first before executing the ruff.
When you have the luxury of lots of trumps in Dummy then it is usually best to draw trumps first before embarking on the ruff (s).

$$
\text { (Down - Up })
$$

## Example 1

Declarer is in a $\mathbf{4 S}$ contract.
North leads the King of Clubs which wins the trick. Then, seeing the singleton Diamond in Dummy, North cleverly leads a small trump at trick 2.

## Declarer

Dummy

```
*-72 Q10963
```

Declarer wins the trump lead in his hand, then plays the Ace of Diamond, followed by a small Diamond ruffed in Dummy.
Dummy leads a small Heart back to Declarer's Ace and Declarer then leads his last small Diamond, which is ruffed by Dummy's last remaining trump. Dummy then leads another Heart to Declarer's Queen, after which Declarer can finally draw the remaining enemy trumps.
(Down - Up)

## Example 2

Declarer is in a $\mathbf{4 S}$ contract.
North leads the King of Clubs and wins. Seeing the abundance of trumps in Dummy (drawing them would be futile), North switches to a small Heart at trick 2. Declarer wins with the Ace.

$$
\begin{aligned}
& \text { Declarer } \\
& \text { - A K J } 94 \\
& \text { - A Q } 6 \\
& - \text { A } 54
\end{aligned}
$$

$$
\text { - } 72 \text { Q } 10963
$$

In this case Declarer can combine drawing trumps with ruffs in Dummy. At trick 3 he plays the Diamond Ace, followed by a small Diamond ruffed in Dummy. Dummy then leads the trump 8, overtaken with Declarer's Jack.



North leads the King of Diamonds, which wins the trick as Declarer holds up his Ace. North then leads his trump Ace, followed by a small trump, won in Declarer's hand. .

$$
\begin{array}{ll}
\text { Declarer } & \text { Dummy } \\
\text {-K Q J 94 } & -1083 \\
- \text { A 76 } & - \text { K } 842 \\
- \text { A 54 } & -96 \\
-72 & - \text { A K } 106
\end{array}
$$

Declarer, at trick 4, leads his Diamond Ace, then a small Diamond to Dummy's last remaining trump.

| Declarer | Dummy |
| :--- | :--- |
| - K Q J | -10 |
| - A 76 | - K 842 |
| - A 5 | -9 |
| -72 | - AK 106 |

## Declarer

- K Q J
- A 76
- A 5
- 72

Dummy now leads a small Heart to Declarer's Ace, followed by Declarer drawing the last enemy trump.

## (Down - Up - Top) <br> BR 20.3 - Controlling a weak side suit with trumps

Controlling a weak side suit by ruffing may not establish an extra trick when the ruff is done in the long trump suited hand, but it prevents Opponents making extra tricks in it.

## Example 4

Declarer is in a $\mathbf{4 S}$ contract.
North leads the King of Diamonds, then the Ace, followed by a small Diamond to South's Queen.

$$
\begin{array}{ll}
\text { Declarer } & \text { Dummy } \\
\text { - A Q J 104 } & \text { - - 7 3 } \\
- \text { A Q 6 } & - \text { K } 984 \\
-54 & -983 \\
-72 & - \text { A } 109
\end{array}
$$

Declarer wins the third Diamond trick in his hand with a ruff, stopping the enemy's Diamond run.
situation is to prevent losing an other trick, instead of winning an extra one. Declarer can now proceed with drawing trumps.

## (Down - Up - Top) <br> BR 20.4 - Ruffing to develop a long or strong Side suit

## Example 5

Declarer is in a $\mathbf{4 S}$ contract.
North leads the King of Diamonds, then, seeing that Dummy is now void in Diamonds, leads the trump Ace followed by a small trump.

$$
\begin{aligned}
& \text { Declarer } \\
& \text { - K Q J } 1094 \\
& - \text { A } 73 \\
& -53 \\
& -72
\end{aligned}
$$

Dummy

$$
\text { - } 73
$$

$$
\text { マ-K } 642
$$

$$
\diamond-9
$$

$$
\text { 2-AK } 10983
$$

Declarer wins the second trump trick with the King, then draws the remaining enemy trump with his Spade Queen (discarding a small Heart in Dummy).

$$
\begin{aligned}
& \text { Declarer } \\
& \text { - J } 109 \\
& - \text { - } 73 \\
& -5 \\
& -72
\end{aligned}
$$

```
Dummy
\Delta-
v-K64
*-
2-AK10983
```

Declarer now leads a small Club to Dummy's Ace. Dummy wins, then plays the Club King, both Opponents following suit, followed by a small Club which is ruffed by Declarer. All enemy Clubs are now drawn.
Declarer now leads a small Heart to Dummy's King. Dummy then plays his three Club winners on which Declarer discard his last Diamond and two Hearts.


[^1]
## Example 6

Declarer is in a $\mathbf{4 S}$ contract.
North leads the King of Diamonds, then, seeing that Dummy is now void in Diamonds, leads the trump Ace followed by a small trump.

$$
\begin{aligned}
& \text { Declarer } \\
& \text { - K Q J } 104
\end{aligned}
$$

Dummy

$$
\text { - }-973
$$

$$
\vee \text {-AK3 } \quad \vee-642
$$

$$
\diamond-753 \quad-9
$$

$$
\text { - } 72 \text { - A K } 10983
$$

This example is similar as the previous one (Example 5), but there is one vital difference. Dummy has no side suit entry (the Heart King is now in Declarer's hand).
Declarer's Game is won or lost in the second trick. Dummy's Spade 9 can be the vital entry to Dummy's hand once the Club suit has been established. But only provided the Declarer keeps his Spade 4, his only trump card lower than the 9 !
Therefore on the second trick Declarer plays his Spade 10 under North's trump Ace, then wins North's trump lead at trick 3 with his King.

\[

\]

Dummy

-     - 9
-     - 642
- 
- AK 10983

Declarer must draw the last enemy trump (otherwise they will ruff the 4th Club lead from Dummy), but first he must establish Dummy's Clubs.
Declarer, at trick 4, therefore leads a small Club to Dummy's Ace. Dummy then leads his Club King, followed by a small Club ruffed high by Declarer with the Jack (to prevent an over ruff and also to keep his trump 4!). All enemy Clubs are now drawn.


Declarer now leads his Spade 4 to Dummy's 9, which draws the last enemy trump and at the same time provides the vital entry to Dummy's established Club winners.

## Fundamental Strategy

The contract in this example (6) will only succeed if both the trumps and the Clubs are divided 3-2 between the two Opponents. If either suit splits $4-1$ or worse the contract can not be made.
This highlights the fundamental strategy in card play technique which is :

1. If your contract appears easy to make, ask yourself : "What can go wrong ?"
Then try to guard against that event. This usually involves a safety play which sometimes may be at the expense of an over trick.
2. If on the other hand your contract looks to be very difficult to make ask yourself : "With which card distribution of the Opponents will I be able to make this contract ?" Then play according to that scenario.

## (Down Fast - Up - Top) <br> BR 20.6 - When NOT to ruff : Loser on Loser play

In some situations it is to your advantage not to ruff. In such cases you invariably drop a loser of one suit onto a loser in an other suit. This generally occurs in three different scenarios.

1. When, by reducing your trump length through ruffing, you may lose trump control
2. When by not ruffing you may develop a winner in the suit
3. When you are in danger of being over ruffed
(Down - Up)
Example 7 (Not losing trump control)
Declarer is in a 1D contract.
North leads the King of Hearts, then the Ace, followed by the Heart Queen.
What do vou do at trick 3 ?

If you ruff the trick you will have only three trumps left in your hand. If Opponents trumps break 4-2, which is most likely, you will lose trump control and never be able to set up winners in the Club suit. .

$$
\begin{array}{ll}
\text { Declarer } & \text { Dummy } \\
- \text { K Q J 4 } & -1095 \\
- \text { A K 6 } & -973 \\
-82 & -954 \\
- \text { Q 8 7 } & - \text { K J 10 } 3
\end{array}
$$

Do therefore a loser on loser play and discard you small Spade loser on the third Heart trick.


Dummy

- -1095
-     - 973
-     - 
- K J 103

Now if Opponents continue with a 4th Heart lead you can ruff it in Dummy with the 10 , and the 4 card trump holding in your own hand remains intact.
In essence what you have done is transfering your Spade loser to become a Heart loser instead.

## (Down - Up)

Example 8 (Establishing an extra side suit winner)
Declarer is in a $4 S$ contract.
North leads a small Heart. Dummy plays low and South wins with the King. At trick 2 South leads another small Heart. What do you do?

$$
\begin{aligned}
& \text { Declarer } \\
& \text { - - Q Q J } 94 \\
& -10 \\
& - \text { A Q } 75 \\
& -872
\end{aligned}
$$

$$
\begin{aligned}
& \text { Dummy } \\
& \text { - A } 102 \\
& \text {-Q } 743 \\
& - \text { K J } 2 \\
& \text { - A } 63
\end{aligned}
$$

If you ruff the trick you gain nothing as North will then play low of course. Instead discard a Club loser in your hand and let North win the trick with his Ace.

## Declarer <br> - K Q J 94

Dummy

-     - A 102

```
\bullet- v-Q 7
- AQ 75 - K J 2
-87 -A63
```

Dummy's Heart Queen has now become a winner. After drawing the enemy trumps, ending up in Dummy, you can lead the Heart Queen and discard the second Club loser in your hand.
You would always have made your contract, but this way you make 11 tricks instead of 10 . A winning board in any duplicate competition.

$$
(\underline{\text { Down }}-\underline{U p})
$$

Example 9 (Avoiding being over ruffed)
Declarer (West) is in a 4H contract, after North openend with a weak two bid of 2S.
North leads the King of Spades followed by the Queen, his Partner signalling a doubleton (playing high - low first the 8 then the 2).
At trick 3 North leads his Spade Ace. What should you play in Dummy?

$$
\begin{aligned}
& \text { Declarer } \\
& \vee-\text { A K Q J } 73
\end{aligned}
$$

Dummy
ソ-642

$$
\text { - } 1063 \text { - }-97
$$

$$
\bullet \text { - } 94 \leftrightarrow-\text { K } 83
$$

$$
2-6 \quad 2-\text { A J } 854
$$

With only small trumps in Dummy, South is sure to be able to over ruff. Discard therefore a small Diamond in Dummy's hand, and let North win the trick with his Ace.
If he leads it once more, you can ruff it high in your own hand.


## Dummy

-     - 642
- 
- K 8
- A J 854

Whatever North now leads, you win the trick. Now first draw two rounds of trumps, then play two rounds of Diamonds (winning the second trick in your hand with the Ace) and ruff you 3rd Diamond in Dummy with his last remaining trump.
After that return to Declarer's hand to draw the last enemy trump.

$$
\text { ( } \underline{\text { Down }-\underline{U p}-\underline{T o p}) ~}
$$

BR 20.7 - Deals 69 to 72
Deals 69 to 72 are examples of play as outlined in this lesson.

- Print out of Deals 69-72 - Individual Hands for all Deals
- Solo Bidding : $\underline{69}|\underline{70}| \underline{71}|\underline{72}|$
- Bidding \& Play

BR 20.8- Quiz 20-Answers - Review

Lesson 20 : QUIZ
Quiz ANSWERS - Lesson 20 - Links page

1. What are the main uses of trumps ?
2. How can you gain extra tricks through ruffing ?
3. When do you usually weaken your position when ruffing ?
4. When can ruffing in the long suited hand provide extra tricks?
5. What is the fundamental strategy in bridge card play?
6. What is a loser on loser play?
7. When do you use a loser on loser play ?
8. Which finesse is simultaneously a loser on loser play ?
9. You are in a contract of $\mathbf{4 S}$. Opening lead is King of Hearts.

How do you make your contract?

## Declarer

S-AK 9642
Dummy

H-A 96
S-Q J 5
D - A 75
H-9 84

C-7
D-832
C-A Q J 10
10.
11. You are in a contract of $\mathbf{4 H}$. Opening lead is King of Diamonds (which wins), followed by the Queen of Clubs.
How do you make your contract?

## Declarer

S-A 876
H - K Q 1042
D - J
C-A 75

Dummy
S - K 105
H - A 73
D - Q 1097
C-642
12.
13. You are in a contract of $\mathbf{4 S}$. Opening lead is a small Club. How do you make your contract?

$$
\begin{aligned}
& \text { Declarer } \\
& \text { S - K Q J } 94 \\
& \text { H - A } \\
& \text { D - A } 8532 \\
& \text { C - } 72
\end{aligned}
$$

## Dummy

S-1083
H - K 842
D - K 97
C-A1096
14.
15. You are in a contract of 1S. Opening lead is the King of Diamonds, followd by the Diamond Queen and then (3rd trick) the Diamond Ace. How do you make your contract?

$$
\begin{aligned}
& \text { Declarer } \\
& \text { S - K Q } 943 \\
& \text { H - A } 106 \\
& \text { D-8 } 6 \\
& \text { C - A J } 8
\end{aligned}
$$

Dummy

$$
\text { S - } 105
$$

$$
\text { H - Q J } 73
$$

D-954

$$
\mathbf{C}-\mathrm{Q} 1053
$$

Lesson 20 : Quiz ANSWERS

Quiz 12-Lesson 20 - Links page

1. What are the main uses of trumps ?

Ruffing (usually in Dummy) to gain extra tricks
Controlling a weak side suit
Ruff to develop a long or strong side suit
Provide needed entries
2. How can you gain extra tricks through ruffing ?

By ruffing in the short trump suited hand.
If both hands are equal in length ruffing in either hand will provide an extra trick.
3. When do you usually weaken your position when ruffing ?

When you ruff in the long trump suited hand
4. When can ruffing in the long trump suited hand provide extra tricks ?

In a cross ruff or a dummy reversal
5. What is the fundamental strategy in bridge card play?

If your contract appears easy to make, ask yourself : "What can go wrong ?" Then try to guard against that event. This usually involves a safety play which sometimes may be at the expense of an over trick.

But if on the other hand your contract looks to be very difficult to make ask yourself : "With which card distribution of the opponents will I be able to make this contract ?" Then play according to that scenario.
6. What is a loser on loser play ?

When you throw a loser in one hand onto a loser in an other suit from the opposite hand
7. When do you use a loser on loser play ?

When you are in danger of losing trump control when you can develop a High card winner in the opposite hand When you are likely to be over ruffed by an opponent
8. Which finesse is simultaneously a loser on loser play ?

The ruffing finesse
9. You are in a contract of $\mathbf{4 S}$. Opening lead is King of Hearts.

How do you make your contract?

| Declarer | Dummy |
| :--- | :--- |
| S-A K 9642 | S-Q J 5 |
| H - A 96 | H - 984 |
| D-A 75 | D-832 |
| C-7 | C-A Q J 10 |

10. Win the opening lead with your Ace and draw two rounds of trumps only (even if opponents trumps split 3-1) keeping the trump Queen in Dummy as a side entry. At trick 4 play the Club Ace, then Club Queen from Dummy, if South plays low discard a small Heart from your hand. North may win the trick and another Heart trick. But after that you will regain the lead, lead a small trump to Dummy's Queen, then play Dummy's established Club winners on which you discard the two losing Diamonds in your hand.
11. You are in a contract of $\mathbf{4 H}$. Opening lead is King of Diamonds (which wins), followed by the Queen of Clubs.
How do you make your contract?

| Declarer | Dummy |
| :--- | :--- |
| S - A 8 7 6 | S - K 105 |
| H - K Q 1042 | H - A 7 3 |
| D - J | D - Q 1097 |
| C - A 75 | C -642 |

12. Win the second trick with your Club Ace and draw three rounds of trumps ending in Dummy. Then lead the Diamond Queen from Dummy on which you discard a small Club from your hand. North will win the trick with his Diamond Ace and make a second trick in Clubs. But you will regain the lead after that. Lead a small Spade from your hand to Dummy's King, then cash Dummy's two Diamond winners (10 and 9) on which you discard two Spades from your hand.
13. You are in a contract of $\mathbf{4 S}$. Opening lead is a small Club.

How do you make your contract?

Declarer
S - K Q J 94
H-A
D-A 8532
C-72

Dummy
S-1083
H - K 842
D - K 97
C-A 1096
14. Win the opening lead with Dummy's Club Ace, then a small Heart to the singleton Heart Ace in your hand. Return to Dummy via a small Diamond to his King, so that Dummy then can play his Heart King on which you discard your second small Club.
Now you can safely draw trumps. You will lose one trick to the trump Ace and another trick in Diamonds if they split 3-2, making 11 tricks. Even with a 4-1 Diamond split you will make your contract.
15. You are in a contract of $\mathbf{1 S}$. Opening lead is the King of Diamonds, followed by the Diamond Queen and then (3rd trick) the Diamond Ace.
How do you make your contract?

| Declarer | Dummy |
| :--- | :--- |
| S - K Q 943 | S - 10 5 |
| H - A 106 | H - Q J 7 3 |
| D-82 | D - 954 |
| C - A J 8 | C - Q 10 53 |

16. Do not ruff the third Diamond trick, but instead discard a Heart from your hand. North must now give you a free finesse in either trumps, Hearts or Clubs, or a ruff and sluff in Diamonds (ruff high in Dummy discard a second Heart in your hand). You have got him over a barrel.


## Contract Bridge LESSON 21

Play by the Defence

1. General
2. The Dynamics of a Lead
3. The Opening Lead
4. Which card to lead
5. Signals by the Defence
6. Defence against the Finesse
7. Finesse by the Defence
8. Other Techniques
9. Deals 73 to 76
10. Quiz - Answers - Review

Five Strategies for the Defence
(Down - Top)

## BR 21.1-General

Play by the Defence is in many ways much the same as for the Declarer. All techniques outlined in this course can be equally effectively adapted as tools by the Defence. The Defence can knock out Declarer's stoppers in his side suits, finesse his high cards, block Declarer's communication by removing Dummy's entries, etc. It is often a race in which the side that can establish their tricks first wins the game.
There are however three important differences between the two sides.

1. Declarer can see all the cards to his side's disposal, the Defenders can not. But they can of course see half of their Opponents' cards.
2. The Declarer can formulate and execute his game plan on his own.

For the Defenders this must be a real team effort
3. The Defence has the advantage of the opening lead

The Defence must establish their plan of attack based on three sources of information

1. The auction

The auction often gives distinctive clues as to Declarer and Dummy's strength and weaknesses. Also one of the Defenders may have made an overcall, which usually is a clear lead directing signal
2. Dummy's hand exposed on the table

As soon as Dummy's hand goes down on the table it may provide a clear direction for the Defenders plan of attack
3. Signals by the Defence

There are usually several opportunities during play where the Defenders can communicate with each other by means of card signals

## (Down - Up - Top) <br> BR 21.2 - The Dynamics of a Lead

Two important and often counteracting dynamics spring into play when you make the lead to a trick in contract bridge :

1. you have the advantage of selecting the suit you wish to attack
2. but your right hand Opponent is the last player to play to the trick

Therefore, regardless which side leads, the scenarios for many tricks in a game is like this
1st player leads a relatively low card
2nd player usually plays low, saving his high card(s)
3rd player plays high, trying to either win the trick for his side or to force out a high card of the 4th player

4th player wins the trick if possible (or when threatened holds up)
Therefore, when you are poised to make a lead select a suit in which the enemy's high card(s) are held by your left hand Opponent (the 2nd player to the trick) rather than by the Opponent on your right (the 4th player).
Your left hand Opponent must play next to the trick and before your Partner (the 3rd player) does. Therefore the 2nd player can not hurt him, but the 4th player can.
Take the following example.

Previous - Next

Contract $=2 \mathrm{NT}$


You lead the King of Clubs ( K from $\mathrm{A} K \times x$ )

Always analyse Partner's lead with a close eye on Dummy's hand on the table.

1. Is Partner leading his long and/or strong suit?

If so return his suit as soon as you gain the lead
2. Or is he playing through Dummy's strength or up to Dummy's weakness? In this case do not return his lead, but follow his tactics instead

## (Down Fast - Up - Top) <br> BR 21.3 - The Opening Lead

The opening lead can be very crucial and in many cases make or break Declarer's contract. It is also the most tricky lead to make for the Defence because the Dummy hand is not yet on the table, and Defenders have had of course no opportunity to signal to each other.
The opening leader must therefore rely on the preceding auction and on the cards in his own hand. Based on this he can make three types of leads

1. an attacking lead - aiming to set up winners for his side
2. a defensive lead - trying to avoid giving away an early trick to the Declarer
3. a trump lead - aiming to reduce Dummy's ability to ruff, or as a defensive lead

## 1. Attacking leads

Make an attacking lead when
a. your Partner has overcalled, showing a quality $5+$ card suit

Lead that suit. If you hold an Honour in his suit it is usually best to lead it. If not lead a small card.
b. you have a long or strong suit yourself

Lead that suit. Lead the card as shown in the Bidding Guide page 14
c. you hold a suit with 2 touching Honours or better (a solid, interrupted or internal sequence)
Lead that suit. Top of touching Honours in all cases, except in NT contracts when you hold a $4+$ card suit (then lead 4th from the top). See Bidding Guide page 14
d. you hold a doubleton or singleton

Lead it. But only if you expect to be able to ruff before Declarer is able to draw all your trumps. This is usually only the case when you or your Partner hold the trump Ace or sometimes the King.

$$
(\underline{\text { Down }}-\underline{U p})
$$

## 2. Defensive leads

When your Partner has not bid, you have no long strong suit to lead and hold a hand with a sprinkling of isolated Honours and/or tenaces it is best to make a defensive lead.
Always remember, when the Honours of a suit are divided amongst the four players, the side that leads that suit usually gives away an unnecessary trick to their Opponents. For a defensive lead always lead a small card of
a. a useless $2+$ card suit
b. the unbid suit

In NT consider leading an unbid major suit, especially after a negative Stayman reply. This indicates that Declarer and Dummy combined have 7 cards in any major at the most.
If you have a doubletone in one of them, Partner must hold at least 4 cards in the suit ! (If you hold 3 be a bit more careful.)
c. Dummy's suit if he has bid one, provided you hold no Honour in it yourself (playing through Dummy's strength)
d. the trump suit
e. a 4 card suit headed by the Ace Always lead the Ace in a trump contract, but play 4th from the top in No Trumps.

The above fifth option in a NT contract is quite OK, but in trump contracts only use it if nothing else is available (the lead of an Ace in trump contract is to guard against a
singleton King). Leading an Ace is always a bonus for the opposition as it saves them to force it out, usually at the expense of an Honour of their own.
Aces should be used to capture an Honour of the Opponents, not just for making a trick. Kings and Queens, whenever possible, should have that same task.

> (Down - Up)

## 3. Trump leads

A trump lead is the best attacking lead when the auction has revealed that Declarer is likely to depend on ruffs in Dummy to make his contract.
In such case lead
a. Ace from $\mathbf{A} x$, then lead again with your small trump
b. small from Ax x, then lead the Ace next time you gain the lead, followed by your 3rd small trump.
When you hold 3 trumps, Partner will usually hold only 2 . By leading a small trump first time, Partner will still have a trump left to lead to you in case he gains the lead before you do.
c. small from K x x or J $10 \mathbf{x}$

Avoid leading trumps when you hold K x or Q x (x) or J x (x), you may lose out on a trump trick yourself.
d. small from $\mathrm{x} \mathbf{x}$ x or $\mathbf{x} \mathrm{x}$

But do not lead trumps when you hold 4 trumps or when you hold a singleton (for when you have only one trump your Partner is likely the hold 4). With 4 trumps you are likely to make at least one trump trick yourself.
Also this is an opportunity to try to force Declarer to ruff himself. Keep leading your longest suit (like in a NT contract). If Declarer is forced to ruff twice you have more trumps than he has and you will gain control of the game.
For example :

| Contract $=45$ | $\begin{aligned} & \quad \text { Dummy } \\ & * 1063 \\ & * K 87 \\ & * K 864 \\ & + \\ & +1.99 \end{aligned}$ |  |
| :---: | :---: | :---: |
| You |  | Partner |
| * 8752 |  | * 4 |
| - Q J 2 |  | -109543 |
| - Q J 105 |  | - A972 |
| + A 4 |  | +862 |
|  | Declarer |  |
|  | * AKQJ9 |  |
|  | - A 6 |  |
|  | - 3 |  |
|  | +K10753 |  |

A lead of the Diamond Queen, followed by the Jack forces Declarer to ruff in his own hand. He can only afford to lead trumps 3 times before trying to develop the Club suit. You win the first Club trick with the Ace, then lead the 10 of Diamonds. Declarer is forced to ruff again, and you now have the only trump left in the game. The contract is doomed.

Any other opening lead (including a trump lead) will present Declarer his contract on a platter.

[^2]- From a 4 card or longer suit : TOP of a Solid Sequence (K Q J, Q J $10, ~ 109,1098$ ).

TOP of touching honours in an Interrupted or Interior Sequence (K Q 10, Q J , A Q J, A
FOURTH highest with an honour ( $095 \underline{3} 2, K Q 8 \underline{4}, K J 3 \underline{2}$ ). SECOND highest with no honour ( $9 \underline{7} 54$ )

Except in TRUMP CONTRACTS : if you lead a suit with an Ace ALWAYS lead the Ace ( $\mathrm{A}_{\mathrm{A}} 43$, AQ2) also lead the TOP of touching honours ( $K Q \times \times, \underline{Q} \cup \times \times$ )

- From a 3 card suit : TOP of touching honours (KQX, Q JX), otherwise LOWEST card (KJ 3, Q 6 5) MIDDLE from three small (85 2). Play 'MUD' : first Middle (5), then Up (8), then Down (2)
- From a Doubleton : always the TOP (K $5, \underline{A} 7,85$, $\underline{\text { Q }}$ )
- With 3 or more cards including $A K(A K Q, A K J, A K X)$ lead the K. Only lead the $A$ with doubleton $A K$ !

Some Definitions :

- Solid sequence $=3$ or more cards in sequence, with at least the top card being an Honour
AKQ - KQJ - QJ10 - J 109 - 1098
- Interrupted sequence $=2$ touching cards then a single gap before the next card, with at least the top card being an Honour
AKJ - KQ10-QJ9 - J 108 - 1097
- Interior sequence $=$ one Honour card, then a gap before 2 touching cards AQJ - KJ10 - Q 109 - J98-1087
- Touching Honours $=2$ touching Honour cards AK - K Q - Q J - J 10
- Tenace $=2$ cards separated by a single card gap A Q - KJ - Q 10 - J 9 - 108


## Leading Partner's suit

When Partner has overcalled a suit and it is your turn to lead it is generally best to lead your Honour card in his suit, if you have one. This avoids blocking the suit. It also provides Partner with a clear picture of the combined strength of the suit and helps him to decide whether to pursue with the suit or not.

## The Underlead

Partner has a small Heart, Dummy plays low. Which card do you lead?

|  | Dummy <br> - 1063 <br> - 875 <br> -K864 <br> - QJ 9 |  |
| :---: | :---: | :---: |
| Partner |  | You |
| - $\underline{3}$ |  | a. Q J $1 \underline{10}$ |
| (lead) |  | b. Q $\downarrow 4$ |
|  |  | c. K.J 104 |

When Partner leads a low card of a suit in which you hold touching Honours or a solid sequence : play the lower card of touching Honours. This leaves Declarer in the dark as to who holds the other Honour(s), and at the same time shows Partner that you might have the higher Honour too. Therefore
a. In Case a. (above) play your 10
b. In Case b. (above) play your Jack
c. In Case c. (above) it is best to play your King

When leading the suit yourself however, always play the top of touching Honours. Therefore if in Case c. (above) the King wins the trick, lead your Jack back to Partner at the next trick.

## (Down Fast - Up - Top) <br> BR 21.5 - Signals <br> A Defender can make a card signal when he is not required to compete for a trick, or when he is void in a suit and can discard a card from an other suit. An unnecessary high card, followed (if possible) by a low card on Partner's lead or as a discard is encouraging (a "high - low" signal). Playing a low card first is discouraging. For example :


a. In case a. play your 7, an unnecessary high card, showing Partner you hold the Diamond Ace
b. In case b. play your 2, a low card showing Partner you have no Honour in the suit

A high card is usually anything between a 6 and a 9 , a low card between 2 and 5. But even a 4 followed by a 3 can be an encouraging high-low signal. It all depends on the cards the signaller has at his disposal.

A discard works in the same way.
When you are void in the suit lead discard a relatively high card of the suit you wish Partner to lead to you. If you don't want that suit lead to you, play a low card.

$$
(\underline{\text { Down }}-\underline{\mathrm{Up}})
$$

## The Mc Kennie Discard

Say you hold a long Spade suit in a NT contract and want to signal to Partner to lead that suit. Discarding any Spade from your hand is really the last thing you would want to do in such case.

Mc Kennie Discards


The Mc Kennie discard is a useful and popular devise that gets around this problem.
The Mc Kennie discard signals for one of the suits not played to the trick.
For example if a Club is lead (a suit in which you are void) and you discard a Diamond, you signal for one of the two remaining suits : Hearts or Spades. If you play a high Diamond, say an 8, you ask Partner for a Spade lead (the higher ranking of the two target suits), but if you play a low Diamond, a 2 for example, you ask for a Heart lead.
In the examples on the left :
a. In case a. you signal for a Heart lead
b. In case b. you signal for a Spade lead
c. In case c. you signal for a Diamond lead
d. In case d. you signal for a Spade lead
e. In case e. you signal for a Diamond lead
f. In case f. you signal for a Spade lead
g. In case g. you signal for a Club lead
h. In case h. you signal for a Diamond lead

## (Down - $\underline{\text { Up }}$ - $\underline{\text { Top }}$ ) <br> BR 21.6 - Defence against the Finesse

Defence against the finesse is based on a very simple principle :
Rule
Only cover an Honour with your own Honour if it promotes a trick either in your or in Partner's hand

If this is not the case always play low, and let Declarer guess. He will guess wrong some of the times.
Whether you can promote a trick in your own hand is easy to determine. To judge whether you promote a trick in Partner's hand you have to look for any missing cards (usually J, 10,9 ) ranked below the Honours exposed on the table.
Here follow some examples.

a. Play low, there is nothing to promote.
b. Play the King, this forces out Declarer's Ace. He may then decide to finesse against the 10 in which case you will win a trick
c. Play low 1st time. When Dummy plays the Jack next time, cover it with your King. This will promote your 10 to a sure trick.
d. Play low, very very smoothly. Declarer probably holds K J 10 and can try the finesse both ways. He is testing out your reaction. If you fumble you are a cooked goose. If you play very smoothly he may decide to go up with Dummy's Ace and finesse your Partner on the next trick. In that case you will win.
e. Play the King. It forces out Dummy's Ace. Dummy's Jack will
make a 2 nd trick, but you will win the 3rd trick with your 10 .
f. Play low. There is nothing you can do to prevent Declarer playing a double finesse against you if he decides to do that.
Don't split you Honours.

(Down Fast - Up - Top)

## BR 21.7 - Finesse by the Defence

The finesse techniques described in Lessons $\underline{9}, \underline{10}$ and $\underline{15}$ apply equally well to the Defence as to the Declarer play. The only difference is that each finesse manoeuvre by the Defence must be executed by both players instead of one.
Below follow some typical examples and their correct way of execution.

All top of a solid sequence and top of touching Honours leads are a first move for a potential direct finesse against leader's left hand Opponent. In this case if Dummy plays the King cover it with your Ace. If he plays small play your 8 , showing
 Partner you hold the Ace.

In case a. if Dummy plays low play your King. If Dummy plays the Ace, play your 8, showing Partner you have an Honour.

In case $\mathbf{b}$. if Dummy plays low, play your Queen. If Dummy plays the Ace, play your Queen too, to

unblock the suit for Partner. He may have a 5 card suit.

Rule - As Defender always play the lower card from touching Honours,
except when making a lead.

## (Down - Up)

In case a. if Dummy plays the Queen, cover it with your King. If Dummy plays low, play your Jack.

In case b. if Dummy plays the Queen, cover it with your King. If Dummy plays low, play your 10
 (the lower card of touching Honours).

In case a. if Dummy plays the Queen, cover it with your King. If Dummy plays low, play your 9 .

In case b. if Dummy plays the Queen, cover it with your King. If Dummy plays low, play your
 King.

Rule - When Dummy has an Honour which you as third hand can beat, only play your Honour if Dummy's Honour is played or if your next card is lower than the 9

## (Down - Up)

In case a. if Dummy plays low, play your King.
If Dummy plays the Ace, play your 8 , showing Partner you hold an Honour.

In case b. if Dummy plays low, play your King.

| Dummy - A95 |  |
| :---: | :---: |
| Lead - |  |

If Dummy plays the Ace, unblock the suit by playing your King.

When Partner leads his long suit and you hold one or two Honours but only
one small card in the suit, unblock your access to Partner's hand by playing your High cards first, keeping your small card to lead back to him for last.

## (Down Fast - Up - Top) <br> BR 21.8 - Other Techniques

Other techniques, including the duck (lesson 17) and the hold up (lesson 18) are common to both Declarer play and a good Defence.
Here follow a few examples.

## 1. The Defensive Duck

Declarer is in a Spade contract and your Partner leads the 9 of Diamonds. Dummy plays low.
What do you play?
Partner most likely leads the top of a doubleton and is hoping for a ruff in the suit. Should you play your Ace and then return a small Diamond ? No !
If you do that next time Partner gains the lead he has no Diamond left to lead back to you.

## Dummy

-K 864

| Partner | You |
| :--- | :--- |
| $\stackrel{9}{9}$ | $* A \mathbb{1} 2$ |
| (lead) |  |

Therefore duck the first round, but play the 7 showing Partner he should lead the suit again. Next time you or Partner gains the lead (hopefully before Declarer has drawn all Partner's trumps), either one can lead a Diamond again. Win this second trick with your Ace, then lead a third Diamond for Partner to ruff.

Here another example. Declarer is in a No Trump contract this time.
You lead 4th from the top of your longest suit, Spades. Dummy plays low and Partner wins with the King. Partner at trick 2 leads a small Spade. Declarer plays low, what do you do?

|  | Dummy <br> J 8 |  |
| :---: | :---: | :---: |
| You <br> *A $106 \underline{4}$ <br> (lead) |  | Partner <br> * K 72 |

Don't play your Ace, but duck, play a small Spade and let Dummy win with the Jack. When Partner regains the lead he has still a Spade left to return to you, Declarer's Queen will drop under your Ace and you are on lead to cash two more Heart winners.

$$
(\underline{\text { Down }}-\underline{\mathrm{Up}})
$$

## 2. The Defensive Hold Up

Declarer is in a $\mathbf{2}$ Spade contract and you make a defensive opening lead with a small trump. Declarer draws three rounds of trumps then leads a small Club. What do you play?

Hold up and play low the first round. Dummy wins the trick with the King then leads his Queen. If your Partner has played high-low on the first two Club tricks (showing a doubleton), you must hold up once more (as Declarer must have three Clubs) and play your Ace only on the third round
 of Clubs.
Declarer's Clubs are now exhausted and he has no way to lead to Dummy's established Club winners.

## 3. Knocking out Dummy's Entry(s)

Declarer is in a 4 Spade contract. You this time make an aggressive opening lead with the King of Diamonds, top of touching Honours.
Dummy plays low and you win the first trick. What do you play next?

Almost the same scenario as the case above. However this time Dummy has a side entry. Therefore at trick 2 lead your Diamond Queen in order to knock out Dummy's Ace. If Dummy holds up again, play Diamonds a third time which leaves him nothing left but to play his Ace.

## Dummy

* 752
- 74
- A8 5
*K Q.J 106


## You

- 943
- 865
-KQ 74
+483 After Declarer draws trumps he will again lead the Clubs. Hold up as in the case above until you are sure all Declarer's Clubs have been exhausted.

Deals 73 to 76 are examples of play as outlined in this lesson.

- Print out of Deals 73-76 - Individual Hands for all Deals
- Solo Bidding : $\underline{73}|\underline{74}| \underline{75}|\underline{76}|$
- Bidding \& Play

BR 21.10- Quiz 21 - Answers - Review

Lesson 21 : QUIZ

$$
\text { Quiz ANSWERS - Lesson } 21 \text { - Links page }
$$

1. What is the primary purpose of "leading through Dummy's weakness, and up to Dummy's strength"?
2. What types of opening leads can you make as a Defender?
3. Name four examples of an attacking lead.
4. Name five examples of a defensive lead.
5. Which card do you lead as opening trump lead with the following holdings.
a. A 52
b. A 8
c. K 94
d. 865
e. 92
f. J 106
6. With which trump length is it best not to lead trumps ?
7. How do you encourage Partner to keep leading a suit ?
8. Declarer leads a 3rd round of trumps (Spades) and your Partner, playing Mc Kennie discards, discard the following cards. Which suit does he wants you to lead?
a. 8 of Hearts
b. 2 of Hearts
c. 3 of Clubs
d. 7 of Clubs
e. 9 of Diamonds
f. 4 of Diamonds
9. Which card do you lead as an opening lead in a suit contract ?
a. J 1093
b. Q J 94
c. K Q 83
d. A 9642
e. K J 104
f. Q J 4
g. K J 72
h. AK 3
i. A K
j. A 4
k. K 3
10. Partner leads the Diamond 4, Dummy the 5 . Which card do you play as 3rd player ?

## Dummy

D - Q 9 (5)

| Partner | You ? |
| :--- | :--- |
| D $-(4)$ | a. $\mathbf{D}-$ K 103 |
|  | b. D - K 1083 |
|  | c. $\mathbf{D}-$ K 72 |

11. 
12. Dummy leads the Queen of Spades. Which card do you play?

## Dummy

S - (Q) J 93
You?
a. S - K 10
b. S - K 108
c. $\mathbf{s}$ - K 7
13.
14. Declarer leads the Jack of Hearts. Which card do you play?

## Dummy

$$
\text { H - A } 1064
$$

You?
a. H-Q 82
b. $\mathrm{H}-\mathrm{K} 2$
c. H-K Q 92

## Declarer

H-(J)
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Lesson 21 : Quiz ANSWERS

## Quiz 21 - Lesson 21 - Links page

1. What is the primary purpose of "leading through Dummy's weakness, and up to Dummy's strength"?
To ensure that Partner's high cards are behind ("over") the high cards of the opponent, so that they can not be captured.
2. What types of opening leads can you make as a Defender?

Attacking leads, defensive leads and trump leads
3. Name four examples of an attacking lead.

Partner's long suit, your own long suit, top of a solid sequence, top of touching Honours
4. Name five examples of a defensive lead.

Small from a 2+ card suit, the unbid suit, the suit Dummy has bid, trump lead, 4 card suit headed by the Ace
5. Which card do you lead as opening trump lead with the following holdings.
a. A 5 (2)
b. (A) 8
c. K $9(4)$
d. 8 (6) 5
e. (9) 2
f. J 10 (6)
6. With which trump length is it best not to lead trumps ?

When you hold 4 trumps, and also with just 1 trump, as Partner is then likely to hold 4
7. How do you encourage Partner to keep leading a suit ?

Play "high-low", an unnecessary high card (usually 6-9), followed by a low card if he leads the suit again
8. Declarer leads a 3rd round of trumps, Spades and your Partner, playing Mc Kennie discards, discards the following cards. Which suit does he wants you to lead?
a. 8 of Hearts - Diamonds
b. 2 of Hearts - Clubs
c. 3 of Clubs - Diamonds
d. 7 of Clubs - Hearts
e. 9 of Diamonds - Hearts
f. 4 of Diamonds - Clubs
9. Which card do you lead as an opening lead in a suit contract ?
a. (J) 1093
b. (Q) J 94
c. (K Q) 83
d. (A) 9642
e. $\mathrm{K}(\mathrm{J}) 104$
f. (Q) J 4
g. K J 7 (2)
h. $\mathrm{A}(\mathrm{K}) 3$
i. (A) $K$
j. (A) 4
k. (K) 3
10. Partner leads the Diamond 4, Dummy the 5. Which card do you play as 3rd player ?

## Dummy

D-Q 9 (5)

## Partner

## You?

D - (4)
a. D - K (10) 3
b. D - K 10 (8) 3 (finesse Dummy's 9)
c. D - (K) 72 (no card 9 or higher)
11.
12. Dummy leads the Queen of Spades. Which card do you play?

## Dummy

S - (Q) J 93
You?
a. S - (K) 10
b. S - K 10 (8) (cover the Jack next time to promote your 10 )
c. s-K (7) (nothing to gain, let Declarer guess)
13.
14. Declarer leads the Jack of Hearts. Which card do you play?

## Dummy

H-A 1064
You?
a. $\mathbf{H}-\mathrm{Q} 8$ (2)
b. $\mathbf{H}-\mathrm{K}(2)$
c. $\mathbf{H}-\mathrm{K}$ Q 9 (2)

Declarer
H - (J)


## Contract Bridge

LESSON 22
Optional Bids for the Defence

1. Standard Cue bidding the Enemy suit
2. Natural Cue bid over the Minors
3. Michaels Cue bid over the Majors
4. The Unusual 2NT Overcall
5. Takeout Double over 1NT Opening
6. Defence against Weak 2 Opening bids
7. Defence against Preemptive Opening bids
8. Deals 77 to 80
9. Quiz - Answers - Review

Bidding Guide : $\underline{\text { advBG-18 }}$

## (Down - Top)

## BR 22.1 - Cue bidding the Enemy Suit

This lesson contains material you may wish to add to your arsenal of defensive bidding after you have played for a while and are really comfortable with the basic bidding principles. I suggest that you consider incorporating some of the items below in your bidding arsenal when you have a regular playing Partner with compatible playing skills to your own.
"Cue bidding the enemy suit" is bidding the enemy suit at the next higher level. In standard bidding cue bidding the enemy suit shows a very strong hand, the same as for the artificial strong 2 Clubs opening bid.

For example : $\mathbf{( 1 H})-\mathbf{2 H}$ shows $22+$ points or "Game in hand" and is forcing to Game. All following bids by both players are natural, and when one of the Defenders bids NT it promises a stopper in the enemy suit.

This situation occurs of course very rarely in bridge. I therefore suggest that when you hold such hand you first double for takeout and at your next turn to bid cue bid the enemy suit.

For example : (1H) - DBL - (Pass) - 1S - (Pass) - 2H

Adopting this approach leaves the cue bid of the enemy suit available for other more common situations, as outline in the following two Chapters.

## (Down - $\underline{\text { Up }-\underline{T o p})}$ <br> BR 22.2 - Natural Cue bids over the Minor suits

In standard bidding with 5-card majors opening with a short Club (1C) as used in this course or with the better minor (1C or 1D) are often based on 2 or 3 cards in the minor suit. In the Precision system the 1 Club and 1 Diamond opening bids are artificial and do not reflect any length in those suits. It occurs therefore quite regularly, that an Opponent opens with a minor in which you have a quality $5+$ card holding.

Therefore in such cases use the cue bid of the enemy suit as a natural overcall showing a quality $5+$ card suit and $11+$ points.
For example :
(1C) -2 C : shows a quality $5+$ card Club suit and $11+$ points
(1D) - 2D : shows a quality $5+$ card Diamond suit and $11+$ points When you hold :


Bid : (1C) - 1D = normal overcall and : (1D) $-2 \mathrm{D}=$ cue bid enemy suit Responses to the Cue bid are the same as for a normal overcall at the 2 level.


Remember that you will need 29 points to reach Game in a minor suite.
(Down - Up - Top)

## BR 22.3 - Michaels Cue bid over the Major suits

When the Opponents open the bidding with a major suit it is highly unlikely that your side will aim for a contract in that suite. Using a cue bid in their major suite with a natural meaning makes therefore little sense. Use Michaels Cue bid instead (I am not the Michael referred to in this convention).

Michaels Cue bid of the enemy suite shows a hand with

1. 8-12 High Card Points
2. 5-5 or longer distribution in the unbid major plus one minor suit.
3. both suits must contain at least 2 Honour cards.

With a 6-5 distribution you may have less points and only need 1 honour in the 6 card suit.
Hand 2 below is a typical example.

a. After (1C) - bid 1S
b. After (1D) - bid 1S
c. After $(\mathbf{1 H})-\operatorname{bid} \mathbf{2 H}=$ Michael's Cue bid, showing $5-5$ or better in the Spades and a minor suit

Responses by Partner are natural.
If Partner does not have a fit in the major suit he can ask for the minor suite by bidding
2NT. The Michaels Cue bidder will respond with the correct suit at the 3 level.
In above example the bidding would be :
c. (1H) - 2H - (Pass) - 2NT - (Pass) - 3D

(Down - Up - Top)
BR 22.4 - The Unusual 2NT Overcall
The Unusual 2NT overcall fits in nicely with the strategy of Michaels Cue bid.


A jump overcall of $\mathbf{2 N T}$ over Opponent's opening bid of 1 in a major shows

## 1. 8-12 High Card Points

2. 5-5 or longer distribution in the both minor suits
3. both suites must contain at least 2 Honour cards.

The primary objective of this overcall is to present Partner with a clear choice for a sacrifice in case the Opponents reach a Game contract in their major suit. Therefore with a stronger hand prefer to make a takeout double or a simple suit overcall. With Hand 3 below :
a. After (1H) - bid 2NT
b. After (1S) - bid 2NT


Partner's response :

- (1H) - 2NT - (Pass) - bid 3C

Unless strong in the major suits Partner should not pass the 2NT overcall, but bid his longest minor suit at the 3 level. With no preference bid 3 Clubs

- (1H) - 2NT - (Pass) - bid 4C

With a strong hand Partner may jump to 4 or 5 as required.

- (1H) - 2NT - (4H) - bid 5C

If the Opponents do reach a Game contract in their major suit, Partner can sacrifice, bidding 5 with a weak hand

The combined approach of Michael's Cue bid and the unusual 2NT covers all 5-5 suit combinations except the one where you hold both majors.
In such case it is best to either overcall the Spade suit, and perhaps the Heart suit next round if required, or to make a takeout double and be guided for your next bid by Partner's response.

Alternatively you can make an other arrangement with Partner for the Unusual 2NT overcall over the minor suits.
a. showing the two cheapest unbid suits (Hearts plus the unbid minor)
b. or showing both major suits
c. or showing the two suits in the unbid colour
(Hearts and Diamonds after 1 Club and Spades and Clubs after 1 Diamond)
This is something to discuss and agree upon with your Partner. I have included an alternative page 15 for the bidding guide in which you can fill in your own choice of above options.

## (Down - Up - Top) <br> BR 22.5-Takeout Double over 1 NT Opening

The point range of the $\mathbf{1}$ NT opening bid differs considerably for the various bidding system. Common ranges (other than the 16-18 points used in standard bidding) are 15-17, 13-15, or 12-14. Some players use the 15-17 points for their 1NT range when vulnerable and 12-14 points when not vulnerable.
The lower point ranges are very aggressive and aim to obstruct the bidding by the opposition, blocking any suit overcall at the 1 level.

A simple but very effective defence against this practice is to double the Opponent's 1NT opening bid.

- (1NT) - DBL : shows a balanced hand with exactly the same point range as the Opponent's 1NT

If the Opponent's 1 NT shows 12-14 points, your double also shows 12-14 points, if the 1NT shows a 13-15 points range, so does your double, etc.

## Hand 4

You have 14 points and a balanced hand
a. $\quad(\mathbf{1 N T}=12-14 \mathrm{pts})-$ bid DBL
b. $(\mathbf{1 N T}=13-15 \mathrm{pts})-$ bid DBL
c. $(\mathbf{1 N T}=15-17 \mathrm{pts})-$ bid Pass
d. $\quad(\mathbf{1 N T}=16-18 \mathrm{pts})-$ bid Pass


This puts your Partner in a strong position.

- If he considers your side has more points than the Opponents he can pass and by doing so converts the takeout double into a penalty double.
- With a weak hand he can bid a suit at the 2 level
- With a a good supporting hand he can bid a $5+$ card suit at the 3 level.

When playing duplicate bridge each player has a bidding system card on the table which lists the meaning of all their system's opening bids. Alternatively, when it is your turn to bid, you may ask the Partner of the 1NT opening bidder, what the bid's points range is.

## (Down Fast - Up - Top) <br> BR 22.6 - Defence against Weak Two Opening bids

To enter the bidding after an Opponent's weak two opening bid you should hold a hand with opening bid values. Subject to this requirement bid naturally as if Opponent had opened at the 1 level.

1. Double for takeout with a $12+$ points and 4 cards in the unbid major With stronger hands the shape becomes less important
2. Bid your $5+$ card suit with $12+$ points
3. Bid 2NT with 16-18 points and a stopper in the enemy suit
4. Cue bid the enemy suit with $22+$ points or "Game in hand" This is a Game force, similar to the strong 2C opening bid

Partner should respond naturally to your bid, and has the added option of a pass converting the takeout double into a penalty double if he considers this is the most profitable course of action.
Here are a few typical examples.
(Down - Up)

## Hand 5

You have $131 / 2 \mathrm{HCP}+1 \mathrm{LP}=141 / 2$ points and 5 Spades.

- (2H) - bid 2S

(Down - Up)


## Hand 6

You have $131 / 2$ points and 4 Spades.

- (2H) - bid DBL

(Down - Up)


## Hand 7

You have $231 / 2$ points.

- $\mathbf{( 2 H )}-\mathbf{3 H}$ (cue bid the enemy suit)



## (Down - Up - Top)

## BR 22.7 - Defence against Preemptive Opening bids

There are many different approaches to defence against preemptive opening bids. A sensible way is to approach it in the same way as defence against weak twos. However to enter the bidding you need to be stronger with at least $15+$ points. As 4 th player you may drop that a point or so with an interesting distribution. In general.

- Double for Takeout with $15+$ points and no good 5 card suit Partner may convert this into a penalty double (by passing) if he has strength in the enemy suit
- Bid a good 5+card suit at the 3 level with $15+$ points or at the 4 level with $17+$ points
- bid 3NT with $18+$ points and a good stopper in the enemy suit
- Cue bid the enemy suit with $22+$ points, a bid forcing to Game


## (Down - Up - Top) <br> BR 22.8 - Deals 77 to 80

Deals 77 to 80 are examples of bidding as outlined in this lesson.

- Print out of Deals 77-80 - Individual Hands for all Deals
- Solo Bidding : $\underline{77}|\underline{78}| \underline{79}|\underline{80}|$
- Bidding \& Play


## BR 22.9 - Quiz 22 - Answers - Review

Lesson 22 : QUIZ

$$
\text { Quiz ANSWERS - Lesson } 22 \text { - Links page }
$$

1. What is "cue bidding the enemy suit ?"
2. As a Defender how should you cue bid a strong $22+$ points hand ?
3. What does a cue bid of the opponents' minor suit show?
4. How do you respond when your Partner cue bids the enemy's minor suit?
5. Which Convention features a cue bid of the opponents' major suit?
6. What do you need to cue bid the enemy's major suit ?
7. What does a 2 NT response to Partner's Michaels cue bid mean ?
8. What hand shape and point range is shown by an Unusual 2NT overcall after a 1 in a suit opening?
9. What hand shape and point range is shown by a 2 NT overcall after a weak 2 in a suit opening?
10. Can your Partner pass after you have doubled a weak two or preemptive opening bid by the opponents?
11. Your right hand opponent opened the bidding with : (1S) - You? What is you action with the following hands ?
a. S-74 H-A J $1063 \quad \mathbf{C}-10 \quad$ D - K J 852
b. S-74 H-AKJ95 C-10 D-K Q J 97
c. S-A J 9 H-K 1053 C-Q J $8 \quad$ D - A Q 7
d. S-9 H-Q J $854 \quad \mathbf{C}-\mathrm{K}$ Q $532 \quad$ D - J 4
e. $\mathbf{S}$ - H-854 C-KJ865 D-A Q 1082
f. S-7 H-K98654 C-QJ974 D-42
12. Your right hand opponent opened the bidding with: $(2 \mathrm{H})-$ You? What is you action with the following hands ?
a. S-A J 106 H-53 C-A Q $84 \quad$ D - K 108
b. S-A J 1086 H-62 C-A Q $4 \quad$ D - K 108
c. S-A J 4 H-K J $10 \quad$ C - A K $94 \quad$ D - Q 108
d. S-AKJ4 H-96 C-AK Q D-K Q 105
13. The bidding goes: (1S)-2S - (Pass) - You ?

What is you response with the following hands?
a. S-8 62
H - K 10
C-J 542
D-10975
b. S-8 $2 \mathbf{H}-\mathrm{K}$ J 10
C-A Q 32
D-9753
c. S-A J 102 H-Q 83
C - K J 7
D - A Q 8
d. S-9432 H - J 10
C-K Q 5
D - Q 942
e. S-73
H-A J 3
C-AK 64
D - Q 852
14. The bidding goes: (1H)-2NT - (Pass) - You ? What is you response with the following hands?
a. $\begin{gathered}\text { S-10653 } \\ \text { - }\end{gathered}$ H-94 $\quad \mathbf{C}-\mathrm{AK} 53 \quad \mathbf{D}-\mathrm{K} 106$
b. S-10752 H-97 C-K105 D-Q964
c. S-A Q 843 H-953 C-K J 4 D-A 2
d. S-AK2 H-A 42 C - AK 96 D-K Q 10
e. S-K Q 102 H-A J $9 \quad$ C - KJ $5 \quad$ D - Q 104
15. The bidding goes : ( $\mathbf{2 H}$ ) - DBL - (Pass) - You ?

What is you response with the following hands?
a. $\begin{array}{ccc}\text { S - } 108 & \mathbf{H}-\mathrm{K} \text { Q } 9 \quad \text { C - A J } 108 \quad \text { D - K Q } 54\end{array}$
b. $\mathrm{S}-\mathrm{AK} \mathrm{J} 94 \quad \mathbf{H}-86 \quad \mathbf{C}-\mathrm{A} 83 \quad$ D - Q 107
c. S-J $1084 \quad \mathbf{H}-742 \quad \mathbf{C}-\mathrm{K} 4 \quad \mathbf{D}-\mathrm{K}$ Q 62
d. S-A $742 \quad \mathbf{H}-\mathrm{K}$ Q $104 \quad \mathbf{C}-853 \quad \mathbf{D}-73$

Lesson 22 : Quiz ANSWERS

$$
\text { Quiz } 22 \text { - Lesson } 22 \text { - Links page }
$$

1. What is "cue bidding the enemy suit ?" Bidding the enemy suit 1 level higher (like a single raise)
2. As a Defender how should you cue bid a strong $22+$ points hand ? Double for takeout first, at your next turn cue bid the enemy suit
3. What does a cue bid of the opponents' minor suit show?

A natural overcall in the suit bid, showing $11+$ points and a good $5+$ card suit
4. How do you respond when your Partner cue bids the enemies minor suit?

As a normal overcall at the 2 level
5. Which Convention features a cue bid of the opponents' major suit?

Michaels Cue bid
6. What do you need to cue bid the enemy's major suit ?

8-12 High Card Points and 5-5 in the unbid major plus one minor suit. Each suit should contain at least 2 honours (With a 6 card suit you may hold one Honour and less points)
7. What does a 2 NT response to Partner's Michaels cue bid mean ?

Asks partner to bid his 5 card minor suit
8. What hand shape and point range is shown by an Unusual 2NT overcall after a 1 in a suit opening?
The same as for a Michaels Cue bid. 8-12 HCPs, 5-5 in both minors, at least 2 Honours in each suit
9. What hand shape and point range is shown by a 2 NT overcall after a weak 2 in a suit opening?
Balanced, 16-18 points plus a good stopper in the enemy suit
10. Can your Partner pass after you have doubled a weak two or preemptive opening bid by the opponents?
Yes, if he considers defeating the opponent's contract is the best option. By passing he converts your takeout double into a penalty double
11. Your right hand opponent opened the bidding with : (1S) - You?

What is you action with the following hands ?
a. S-74 H-A J 1063 C-10 D - K J 852

2S - Michaels Cue bid
b. S-74 H-AK J 95

C-10
D - K Q J 97
DBL - strong hand, see what your Partner has to say before bidding Hearts
c. S - A J 9 H-K 1053 C - Q J $8 \quad$ D - A Q 7

1NT - 16-18 points, with a good stopper in the enemy suit
d. S-9 H-Q J $854 \quad \mathbf{C}-\mathrm{K}$ Q $532 \quad \mathbf{D}-\mathrm{J} 4$

2S - Michaels Cue bid
e. $\mathbf{S}$ - H-854 C-KJ865 D - A Q 1082

2NT - Unusual 2 NT , showing $5-5$ in both minors and 8 -12HCPs
f. S-7 H-K98654 C-Q J $974 \quad \mathbf{D}-42$

2S - Michaels Cue bid. With a 6 card suit you may relax the requirements
12. Your right hand opponent opened the bidding with : (2H) - You ?

What is you action with the following hands ?
a. $\mathbf{S}-\mathrm{A} \mathrm{J} 106 \quad \mathbf{H}-53 \quad \mathbf{C}-\mathrm{A}$ Q $84 \quad$ D - K 108

DBL - showing $12+$ points and 4 Spades
b. S-A J $1086 \quad \mathbf{H}-62 \quad$ C-A Q $4 \quad$ D - K 108

2 S - showing $12+$ points and $5+$ Spades
c. S-A J $4 \quad$ H-K J $10 \quad$ C - A K $94 \quad$ D - Q 108

2NT - showing 16-18 pts, balanced with enemy suit stopper
d. S-AKJ4 H-96 C-AK Q D - K Q 105
$3 H$ - Cue bid the enemy suit with $22+$ pts. Forcing to Game
13. The bidding goes: (1S)-2S - (Pass) - You ?

What is you response with the following hands?
a. $\begin{array}{ccccc}\text { S - } 862 & \mathbf{H}-\mathrm{K} 10 & \text { C-J } 542 & \text { D - } 10975\end{array}$

2NT - Opponents have surely a Game on in Spades. Find out Partner's minor so that you can sacrifice at the 5 level with good support
b. S-8 2 H-K J $10 \quad$ C-A Q $32 \quad$ D - 9753

3H - showing Heart support with 12 point or less
c. S-A J 102 H-Q 83 C - K J 7 D - A Q 8

3NT - 16+ points and good stoppers in the enemy suit
d. S-9432 H-J $10 \quad \mathbf{C}-\mathrm{K}$ Q $5 \quad \mathbf{D}-\mathrm{Q} 942$

2NT - ask for Partner's minor suit
e. S-7 $\mathbf{S}$ H-A J 3 C - A K $64 \quad \mathbf{D}-\mathrm{Q} 852$ $4 \mathbf{H}$ - jump bid with $13-15$ pts and good trump support
14. The bidding goes: ( $\mathbf{1 H}$ ) - 2NT - (Pass) - You ?

What is you response with the following hands?
a. S-10653 H-94 C - A K $53 \quad$ D - K 106 3C - showing preference for Partner's Club suit
b. S-10752 H-97 C-K $105 \quad \mathbf{D}-\mathrm{Q} 964$ 5D - Opponents have Game on (at least) in Hearts, sacrifice straight away
c. S-A Q 843 H-953 C - K J 4 D - A 2

5C - strong hand, Game should be there, Partner is unlikely to have support for your major
d. S-A K 2 H-A 42 C - A K $96 \quad$ D - K Q 10 4NT - Blackwood. Slam is very likely
e. S - K Q 102 H - A J $9 \quad$ C - K J $5 \quad$ D - Q 104

3NT - strong hand with the enemy suit well stopped
15. The bidding goes : (2H) - DBL - (Pass) - You ?

What is you response with the following hands?
a. $\begin{array}{ccc}\text { S - } 108 & \mathbf{H}-\mathrm{K} \text { Q } 9 \quad \text { C - A J } 108 \quad \text { D - K Q } 54\end{array}$

3NT - with partner showing at least 12 points and your two heart stoppers Game should be there
b. S-A K J $94 \quad \mathbf{H}-86 \quad$ C - A $83 \quad$ D - Q 107

3S - show your 5 card suit and opening hand values
c. S-J $1084 \quad \mathbf{H}-742 \quad \mathbf{C}-\mathrm{K} 4 \quad$ D - K Q 62

2 S - you must not Pass with a weak hand
d. S-A $742 \quad \mathbf{H}-\mathrm{K}$ Q $104 \quad \mathbf{C}-853 \quad \mathbf{D}-73$

Pass - with your strong enemy suit holding defeating the contract may be the best option. Game for your side may not be there.


Main Page - Lesson Deals - Play
Technique
Previous - Lessons - Next

## Contract Bridge

LESSON 23
Slam Bidding Conventions

1. Blackwood Convention - 3NT

Blackwood
2. Roman Keycard Blackwood - 3NT RKCB
3. Cue Bidding
4. Showing a Void with Blackwood
5. Trump Honours asking bid
6. Gerber 4 Convention
7. Deals 81 to 88
8. Quiz - Answers - Review

Bidding Guide : intBG-13 - advBG-
17-adv_BG-20

## (Down - Top) <br> BR 23.1 - Blackwood Convention

As explained earlier bidding conventions are predetermined coded messages in the auction (using regular bids) to convey special features of a hand.
The Blackwood Convention (intBG-13) starts with a bid of :

- 4 NT which conveys the message :
"Partner, how many Aces do you hold in your hand?"
- Partner replies :

$$
5 \boldsymbol{\%}=0 \text { or } 4 \text { Aces } \quad 5 \diamond=1 \text { Ace } \quad 5 \boldsymbol{*}=2 \text { Aces } \quad \mathbf{5} \boldsymbol{\phi}=3 \text { Aces }
$$

These bids tell absolutely nothing about the suit bid, but only indicate the number of Aces held in Partner's hand.
When the 4NT bidder discovers his side holds all 4 Aces, he me follow on with a bid of :

- $\mathbf{5} \mathbf{N T}$ - this shows that the side holds all 4 Aces and conveys the message :
"Partner, how many Kings do you hold in your hand?"
- Partner replies :

```
6%% = no King 6* = 1 King 6* =2 Kings 6 ¢ = 3 Kings 6NT = 4 Kings
```

The Blackwood convention is used in trump contracts where some of the 33 points required for a Small Slam may include 4 or more shortages points, and the Opponents may therefore hold 2 Aces. The Blackwood Convention guards against this.

The bid of 4 NT is not Blackwood when it is a response to a NT opening bid. In such case it is an invitation bid for Slam (1NT - 4NT - ? or 2NT - 4NT - ?)

## Enemy Interference

When the enemy tries to spoil the party with an interference bid over Partner's Blackwood 4 NT responses follow the so called DOPI procedure.
For example after 4NT - (5D) - You ?

$$
\begin{gathered}
\text { Double }=0 \text { or } 4 \text { Aces } \quad(\mathrm{D}=0) \\
\text { Pass }=1 \text { Ace } \quad(\mathrm{P}=1)
\end{gathered}
$$

(5 in next suit) $\mathbf{5 H}=2$ Aces
(5 in suit after that) $\mathbf{5 S}=\mathbf{3}$ Aces

## 3NT Blackwood

After a Game-force raise: $1 \vee-3 \vee-$ ? or $1 \mathbf{~ - ~} 3 \boldsymbol{-}$ - ? it is highly unlikely that the Partnership would want to end up in a 3 No Trump contract. This bid can therefore be use as a 3NT $\leq>$ Blackwood Convention bid instead :

$$
1 \downarrow-3 \downarrow-3 \mathrm{NT}-? \text { or } 1 \stackrel{-}{4} \text { - } 3 \mathrm{NT}-?
$$

Responses are exactly as after 4NT, only one level lower. This has the advantage that after a negative response the Partnership can still sign off with a Game bid in a major suit at the 4 level.

## Jazclass Recommendation

When a major suit trump fit has been revealed (in whatever manner) a bid of 3NT by either player is the Blackwood or the RKC Blackwood Convention (intBG-13).

## (Down - Up - Top) <br> BR 23.2 - Roman Keycard Blackwood

Roman Keycard Blackwood (intBG-13) is a useful variation on the standard Blackwood conventions and includes asking for the King and Queen of the trump suit. if no trump
suit has been agreed upon the last bid suit counts as the trump suit.
The key cards are the 4 Aces plus the trump King.
The responses to 4 NT then are :

```
5%%=0 or 3 keycards
5* = 1 or 4 keycards
5* = 2 keycard without the trump Queen
5@ = 2 keycards plus the trump Queen
```

After a 5C or 5D response the cheapest bid (excluding the trump suit) asks for the trump Queen. The cheapest response to that denies the trump Queen. The next higher bid promises the trump Queen.

A subsequent bid of 5 NT asks for the Kings as in standard Blackwood, but the trump King is not shown again.

Against enemy interference use DOPI
For example after 4NT - (5D) - You ?

$$
\begin{gathered}
\text { Double }=0 \text { or } 3 \text { key cards } \quad(\mathrm{D}=0) \\
\text { Pass }=1 \text { or } 4 \text { key cards } \quad(\mathrm{P}=1)
\end{gathered}
$$

(5 in next suit) $\mathbf{5 H}=2$ key cards with the trump Queen
(5 in suit after that) $\mathbf{5 S}=2$ key cards without the trump Queen

## 3NT Roman Keycard Blackwood

 Partnership would want to end up in a 3 No Trump contract. This bid can therefore be use as a 3NT Blackwood or $\leq$ Roman Keycard Blackwood Convention bid instead :

$$
1 \downarrow-3 \downarrow-3 \mathrm{NT}-? \text { or } 1 \stackrel{\perp}{4}-3 \mathrm{NT}-?
$$

Responses are exactly as after 4NT, only one level lower. This has the advantage that after a negative response the Partnership can still sign off with a Game bid in a major suit at the 4 level.

## Jazclass Recommendation

Whenever a major suit trump fit has been revealed a bid of $\mathbf{3 N T}$ by either player is the Blackwood or the RKC Blackwood Convention (intBG-13).

$$
(\underline{\text { Down }}-\underline{\mathrm{Up}}-\underline{\mathrm{Top}})
$$

## BR 23.3-Cue bidding

Blackwood and Roman keycard Blackwood are useful tools for investigating the possibility of a Slam contract for many hands. However for some unbalanced hands these conventions may not produce the required answers.
Take this hand for example :

$$
\text { \& A J } 109864 \quad \vee-\text { AQ } 2 \leftrightarrow K \text { Q J }
$$

Bidding 4NT Blackwood is fine if Partner holds both Aces, but what if he only holds one ? The Ace of Hearts is not of much use with this hand, while the Ace of Diamonds will make all the difference.
This is where cue bidding becomes most useful.
a. When a trump suit has been found
b. and Game has been reached or a Game forcing situation exists
c. any bid of a new suit is a cue bid, showing first round control in that suit

First round control is either an Ace or a void
Second round control is a King or a singleton
Cue bids are bid up the line, cheapest first round control first. Skipping a suit denies first round control in that suit.
After first round control have been bid, later cue bids show second round control.
Controls in the trump suit are not shown. Bidding the trump suit is a sign off saying : "I have nothing more to show at this point Partner."
After the cue bidding you still can bid 4NT Blackwood if required, for example to distinguish between Aces and voids.

Here is a typical example.

$$
\begin{aligned}
& \text { West } \\
& \text { - A J } 109864 \\
& -- \\
& \text { - K Q J } \\
& \text { - A Q } 2
\end{aligned}
$$

$$
\begin{aligned}
& \text { East } \\
& \text { - - Q Q } 22 \\
& \uparrow-7532 \\
& - \text { A8 } \\
& - \text { KJ } 9
\end{aligned}
$$

The auction, using cue bids, goes like this :

|  | West | East |  |
| ---: | ---: | :--- | :--- |
|  | $\mathbf{1 S}$ | $-\mathbf{3 S}$ |  |
| (Ace of Clubs) | $\mathbf{4 C}$ | $-\mathbf{4 D}$ | (Ace of Diamonds) |
| (void in Hearts) | $\mathbf{4 H}$ | $-\mathbf{5 C}$ | (King of Clubs) |
| (Trump Honours ask) | 5NT | $-\mathbf{6 H}$ | (2 of top 3 trump Honours) |

West's 5 NT is asks for East trump card Honours as outlined in the Chapter below.
Cue bidding is the best way on investigating Slam possibilities when you hold a void, or suspect that your Partner may hold a void or singleton.

## (Down - Up - Top) <br> BR 23.4 - Showing a Void with Blackwood (or with RKC Blackwood)

Cue bidding is the most obvious method for revealing a void ("first round control") in your hand. But there is another way using Blackwood or RKC Blackwood (whichever method you use).

When holding both one or more Aces and a void, bid your Aces one level higher than you normally would. However use this method only when Partner can identify the void and/or the void will make a positive contribution to the proposed contract.
For example when Partner (who opened the bidding) bids 4NT and you hold the following hand :

## - KJ108 『-AQ952 A 1086 -

 in Clubs (the unbid suit).

Note that by using this method you will miss out the possibility of asking for Kings (with 5NT).
This is where 3NT Blackwood (or RKC Blackwood) have a distinct advantage, as positive void responses are made at the 5 level.

With above hand reply : $\underline{1-1-1-3 \leq-3 N T}-$ you $5 \vee-\underline{5 N T}$ (asking for Kings).
(Note : above hand would also qualify for a splinter bid : 1 - $1 \checkmark-\underline{\text { - }}-4$ showing Spades trump support plus a void in Clubs, see Lesson 26.)
(Down - Up - Top)

## BR 23.5 - Trump Honours asking bid

A 5NT bid, not preceded by a Blackwood 4NT, is a trump asking bid, asking Partner how many of the top 3 Honours (A, K and Q) he holds in the trump suit.
Replies are :

This is a most useful Convention when used in conjunction with cue bidding, where the trump controls are not being investigated.

## (Down - Up - Top) <br> BR 23.6 - The Gerber $4 \boldsymbol{\text { Convention }}$

The Gerber 4 bid is (like Blackwood) an ask for Aces. Responses are :

$$
4 \checkmark=0 \text { or } 4 \text { Aces } \quad 4 \boldsymbol{\bullet}=1 \text { Ace } \quad 4 \boldsymbol{\wedge}=2 \text { Aces } \quad 4 \mathrm{NT}=3 \text { Aces }
$$

Likewise a follow on bid of $5 \boldsymbol{c}$ is an ask for the Kings :

$$
5 \checkmark 0 \text { or } 4 \text { Kings } \quad 5 \checkmark=1 \text { King } \quad 5 \Delta=2 \text { Kings } \quad 5 N T=3 \text { Kings }
$$

The Gerber bid can be ambiguous (is it Gerber or is it natural ?). It is also incompatible with Cue bidding, Splinter bids, Slam Trial bids, etc.

Gerber is therefore not used by top players and is not recommended for students who wish to adopt any of the conventions and methods dealt with in this and following lessons of this course.
(Down - Up - Top)

## BR 23.7 - Deals 81 to 88

Deals 81 to 88 are examples of bidding as outlined in this lesson.
Choose between Roman Key card Blacwood and Cue bidding in all these hands. In a few hands the Trump asking bid can also be used in conjunction with Cue bidding.

- Print out of Deals 81-84 - Print out of Deals 85-88 - Individual Hands for all Deals
- Bidding \& Play : Deals 81-84- Deals $85-88$
- Solo Bidding : $\underline{81}|\underline{82}| \underline{83}|\underline{84}| \underline{85}|\underline{86}| \underline{87}|\underline{88}|$

BR 23.8 Quiz 23 - Answers - Review

Lesson 23 : QUIZ

$$
\text { Quiz ANSWERS - Lesson } 23 \text { - Links page }
$$

1. What is the procedure when the opponents interfere over Partner's 4NT Blackwood bid?
2. What is the advantage of using Roman Key card Blackwood ?
3. What is the bidding sequence when you hold 2 key cards plus the trump Queen?
4. What is the bidding sequence when you hold 2 key cards without the trump Queen?
5. What is the bidding sequence when you hold 1 key card plus the trump Queen ?
6. Can you use DOPI in Roman Key card Blackwood?
7. What are the conditions for a cue bidding session to commence ?
8. How do you bid your 1 st round controls ?
9. How do you sign off in cue bidding ?
10. Do you show your trump Ace or King in cue bidding?
11. What other use has the 5NT bid, other than asking for Kings in Blackwood
12. What are the possible replies to a trump Honours asking bid ?
13. The auction went 1S (N) - 3S (S) - 4NT (N) - You ?

You are South. What is your reply, assuming you are using RKC Blackwood, with the following hands?
a. $\begin{gathered}\text { S-K J } 7 \quad \mathbf{H}-\mathrm{A} \text { K } 83 \\ \mathbf{C}-\mathrm{Q} \text { J } 83 \\ \text { D - A } 7\end{gathered}$
b. S-QJ 7 H-AK 52 C-AJ 65 D-95
c. S-K853 H - C - AK J 105 D - K J 97
d. S-K Q $84 \quad \mathbf{H}-\mathrm{J} 3 \quad \mathbf{C}-\mathrm{A}$ Q $74 \quad$ D - Q J 10
14. The auction went 1S (N)-3S (S)-4NT (N)-5C (N) - You?

You are North. What is your reply, assuming you are using RKC Blackwood, with the following hands?
a. S-A J 1075 H-A $3 \quad$ C - Q $108 \quad$ D - K 107
b. S-QJ10976 H-K9 C-AK65 D-K5
c. S-K J $10853 \quad \mathbf{H}-8 \quad$ C - A K J $10 \quad$ D - K 7
d. S-K Q $842 \quad \mathbf{H}-\mathrm{A} \quad \mathbf{C}-\mathrm{K} 74 \quad \mathbf{D}-\mathrm{Q}$ J 103
15. The auction went 1S (N)-3S (S) - 4D (N) - You? (S)

You are South. What is your reply with the following hands?
a. S-K J 7 H-A K $83 \quad$ C - Q J $83 \quad$ D - J 7
b. S-K QJ 7 H-KQ $52 \quad$ C-QJ $65 \quad$ D-K 5
c. $\mathbf{S}-\mathrm{K} 853 \mathbf{H}-\mathbf{C}-\mathrm{AK}$ J 105 D-KJ97
d. S-A Q $84 \quad \mathbf{H}-\mathrm{K}$ J $65 \quad \mathbf{C}-\mathrm{K}$ Q $74 \quad$ D-7

Lesson 23 : Quiz ANSWERS

Quiz 23 - Lesson 23 - Links page

1. What is the procedure when the opponents interfere over Partner's 4NT Blackwood bid?
DOPI $=$ Double with 0 or 4 Aces, Pass with 1 Ace
2. What is the advantage of using Roman Key card Blackwood ?

It enables you to investigate whether partner holds the King and/or Queen of trumps
3. What is the bidding sequence when you hold 2 key cards plus the trump Queen ? 4NT (N) - 5S (S)
4. What is the bidding sequence when you hold 2 key cards without the trump Queen?
4NT (N) - 5H (S)
5. What is the bidding sequence when you hold 1 key card plus the trump Queen? 4NT (N) - 5D (S) - 5H (N) - 5NT (S)
6. Can you use DOPI in Roman Key card Blackwood?

Yes. Double $=0$ or 3 key cards, Pass $=1$ or 4 key cards
7. What are the conditions for a cue bidding session to commence ?

When you have found a trump fit and either have reached Game, or a Game forcing situation is in place
8. How do you bid your 1 st round controls ?

Up the line, showing your Ace or void, cheapest bid first
9. How do you sign off in cue bidding ?
bidding the trump suit at the nearest level
10. Do you show your trump Ace or King in cue bidding? No
11. What other use has the 5NT bid, other than asking for Kings in Blackwood ? When not preceded by 4NT Blackwood, 5NT asks for the top 3 trump Honours
12. What are the possible replies to a trump Honours asking bid ?
$6 \mathrm{C}=$ No trump Honour 6D = 1 trump Honour
$6 \mathrm{H}=2$ trump Honours $\quad 6 \mathrm{~S}=3$ trump Honours
13. The auction went 1S (N) - 3S (S)-4NT (N) - You?

You are South. What is your reply, assuming you are using RKC Blackwood, with the following hands?
a. $\quad \mathbf{S}-\mathrm{K}$ J 7
H-A K 83
C-Q J 83
D-A 7
5C - showing 0 or 3 key cards (2 Aces + trump King)
b. S-Q J 7 H-AK52 C-AJ65 D-95
5S - showing 2 key cards plus the trump Queen
c. S - K 853 H - C - A K J 105 D - K J 97
$\mathbf{5 H}$ - showing 2 key cards without the trump Queen
d. S - K Q $84 \quad$ H-J $3 \quad$ C - A Q $74 \quad$ D - Q J 10
5S - showing 2 key cards plus the trump Queen
14. The auction went 1S (N)-3S(S)-4NT (N)-5C(N)-You?

You are North. What is your reply, assuming you are using RKC Blackwood, with the following hands?
a. S-A J $1075 \quad$ H-A $3 \quad$ C - Q $108 \quad$ D - K 107

5D - asking for the trump Queen
b. S-Q J 10976 H-K $9 \quad$ C - A K $65 \quad$ D - K 5
$\mathbf{6 S}$ - only 1 key card missing between both of you
c. S - K J $10853 \quad \mathbf{H}-8 \quad$ C - A K J $10 \quad$ D - K 7

5D - asking for the Queen, then bid 7S with and 6 S without it
d. S-K Q $842 \quad \mathbf{H}-\mathrm{A} \quad \mathbf{C}-\mathrm{K} 74 \quad$ D - Q J 103

5NT - asking for Kings, then bid 7S with 2 Kings, 6 S with less
15. The auction went 1S (N) - 3S (S) - 4D (N) - You? (S)

You are South. What is your reply with the following hands?
a. S-K J 7 H-A K $83 \quad$ C-Q J $83 \quad$ D - J 7

4 H - showing 1st round control in Hearts
b. S-K Q J 7 H-K Q 52 C-Q J 65 D - K 5

5D - showing 2nd round control in Diamonds, no 1st round controls at all
c. S-K853 H - C - A K J 105 D - K J 97
$\mathbf{5 C}$ - showing 1st round control in Clubs
d. S-A Q $84 \quad \mathbf{H}-\mathrm{K}$ J $65 \quad \mathbf{C}-\mathrm{K}$ Q $74 \quad \mathbf{D}-7$

4 S - sign off in the trump suit, showing no 1st round controls.
If Partner continues show your 2 nd round controls.
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## Contract Bridge LESSON 24

Alternative Hand Valuations

1. Introduction
2. Losing Trick Count - Own hand (LTC)
3. Losing Trick Count - Partner's hand (LTC)
4. Trick value Shortage Points (TSP)
5. The Banzai Point Count (BPC)
6. Long Suit Trial bid
7. Deals 89 to 92
8. Quiz - Answers - Review Recent developments

Bidding Guide : advBG-17 -advBG-20
advBG-21 - advBG-
(Down - Top)

## BR 24.1 - Introduction

Consider Hand 1 below. Your Partner opens with 1S.
What is your standard response ? 4S of course showing 6-10 (Bidding Guide p.4). You have less than 9 HCPs, 4 card trump support and an unbalanced hand.


Counting the the total points of the hand it does not quite add up : $8 \mathrm{HCP}+3 \mathrm{SP}=11$ points.
Obviously the combined effect of side suit shortage and an abundance of trumping power makes the hand stronger than the points indicate.

Now look at Hand 2 below.
After Partner's opening bid of 1S you obviously have sufficient points together for a Game contract. But you have two useless 3 card suits in your hand. If Partner has the
same in one of these suits, and not much protection in the other, a Game contract may be doomed from the start.


These type of common examples show up the inadequacies of assessing the distributional values of a hand by means of the 5-3-1 shortage points system only.

In recent years an additional new valuation system has been introduced that, in combination with the point count system, is used by many players. It assesses the trick taking potential of the combined hands for trump contracts only. It is called the Losing Trick Count (LTC).

## (Down - Up - Top)

## BR 24.2 - Losing Trick Count - Own Hand

The Losing Trick Count (LTC) is a valuation method for trump contracts only. You can use it after a trump fit has been found.

Count your losers in the top three cards in each suit. Cards beyond these are considered winners.

1. Ace $=1$ winner
2. $\mathbf{K i n g}=1$ winner
3. Queen = half a winner, or a whole winner when supported by a second Honour
4. Void $=$ no loser (therefore represents 3 winners)
5. Singleton $=1$ loser (therefore represents 2 winners)
6. Doubleton $=2$ losers (therefore represents 1 winners)

Combining above Honour and shortage counts : an A x or K x doubleton counts for 1 loser. A K doubleton is no loser at all, so does a singleton Ace. K Q doubleton is 1 loser as is K Qx , and so on.

The maximum number of losers you can hold in your hand is $4 \times 3$ losers $=12$ losers. The same applies to the hand of your Partner, therefore :
$24-($ your losers + Partner's losers $)=$ the likely number of tricks you will make

This means that if you and Partner have $\mathbf{1 4}$ losers in the combined hand you are likely to have 10 winning trick, enough for a Game contract in a Major suit. With 12 losers a Slam is a very good proposition.

Let us have a look at how the two hands from the previous chapter are valued using this method.

Hand 1 is valued at 7 losers. This is the same as the strength of an average minimum opening hand.
No wonder then that a Game contract with this supporting hand is going to be a good prospect.


Hand 2 in comparison, despite its much higher point count contains 8 losers, a full loser more than the average opening hand.


If for arguments sake we take away the Club Queen in Hand 1, reducing its strength to 6 HCPs only, it is still equal in loser count (now 8) to Hand 2, which now has more than twice the number of HCPs.

The above comparison makes it very clear that the distribution pattern of a hand has a huge influence on its trick taking potential, much more than expressed by the 1-3-5 shortage point valuation.
It is essential to always remember that you must have a good trump fit, as much of the trick taking potential is based on being able to take advantage (by ruffing) of the shortages in a hand.

## (Down - Up - Top) <br> BR 24.3 - Losing Trick Count - Partner's Hand

Valuating your own hand with the LTC method is easy, but how about assessing Partner's hand?

Here you need to rely on his bidding.
Approximate valuations for standard opening bids and responses are :

- 6-10 pts : Single raise or 1NT Response $=8-9$ losers
- 6-9 HCP : Game raise to Partner's 1 H or $1 \mathrm{~S}=7-8$ losers
- $11+\mathrm{pts}$ : New suit at the 2 level Response $=8$ losers or less
- $13+$ pts : Jump raise $=7$ losers or less
- 13-15 pts : Minimum Opening bid or 2NT Response $=7$ losers
- 16-18 pts : Strong Opening bid or 3NT Response $=6$ losers
- 19-21 pts : Maximum 1 Opening bid $=5$ losers
- $22+$ pts : Strong 2C, 2NT Opening bid $=4$ losers or less

Various other bids are :

- $9-15 \mathrm{pts}:$ Overcall at the 1 level $=8$ losers or less
- 11-15 pts : Overcall at the 2 level $=7$ losers or less
- $12+$ pts : Takeout Double $=7$ losers or less
- 6-10 HCP : Weak 2 Opening, Weak Jump overcall $=7-8$ losers
- 6-10 HCP : Preemptive 3 Opening bid = 7 losers (not vulnerable) or 6 losers (vulnerable)
- 6-10 HCP : Preemptive 4 Opening bid = 6 losers (not vulnerable) or 5 losers (vulnerable)
- 8-12 HCP : Michaels Cue bid, Unusual 2NT = 5-7 losers

The key totals you need to remember are $\mathbf{1 4}$ losers or less required for a Game contract, while $\mathbf{1 2}$ losers or less are required for a Slam.
Most importantly however remember that all LTC calculations are only valid when you have a good ( 8 card or better) trump fit. The best approach is then to use both the LTC and the point count system side by side in your overall assessment of the game. For a good understanding and effective use of the LTC I recommend Ron Klinger's excellent book on the subject "The Modern Losing Trick Count".

The valuation of your hand (and of the potential of your and Partner's combined holdings) should never be based on just one assessment method alone.

1. Always use the LTC in combination with the Point count system and your own judgement and creative insight of your hand.
2. And always assess your hand in the context of what you know about your Partner's hand.

A frequently heard lament at the bridge table of less experienced players is "But Partner, I could not support you, I had too many losers", or "Partner, I just did not have the point to go on." These are clear signs that the player concerned was looking at his (or her) hand in isolation and not in the context of Partner's holdings.

## Comment

Be aware that using the LTC on its own can produce a too conservative assessment. For (although this is not stated in any of the textbooks I have come across) the LTC is based on a 12-card hand.

The fact that the 13th card is not counted as a loser does not mean (as many appear to believe) that it is a winner. The 13th card in both your and Partner's hand are simply disregarded altogether.

The 13th card can be
a loser in one hand and a winner in the other
a loser in both hands
or a winner in both hands
A simple analysis of say 100 deals (as I have done for the deals in this course) bears this out.
For about one third of the Deals the LTC is spot on (or in a few cases over overvalued), while in the remaining two thirds of the Deals the actual tricks made were 1 or 2 tricks more than the LTC assessment.

I therefore suggest that, whenever your hand contains "extra value" (such as a few 10 s and 9 s , or a strong long suit), you subtract the total assess loser in the combined hands from 25 rather than the prescribed 24. I have included this alternative in the Bidding Guide, BG-15.

## BR 24.4 - Trick Value Shortage Points

Shortage in one suit has several effects on the trick taking value of the whole hand.

## 1

Take a perfectly balanced hand with distribution of 4-3-3-3 and convert this into a hand containing a void. To do this we remove the three cards from one suit. But as the whole hand must consist of 13 cards, three cards must be added to one or more of the other 3 suits, increasing their lengths. Therefore the least unbalanced hand we can create this way has a distribution of 5-4-4-0. In practical terms this means that the chance of making extra tricks with the small cards from a long suit has increased.

## 2

Having a void in a suit effectively cuts out all 10 High
Card Points in that suit.
Partner may hold some of these points, but the overall effect would be negative for the Opponents.
With a singleton, only the Ace will win a trick, but probably
 none of the other Honours in the suit (eliminating 6 HCPs). With a doubleton only $\mathbf{3}$ HCPs are eliminated.

## 3

The shortage enables Declarer to control the suit with his trumps, and when the shortage occurs in the hand with the lesser number of trumps it can provide extra tricks by ruffing.
Extra ruffing tricks are also created in both hands in a cross ruff or a dummy reversal play.

In view of the above considerations the Losing Trick Count valuation of voids, singletons and doubletons appears well justified.

Let us now consider the point count system.
To make a Game trump contract in a major suit requires 26 points. This means that each of the 10 winning tricks requires on average $\mathbf{2 . 6}$ points.
Therefore, combining the point count system with the the losing trick count :

- If a void is valued at no loser and in consequence represents $\mathbf{3}$ winning tricks, its true point count value must be $3 \times 2.6=\mathbf{7 . 8}$ points
- Likewise, if a singleton is valued at one loser and in consequence represents 2 winning tricks, its true point count value must be $2 \times 2.6=\mathbf{5 . 2}$ points
- And if a doubleton is valued at two losers and in consequence represents $\mathbf{1}$ winning trick, its true point count value must be $1 \times 2.6=\mathbf{2} .6$ points

This is a very simple approach which I use myself to get a better point count value for all
unbalanced hands and appears to be much more realistic in its results than the traditional shortage point valuation.
I call it the Trick Value Shortage Points valuation method (TSP).
The only variation to the above valuation concerns the doubleton
The 2.6 points valuation for a doubleton is fair enough. However before you can effectively consummate this single winner it is necessary to first lose 2 tricks to the opposition. In a Game contract this represents at least $65 \%$ of your permissible loss. Two useless doubletons in a hand are potentially what I call the kiss of death. You may well be down one trick already before you have managed to gain the lead.
Count the doubleton therefore always for 1 point only, unless the doubleton includes the Ace. If so count it for 2 points.

Trick value Shortage Points

```
    Void = 7 TSP( ( 1)
    Singleton = 5 TSP ( }\pm1
    Doubleton = 1 TSP( }\mathbf{A}\times\mathrm{ or better = 2)
```

With an abundance of trumps ( 9 or more in the combined hands) you may add one additional TSP to the singleton and void.

With a 5-3 trump fit and shortage in the long trump suited hand (usually Declarer's hand) it is wise to deduct one TSP of the singleton or void TSP value.

Assessing Hand 1 (after Partner has opened 1S) in terms of TSPs one reaches a more realistic valuation of $8 \mathrm{HCP}+6 \mathrm{TSP}=14$ points total. The extra 1 TSP being awarded for the 9 card trump fit.


In general be cautious when you hold a balanced or semibalanced hand with one or two useless doubletons, or worse, a useless 3 card suit.

With an unbalanced hand be aggressive in your approach.
I have included an alternative page 1 for the Intermediate and Advanced Bidding Guides which includes the TSP count. You can use this one instead of the Basic page if you wish.

## BR 24.5 - The Banzai Point Count

Statistical analyses published by Richard Cowan in 1987 and David "Banzai" Jackson \& Ron Klinger in 2010 (Better Balanced Bidding) have revealed two deficiencies of the Milton Point Count ( $A=4-K=3-Q=2-J=1$ ), universally used for the past 90 years.

1. The MPC does not include the $\mathbf{1 0 s}$ in its valuation
2. The MPC substantially overvalues Aces and Kings in balanced hands

They propose the Banzai Point Count as an accurate representation of the statistical findings, to be used by Intermediate-Advanced players.

$$
\text { Banzai Point Count: } \mathrm{A}=5 \quad \mathrm{~K}=4 \quad \mathrm{Q}=3 \quad \mathrm{~J}=2 \quad 10=1
$$

This increases the total of High Card Points in a whole pack of cards from 40 to 60 . In addition a 5-card suit in a balanced hand (5332) is valued at an additional 2 points.

A minimum Opening can be made with 18 Banzai Points (BPs) and a minimum Response with 9 BPs. The minimum strength for a Game contract is $\mathbf{3 7}$ BPs. For further details see advBG-21.

Obviously the Banzai Point Count is superior to Extended Milton. However it will probably take years before this new system (first published in 2010) is fully in mainstream use. For the time being Extended Milton (as now used throughout this online Jazclass Bridge Course) appears therefore the better option, especially for Beginners and most Intermediate players.

$$
\text { Extended Milton: } \mathrm{A}=4 \quad \mathrm{~K}=3 \quad \mathrm{Q}=2 \quad \mathrm{~J}=1 \quad 10=1 / 2
$$

This increases the total of High Card Points in a whole pack of cards from the original 40 to 42 .

However I recommend that Intermediate players have at least a working knowledge of the Banzai Point Count, so that in borderline decisions of balanced hands it can be used as an additional valuation check.
Generally it is also useful to be aware that balanced hands containing mainly Aces and Kings are overvalued in point counts and those including several Jacks and/or 10s are undervalued.

With hand Combinations containing at least one unbalanced hand it is best to use a combination of Extended Milton, The Losing Trick Count and Quick Tricks for your valuation assessment.

## BR 24.6 - Long Suit Trial bid

(Down - Up - Top)

Consider Hand 3 shown below.
You opened with 1S and Partner raised to 2S. He therefore has trump support and 6-10 points. You, after revaluating your hand hold 17 points or 18 , when counting TSPs. What next?


Standard procedure with your hand is to bid $\mathbf{3 S}$, inviting Partner to bid 4 with a maximum ( $8-10 \mathrm{pts}$ ) and Pass with a minimum ( $6-7 \mathrm{pts}$ ).
However if Partner has maximum points, but no values in Diamonds, you will lose 3 tricks right from the start in Diamonds and may well go down one or two.

This is where the long suit trial bid (advBG-17) becomes very useful.

When a major suit is single raised to the $\mathbf{2}$ level (by either Partner) the bid of a new suit is a long suit trial bid, asking Partner for his losers in the bid suit.

To make a long suit trial bid you should have 3 or 4 cards in the suit and preferably 3 but definitely at least 2 losers. It also should hold none or at the most one of the top three Honour cards (A, K or Q).

Typical long suit trial bid suits are: 853 or A 942 or Q93 or K764
Partner may not Pass but replies :
Long suit trial bid RESPONSES
no loser $=$ bid Game in the trump suit
1 loser $=$ bid Game in the trump suit
2 losers = bid Game in the trump suit with a maximum, bid 3 in the trump suit with a minimum

3 losers = bid 3 in the trump suit

For Hand 3 the bidding would therefore go : 1S - 2S - 3D - Partner?


Partner will bid $\mathbf{4 S}$ with no or 1 loser in Diamonds even with minimum points, or with 2 losers and a maximum. He will bid $\mathbf{3 S}$ with $2+$ losers and a minimum or 3 losers and maximum points.

Here follow two typical cases :

| Case Opener (W) | Responder (E) | Comment |
| :--- | :--- | :--- |
| A - A Q 963 | - K J 8 2 | East has only 1 loser in the Trial |
| - A 64 | - K 7 | suit (Hearts). He therefore bids |
| - Q 7 | -753 | Game in the agreed trump suit. |

Bidding : (W) 1S - 2S - 3H-4S - Pass
Case Opener (W)

- A 864

Responder (E)

- K J 82
-     - 953
- A 8 - K 7 holdings are reversed. East now
- Q 7 - 9852 has 3 losers in the trial suit and


## Comment

The two hands are identical, except that East's Heart and Diamond must therefore sign off in 3S !

Bidding : (W) $\underline{1 \mathrm{~S}}-2 \mathrm{~S}-\underline{3 \mathrm{H}}-3 \mathrm{~S}-\underline{\text { Pass }}$

The long suit trial bid can also be made by the Responder.
Partner opened the bidding with 1C, you holding Hand 4 responded with 1S and Partner raised to $\mathbf{2 S}$.
What do you do next?


Same dilemma, Game is likely, but if Partner has 3 losers in Diamonds (opposite your unprotected Queen) the Game contract may well go down. Once again the long suit trial bid can come to the rescue.
1C - 1S - 2S - 3D - Partner?

Whatever bid Partner makes, your contract will be more secure for it.
Cue bidding the Enemy suit
A long suit trial bid can also be made after an Enemy Overcall as a Cue bid of the Enemy suit.
For example :
1S - (2D) - 2S - (Pass) - 3D

3D is still a long suit trial bid, to which Partner must respond in the normal prescribed manner.
(Down - $\underline{\text { Up }-\underline{\text { Top }} \text { ) }) ~}$

BR 24.7-Deal 89-92

Deals 89-92 are examples of bidding as outlined in this lesson.

- Print out of Deals 89-92 - Individual Hands for all Deals
- Solo Bidding : $\underline{89}|\underline{90}| \underline{91}|\underline{92}|$
- Bidding \& Play

BR 24.8- Quiz 24 - Answers - Review

Lesson 24 : QUIZ

$$
\text { Quiz ANSWERS - Lesson } 24 \text { - Links page }
$$

1. For which type of contracts can the Losing Trick Count (LTC) valuation be used ?
2. Can the LTC valuation be used for No Trump Contracts?
3. How are short suits being valuated in the LTC method?
4. How many losers are counted in the following 2 card and 3 card suit holdings ?

| A K | A Q | A J | A 10 |
| :---: | :---: | :---: | :---: |
| K Q | K Q 6 | K J 5 | Q J |
| Q J 8 | Q 107 | Q95 | J 10 4 |

5. 
6. Calculate the Losing Trick Counts for all trump contract lesson deals in this course, Lessons 5 to 24.
7. What would be the percentage of missed Game or Slam contracts if you had only relied on the LTCs in the answers to the previous question?
8. On what assumptions are the Trick value shortage points (TSP) based ?
9. What are the Trick value shortage point for a singleton and a void when you have 9 trumps or more in the combined hands ?
10. Can you find any lesson deals ( 5 to 92 ) where the TSP count would have overvalued the contract if it had been used ?
11. Name 3 elements which cue bidding cue bidding and long suit trial bids have in common?
12. How can you tell whether Partner makes a cue bid or a long suit trial bid ?
13. What is the main difference between a cue bid and a long suit trial bid ?
14. What type of bid does the long suit trial bid replace?
15. What are the likely point ranges of the two players in view of their bidding ?
1H (Opener) - 2H (Responder) - 2S (Opener) -
16. What are the likely point ranges of the two players in view of their bidding?
1D (Opener) - 1S (Responder) - 2S (Opener) - 3C (Responder)
17. The bidding went : $\mathbf{1 H}(\mathrm{N}) \mathbf{2 H}(\mathrm{S})-\mathbf{3 C}(\mathrm{N})-\mathrm{You}$ ?

You are South. What is you action with the following hands ?
a. S-84 H-K965 C-K Q $74 \quad$ D-753
b. S-A $83 \quad \mathbf{H}-\mathrm{Q} 102 \quad \mathbf{C}-\mathrm{K} 642 \quad$ D-10954
c. S-Q $83 \quad \mathbf{H}-\mathrm{Q} 102 \quad \mathbf{C}-\mathrm{K} 642 \quad$ D-10954
d. S-A $976 \quad \mathbf{H}-\mathrm{Q} 104 \quad \mathbf{C}-7 \quad \mathbf{D}-108532$
e. S-K 53 H-Q $104 \quad \mathbf{C}-842 \quad \mathbf{D}-\mathrm{A} 742$

Lesson 24 : Quiz ANSWERS

Quiz 24 - Lesson 24 - Links page

1. For which type of contracts can the Losing Trick Count (LTC) valuation be used ? For all trump contracts
2. Can the LTC valuation be used for No Trump Contracts?

No!
3. How are short suits being valuated in the LTC method?

Void $=$ no loser Singleton $=1$ loser Doubleton $=2$ losers
4. How many losers are counted in the following 2 card and 3 card suit holdings ?

| A K $=0$ | $A \mathrm{Q}=0$ | $\mathrm{A} \mathrm{J}=1$ | A $10=1$ |
| :---: | :---: | :---: | :---: |
| $K \mathrm{Q}=1$ | K Q $6=1$ | $K \mathrm{~J} 5=2$ | $Q \mathrm{~J}=2$ |
| Q J 8 $=2$ | Q $107=2$ | Q 95 = half | J $104=3$ |

5. 
6. Calculate the Losing Trick Counts for all trump contract lesson deals in this course, Lessons 5 to 24.
Answers
7. What would be the percentage of missed Game or Slam contracts if you had only relied on the LTCs in the answers to the previous question?
Of the 66 trump contract deals analysed only 5 had a LTC which matched the actual performance of the deal. 41 deals, or $\mathbf{6 2 \%}$ are undervalued and only 5 deals are overvalued compared to the actual play results. 29 of the undervalued deals ( or $44 \%$ ) would have missed a valid Game or Slam contract if you had only relied on the LTC method.
8. On what assumptions are the Trick value shortage points (TSP) based ?

Void $=3$ winners Singleton $=2$ winners Doubletone $=1$ winner
9. What are the Trick value shortage point for a singleton and a void when you have 9 trumps or more in the combined hands?
Singleton $=6$ TSP Void $=8$ TSP
10. Can you find any lesson deals ( 5 to 92 ) where the TSP count would have overvalued the contract if it had been used ?
11. Name 3 elements which cue bidding cue bidding and long suit trial bids have in common?
They are made when a trump suit has been found
You may not pass after either bid
They aim to find controls in a suit
12. How can you tell whether Partner makes a cue bid or a long suit trial bid? A cue bid is made when a Game has been reach or a Game forcing situation exists.
A long suit trial bid occurs after a single raise at the 2 level and Game has not been agreed upon.
13. What is the main difference between a cue bid and a long suit trial bid ?

In a cue bid you show your own control in a suit, in a long suit trial bid you ask Partner for his control in the suit you bid
14. What type of bid does the long suit trial bid replace ?

An Invitation bid (invitation to Game)
15. What are the likely point ranges of the two players in view of their bidding?

$$
\begin{gathered}
1 H(\text { Opener })-2 H(\text { Responder })-2 S ~(\text { Opener })- \\
\text { Opener }=16-18 \quad \text { Responder }=6-10
\end{gathered}
$$

16. What are the likely point ranges of the two players in view of their bidding?
```
1D (Opener) - 1S (Responder) - 2S (Opener) - 3C (Responder)
    Opener = 13-15 Responder = 11-12
```

17. The bidding went: $\mathbf{1 H}(\mathrm{N}) \mathbf{2 H}(\mathrm{S})-\mathbf{3 C}(\mathrm{N})-$ You?

You are South. What is you action with the following hands ?
a. S-84 H - K 965
C - K Q 74
D-753
4H: 1 loser in Clubs
b. S-A $83 \quad \mathbf{H}-\mathrm{Q} 102 \quad \mathbf{C}-\mathrm{K} 642 \quad$ D - 10954
$4 \mathrm{H}: 2$ losers in Clubs, but maximum hand
c. S-Q $83 \quad \mathbf{H}-\mathrm{Q} 102 \quad \mathbf{C}-\mathrm{K} 642 \quad$ D-10954 3H: 2 losers in Clubs, minimum hand
d. S-A $976 \quad \mathbf{H}-\mathrm{Q} 104 \quad \mathbf{C}-7 \quad \mathbf{D}-108532$

4H: 1 loser in Clubs
e. S-K $53 \quad \mathbf{H}-\mathrm{Q} 104 \quad \mathbf{C}-842 \quad \mathbf{D}-\mathrm{A} 742$ 3H: maximum hand, but 3 losers in Clubs

## Contract Bridge

 LESSON 25Fourth suit Forcing

1. 4th suit forcing bid by the

Responder
2. Responder holding a genuine 4th suit
3. Replies by the Opener
4. 4th suit forcing bid by the Opener
5. Replies by the Responder
6. Cue bidding the Enemy suit
7. Deals 93 to 104
8. Quiz - Answers - Review

The Principle of Delayed Support
Bidding Guide : intBG-15

## (Down - Top) <br> BR 25.1-4th suit forcing bid by the Responder

You (S) are responder with the following hand.

$$
\text { A } 8 \quad \text { V } 9853 \diamond 743 * \text { A } 84
$$

The bidding so far has gone (all Opener's bids are underlined) : (N) 1p you $1 \vee-1$ you?
a. With 11-12 points you are too strong to rebid $2 \vee$ (showing 6-10 points)
b. Neither should you jump rebid $3 \vee$ as that shows a 6 -card suit
c. Your best bet would normally be 2NT, but that is risky without a Diamond stopper.

The fourth suit forcing convention provides a solution to such type of problems. With a strong response hand ( $\mathbf{1 1 +}$ points) where a Game contract might be on, but no clear rebid is available, Responder bids the 4th (as yet unbid) suit.
| Holding the above hand respond therefore: (N) $\underline{1 \rho-1 \vee-1 \underline{p}-\text { you } 2 \downarrow}$
After the 4th suit, Opener must reply. He also must bid again after Responder's next
bid, if Responder bids below Game. The Responder however may pass after an initial weak reply by the Opener.

## (Down - Up - Top) <br> BR 25.2 - Responder holding a genuine 4th suit

The 4th suit forcing applies in all cases except in natural progressions like: $\underline{18-1}-$ 1v-1s
Here the $1 \boldsymbol{\perp}$ bid is natural, showing a $4+$ card spades suit and $6+$ points.
If you do wish to make a fourth suit forcing bid in such case, bid 2S instead : 1-1 -1-2@

In rare cases you may actually hold a 4 -card or 5-card 4th suit.
With 4 cards in the 4th suit (or with 2 or 3 cards including a stopper), don't bid that suit but bid 2NT (with 11-12 points) or 3NT (with $13+$ points). For example :

- A8 8 K9853 A 1074 」 4

Partner opens the bidding: 1-1-1- you 2NT
Note that Opener will bid $3 \vee$ over your 2NT, if he has delayed 3-card support for your Hearts suit.

With a 5-5 or 6-5 suit holding, jump bid your second suit (so in fact jumping 1 level over the 4th suit forcing bid). For example :

$$
\text { A } 8 \quad \text { V } 9853 \text { AJ743 } 4
$$


Note that with 3-card support for either your Hearts or Diamonds Opener with raise that suit. If Opener does not do that he must have a good holding in Clubs and bid 3NT.
(Down - Up - Top)
BR 25.3 - Replies by the Opener to 4th suit forcing

After Responder's 4th bid forcing bid Opener has the following reply options. In order of their priority :

1. Show delayed 3-card support for Responder's (likely) 5-card major suit.
2. Bid NT with at least one stopper in the 4th suit
3. Show delayed 3-card support for Responder's (likely) 5-card minor suit.
4. Raise the 4th suit.
a - If Opener could genuinely hold the 4th suit, his raise shows a 4 card holding in the 4th suit.
b - If Opener earlier denied holding the 4th suit, he is showing a strong hand ( $16+$ points) but with no stopper in the 4th suit.
5. Failing any of the above, he rebids his own 5-card suit

Note that Opener's reply of NT (Option 2) takes priority over showing delayed support for Pesponder's minor suit (Option 3).

Here follow some typical examples.

Example 1 Opener (N)
Responder (S) Comment

- K Q 72
- A 8
- -64 $\boldsymbol{\text { - K }} 9853$
- A 9 - 743
- K Q 963
- A 84

After Opener's weak reply of 2 NT , Responder is not strong enough to bid 3NT.

Bidding: (N) $1 \mathrm{C}-1 \mathrm{H}: 1 \mathrm{~S}-2 \mathrm{D}: 2 \mathrm{NT}-$ Pass

Example 2 Opener (N)
Responder (S)

- K Q 72
-     - A 8
-     - 64
- K 9853
- A J 10
- K Q 96
- -743
- A 84


## Comment

With $15 \frac{1}{2}$ points and the heart suit well stopped Opener has the

$$
1-2
$$ strength to bid confidently to Game.

Bidding: (N) $1 \mathrm{C}-1 \mathrm{H}: \underline{1 \mathrm{~S}}-2 \mathrm{D}: 3 \mathrm{NT}-$ Pass

Example 3 Opener (N)
Responder (S)

- K Q 72
-     - A 8
--A64
- K 9853
- -9 - 743
- K Q 963
-     - A 84

Comment
With good 3-card trump support for Responder's Heart suit and the singleton Diamond, Opener bids straight to Game.

Bidding: (N) $\underline{1 \mathrm{C}}-1 \mathrm{H}: \underline{1 S}-2 \mathrm{D}: \underline{4 H}-$
Pass

Example 4 Opener (N)

- K Q 72
- J 64
- -9
*     - K Q J 963

Responder (S)

- A 8
- AK 985
- -743
- A 84


## Comment

With 3-card trump support
Opener can reply in Hearts but is too weak to bid Game.
Responder however has the values to do that.

Bidding: (N) 1C-1H:1S-2D : 3H-4H :
Pass

Example 5 Opener (N)

Responder (S)

-     - A 8
- K 9853
- -743
- A 84


## Comment

With no 3-card trump support for Responder's Heart suit and no stopper in Diamonds Opener rebids his Club suit.

Bidding: (N) $\underline{1 C}-1 \mathrm{H}: \underline{1 S}-2 \mathrm{D}: \underline{3 \mathrm{C}}-$ Pass
(Down - $\underline{\text { Up }}$ - Top)

## BR 25.4 - Fourth suit forcing bid by the Opener

When Opener rebids the suit he opened with and Responder changes suit, Opener has also the opportunity to make a 4th suit forcing bid. There is no need to be strong, Opener can make such bid with a minimum Opening hand (12+ points). He holds for example the hand shown below, and the bidding goes: $1-1-2-2-$ ?

- K 5 Q6 * AK10943 242

A 4th suit forcing bid is very useful here $1-1+-2-2-2$ !
If Responder replies NT, showing the Clubs stopped, 3 NT is likely. If he replies with Diamonds Opener can always bid 3 Spades, as a 5-2 fit with his useful Spade King will probably be worth a try for Game.

Here another 4th suit opportunity for the Opener. This time it is the Responder who has
bid the same suit twice. Opener holds the strong hand below, while the bidding goes : 1

- $1 \downarrow$ : $\underline{3-}-3-$ ?
- 952 ヤK A Q J82 AKQ4

By bidding: 1-1 - $-3-3-3$ Opener denies support for partner's Hearts and also denies a stopper in Spades.

## (Down - Up - Top)

## BR 25.5 - Reply by the Responder

Responder's replies to a 4th suit forcing bid are similar to those of the Opener's replies.

1. Bid NT with a stopper in the 4th suit
2. Give delayed support for Opener's suit with 3-card support, or support with 2-card support (!) if Opener has shown a 5-card major suit. (With a strong hand jump bid Opener's suit, showing interest in Slam)
3. Rebid Responder's own suit if he holds neither of the above

| Example 6 Opener (N) | Responder (S) | Comment |
| :---: | :--- | :--- |
| - K 5 | -Q J 1072 | With the Club stoppers South |
| - Q 6 | - K 1084 | bids 3NT |
| - A K 10943 | -8 |  |
| -742 | - A J 9 |  |

Bidding: (N) 1D-1S: $\underline{2 D}-2 H: \underline{3 C}-$ 3NT

Example 7 Opener (N)

- K 5
-- Q 6
-     - A K 10943
- 742

Responder (S)

- Q J 1072
- AK 104
-     - U J 5
- 


## Comment

As a second bid S prefers to show his Hearts rather than his 3card Diamond support, hoping a
NT contract might be on. After N's 4th suit bid, South is sure a Diamond Slam is on.

Bidding: (N) 1D-1S:2D-2H:3C-6D

## Lateral thinking!

With his 4th suit forcing bid, North denies a Club stopper, he also can hold only 7 points at the most in his Diamond suit (South holds the other 3 points). Therefore North must hold at least 5 or more in the majors. This convinces South that Small Slam is a good bet. Declarer would probably raise to 7 with a strong, rather than minimum hand.

## (Down - Up - Top)

## BR 25.6-Cue bidding the Enemy suit (later in the auction)

Cue bidding the Enemy suit later in the auction but before a trump suit agreement has been reached is and artificial bid and is usually forcing to Game. It is showing a strong hand but with no clear bid available.
For example :

$$
\text { - A Q } 1054 \quad \text { - }-842 \quad-\text { K } 6 \quad \text { A J } 9
$$

Partner opened the bidding which went : 1 -(1ष)-you 1-(Pass)-2 - you??

Replies to the Enemy Cue bid are very similar to the replies to a 4th suit forcing bid :

1. Give delayed support for Partner's major suit
2. Bid NT with at least one good stopper in the Enemy suit
3. Give delayed support for Partner's minor suit
4. Rebid own 5-card suit, or do the best you can if unable to do any of the above

## (Down - Up - Top) <br> BR 25.7-Deal 93-104

Deals 93-104 are examples of bidding as outlined in this lesson.

- Print out : Deals 93-96-Deals 97-100-Deals 101-104
- Solo Bidding : $\underline{93}|\underline{94}| \underline{95}|\underline{96}| \underline{97}|\underline{98}| \underline{99}|\underline{100}| \underline{101}|\underline{102}| \underline{103}|\underline{104}|$
- Bidding \& Play: Deals 93-96- Deals 97-100-Deals 101-104
- Individual Hands for all Deals

[^3]Lesson 25 : QUIZ

$$
\text { Quiz ANSWERS - Lesson } 25 \text { - Links page }
$$

1. What are your reply priorities after Partner's 4th suit forcing bid, when he earlier has shown a major suit?
2. What are your reply priorities after Partner's 4th suit forcing bid, when he earlier has shown a minor suit?
3. Your Partner opened and the bidding so far is: 1-1 (you) - $2 \boldsymbol{-}$ - you? What is your next action holding the following hands ?
a. - $9642 \quad$ - AK 103 - J 76 - K 8
b. - K Q 5 - K 10953 - J 62 - Q 8
c. - 84 - AK96 - K92 - K Q 63
d. - $108 \quad$ - A Q J $754 \quad-974$ - 85
e. - 108 - - A Q 10754 - A 74 - A 8
4. The bidding went: $1-1 \vee-2-2$

What is the Opener's next bid with the following hands ?
a. -8
マ-10 95

- A Q J 6
-     - K Q J 94
b. - Q J 4 - 5
2-AJ 63
-     - K Q 643
c. - K Q 8 - - AK 65 - K Q 1064
d. - 94 - 76
- AKJ4 - KQ842
e. -96 - J 5
- A K Q 6
- A K 1082

Lesson 25 : qUIZ answers
Quiz - Lesson 25 - Links page

1. What are your reply priorities after Partner's 4th suit forcing bid, when he earlier has shown a major suit?
2. Show delayed 3-card support for Responder's (likely) 5-card suit.
3. Bid NT with at least one stopper in the 4 th suit
4. Raise the 4th suit.
a - If Opener could genuinely hold the 4th suit, his raise shows a 4 card holding in the 4th suit.
b - If Openere earlier denied holding the 4th suit, he is showing a strong hand ( $16+$ points) but with no stopper in the 4th suit.
5. Failing any of the above, he rebids his own 5-card suit
6. What are your reply priorities after Partner's 4th suit forcing bid, when he earlier has shown a minor suit?
If Responders long suit is a minor suit Opener's priorities 1 and 2 (above) are reversed.
7. Your Partner opened and the bidding so far is: $1-1$ (you) - $2-$ you ?

What is your next action holding the following hands?
a. - - 9642 - AK 103 - J76 - K 8 -
b. - K Q 5 - K 10953 -J62 -Q8 8 2NT
c. - 84 - AK96 -K92 -KQ63 = 9 2
d. -108 - A Q J 7 54 -974 -85 => 3
e. - 108 - AQ 10754 -A 74 - A 8 (too strong for

3•)

The bidding went: $1-1 \vee-2 \boldsymbol{- 2}$
What is the Opener's next bid with the following hands ?

$$
\text { - - } 8 \text { - } 1095 \text { - A Q J } 6 \geqslant- \text { K Q J } 94=>3
$$

a. - Q J 4 - - - AJ 6 3 - KQ 643 => 2NT
b. - KQ 8 - -7 AK 65 -KQ1064 $=>$ 3NT
c. - -94 - 76 - AKJ4 -KQ $442=>3$
d. -96 - - 5 - AKQ $6 \rightarrow-\mathrm{AK} 1082=>3$ (too strong for a weak 3*)


Main Page - Lesson Deals - Play Technique Previous - Lessons - Next

## Contract Bridge LESSON 25a

The Principle of Delayed Support

1. The 3-5 trump fit
2. The Principle of Delayed Support
3. Responder's perspective
4. Bidding a "false" suit
5. The Law of Total Tricks
6. Opener's Support DBL
7. Deals 105 to 108

Review
Bidding Guide : $\mathfrak{a d v B G - 1 2}$
(Down - Top)

## BR 25a. 1 - The 3-5 trump fit

The 5-card majors system was designed to quickly reveal a 4-4 trump fit or a 5-3 trump fit, where the 5 -card suit is held by the Opener.

But when its the Responder who holds the 5-card suit the situation is not always immediately clear.
(Opener's bids are underlined)
a. After Opener's $\underline{1 \propto}$ a $2 \vee$ reply by Responder clearly shows a $\underline{5 \text {-card Hearts suit }}$
b. Likewise in the sequence $1-1 \mathrm{NT}-2-$ Responder shows 5 Spades, because he did not bid his Spades suit "up the line", but skipped the Diamonds suit with his first bid.
c. And after an Overcall by an Opponent of [1ヶ] a 1\& bid by Responder also reveals a 5-card major suit, as with only a 4 -card suit he would have doubled instead.
d. With a weak hand of 6-10 points Responder has only few options and often his only choice is to rebid his 5 -card suit.
(With 11+ pts hands Responder should not rebid his 5-card suit, but jump rebid his 6-card suit.)
| But what about the following sequence: $\underline{1-1 \boldsymbol{- 1 N T}-2 \boldsymbol{c}}$

It looks very similar to case " b " above, but it is not. Here Responder did bid his two suits "up the line", for he could not have bid his Clubs at the 1 level. It is therefore not clear whether Responder holds 5 (or more) Spades or only 4.
To solve this riddle you must understand and follow the principle of delayed support.

## (Down - Up - Top) <br> BR 25a.2 - The Principle of Delayed Support

Say you hold the following hand :

$$
\text { - A } 106 \text { ๒-K92 - A Q J } 63-73
$$

You opened the bidding which went like this: $\underline{1-1+1 N T-2-}$ what now?
The answer is simple : by bidding 1NT after Responder's $1 \vee$ bid, you denied having 4card support in his Hearts suit. Therefore when you support him on the second time around he will know that you hold not 4 but only 3 cards in his suit. This is the fundamental principle of delayed support.

Therefore with above hand you bid : $\underline{1-1 \vee-1 N T-2 *-3 \vee!}$
Of course you still don't really know whether Partner actually holds 5 Hearts of 4. But that does not matter, because your Partner will now know the exact card holding of the Hearts suit in the combined hands.
a. If that total is $\mathbf{8}$ he will raise the Hearts suit to the $\mathbf{3}$ or $\mathbf{4}$ level (depending on his strength).
b. If on the other hand the combined card holding is only 7 Hearts, he will bid something else, most likely 2 NT or 3 NT .

In either case (with your 15pts hand, and when Partner has not already done so) you raise to Game : in case "a" to $4 \vee$, in case "b" to 3 NT .

Here follow two typical cases :


Responder (E)

- A Q 972
-     - 94
- K 63
- Q 985


## Comment

After East's raise to 2NT, West must give delayed support in Spades.
East holding indeed a 5-card Spade suite raises to 4 Spades.


| Case Opener (W) | Responder (E) | Comment |
| :--- | :--- | :--- |
| B - K 8 4 | - A Q 9 7 | After East's raise to 2NT, West |
|  | - A Q 1085 | - 4 J 63 | | must give delayed support in |
| :--- |
| - A 8 |

Bidding: (W) $\underline{1-1-1 N T-2 N T-3 \propto-3 N T}$
(Down - Up - Top)

## BR 25a. 3 - Responder's perspective

When Responder holds a weak response hand of 6-10 points his rebid choices are limited. With no other options he will rebid his 5-card suit, solving Opener's dilemma.

With all 11+ points hands Responders should at all cost avoid rebidding his 5 -card suit. It is not necessary, as it is Opener's responsibility to give delayed support when he holds 3-card support. But Responder may jump rebid his 6-card suit.

In all other cases where Responder holds a 5-card major, he should find a second bid in another suit or bid 2NT, to give Opener the opportunity to show delayed support.
| Example 1 Responder Bidding : (N) $\underline{1-1+1 N T-2-? ~}$

- -9
- A Q 853 Comment : If Opener shows delayed support for your - - 1094 Hearts, raise to $4 \vee$.
- K Q 96 If Opener rebids 2NT, bid 3*! This will alert him to the fact you are weak in Spades, likely with a singleton. Depending on Opener's Spade stoppers he may bid Hearts (instead of NT), preferring a trump contract with a 2-5 trump holding over a dicey 3 NT .


## | Example 2 Responder <br> - - K Q 1094 <br> - -83 <br> - J 104 <br> - K Q 9

Comment : Opener is unlikely to raise your Clubs, so bidding it as a "false suit" (containing only 3 cards) and showing your stoppers is a good option. It provides Opener with an opportunity to show delayed support. Raise Opener's $2 \boldsymbol{\alpha}$ to 3 , or his 2 NT to 3 NT .

## (Down - Up - Top) <br> BR 25a. 4 - Bidding a "false" suit

Bidding a false suit is the bid of a new suit with only $\mathbf{3}$ cards in that suit. You make such a bid

1. to show a stopper for a possible NO Trump contract
2. to give your Partner another bidding opportunity to show delayed support (for your 5-card suit)
3. or you hold 11-12 points and can not immediately raise Partner's suit (for which you do have trump support) as a first bid.

Always select a false suit which Partner is unlikely to raise, such as a new minor suit (as in Example 2 of the previous chapter).
You can also select a suit of which Partner previously has denied having 4 cards in. Such as in Example 3 below.


Note : You did not show a 5-card Hearts suit in above example, because you could have been bidding your 4 -card suits naturally "up the line" !
Also your Spade bid alerts Partner to the fact that you don't hold a Club stopper (if you had both Clubs and Spades stopped you would have rebid 2NT instead of 2a), in case he is looking for 3NT.
(Down - Up - Top)
BR 25a. 5 - The Law of Total Tricks
The Law of Total Tricks, as defined by the French Bridge theorist Jean-Rene Vernes says :
"When playing in a trump contract, the total tricks that can be made by the two sides, each in its best suit, is equal to the total of trumps held in these two suits."

The following useful guideline is derived from above Law :
When both sides have found a trump fit and the points are not too unequally divided, you should bid for as many tricks as your side has trumps.

For example if your side has $(5+3=) 8$ Spades and the Opponents possess (5 $+4=) 9$ Diamonds, the total number of tricks that can be made with contracts in these two suits is $8+9=17$ tricks.

The actual tricks makable need not be divided 8-9 (they may be 7-10 or 9-8 for example), as they depend on the favourable or unfavourable location of critical key cards like an Ace or a King. For example if a King sits over the Ace it will likely make a trick, but if it sits under the Ace it will probably be captured by it.

Nevertheless, it is a good rule of thumb (when competing for a Part score) to bid up to the $\mathbf{2}$ level with $\mathbf{8}$ trumps and up to the $\mathbf{3}$ level with $\mathbf{9}$ trumps. Or, whenNot Vulnerable you might bid up to the 3 level with just 8 trumps, happy to go down one trick.

## (Down - Up - Top) <br> BR 25a.6-Opener's "Support Double" (and Support Redouble)

The Law of Total Tricks is most useful when competing for a Part score (= a contract below a Game contract) against the Opposition. So the vital question arises : "How many trumps do we have in the combined hands?"

This is where the so-called Support Double comes into the picture.

After an Overcall by an Opponent over Responder's bid of $1 \vee$ or 1 A , a Double by Opener shows 3-card trump support exactly!
All suit raises show 4-card support.
After a Take-out Double by an Opponent over Responder's bid of 1 © or 1as, a Redouble by Opener also shows 3-card trump support
exactly! A Pass denies 3-card support.
The Support Double only applies when the Doubler (or Redoubler) can make a 2 - level single raise instead.

The Opener can make a Support Double after Responder's major suit has been overcalled :

|  | N | E | S | W | N | Meaning |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| a. | 1* | - | 14 | (2) | DBL | = exactly 3-card support, any Opening strength! |
| b. | $1 *$ | (1ヶ) | 14 | (2) | DBL | = exactly 3-card support, any Opening strength! |
| c. | $1 *$ | - | 14 | (DBL) | RDBL | $=$ exactly 3-card support, any Opening strength! |
| d. | $1 *$ | - | 14 | (DBL) | Pass | = no 3-card support, any Opening strength! |
| e. | 1 | - | 14 | (2) | 2 | = 4-card support, 13-15 points |
| f. | 1 | - | 14 | (2) | 34 | $=$ 4-card support, 16-18 points |
| g. | $1 \checkmark$ | - | 14 | (2) | 2 | $=$ no support, $13+$ points |
| h. | 1 |  | $1 \checkmark$ | (14) | 1NT | $=$ no $\downarrow$ support, stopper, 13-15 points |

The Support Double in above scenario in fact replaces the Delayed support bid, the Opener otherwise would have made one bid later. So the Opponent's Overcall provides the opportunity for the Opener to show his 3-card support straight away.

The Responder may of course have bid only a 4-card suit anyway, but in that case Responder will either Pass Opponent's next bid, or bid another suit or NT (with an Enemy suit stopper).

The original Support Double was devised by triple Bridge World Champion Eric Rodwell.

$$
\text { (Down - } \underline{\text { Up }-\underline{T o p}) ~}
$$

BR 25a.7-Deal 105-108
Deals 105-108 are examples of bidding as outlined in this lesson.

- Print out : Deals 105-108
- Solo Bidding : $\underline{105}|\underline{106}| \underline{107}|\underline{108}|$
- Individual Hands for all Deals



## Contract Bridge LESSON 26

More Slam bidding approaches

1. Splinter raises by Responder
2. Splinter raises by Opener
3. Slam Trial bids
4. Game forces in Minor suits
5. Deals 109 to 116 Review

Bidding Guide : advBG-14 -advBG-15
advBG-20

## (Down - Top) <br> BR 26.1 - Splinter raises by Responder

When your Partner has made an Opening bid, it usually does not pay to make a double or triple pre-empt style jump in your 7-card suit (and with 6-10 points). Much better to bid your long suit up the line and try to determine Partner's strength and distribution before going "all out".
There is a much better use for such large jumps : the so-called splinter bid.
How often is it not that you have found the point values for Slam (in the combined hands), but once committed to it and Dummy's hand goes in the table, you see to your horror that $5,6,7$ or even more HCPs of Dummy are in the very suit you hold a singleton or void in. Wasted points, which could have been so much more useful in another suit.

This is what the Splinter bid can prevent.
When Partner opens (or responds in) a (usually) major suit in which you have 4+ card support, while you also hold a singleton or void in one of the side suite, don't raise Partner's suit directly (eg. 1⿶-3ゅ), but make a double jump into your singleton or void suit.

For example : your Partner opened $1 \vee$ and you responded with this hand :
(E) - K 106 - - 1092 - A Q J 6 - 7

If Opener holds a hand like this :

$$
\text { (W)-A } 3 \quad \uparrow-\mathrm{AQ} 843 \quad-\mathrm{K} 98 \quad-853
$$

He will immediately check out your Aces through Blackwood: $1 \uparrow-4-4 N T-5-6$
Whereas with the hand below he will stop in $4 \vee$, because most of your side suit points are in Partner's short suit and therefore next to useless.

$$
(\mathrm{W})-\mathrm{J} 3 \quad \uparrow-\mathrm{AQ} \mathrm{~J} 43 \quad-982 \quad-\mathrm{K} \text { Q } 4
$$

The Splinter bid is always above the Game force level, but below the actual Game bid itself.
The Splinter bid shows :

1. The values for Game and possibly Slam, usually 11+ points
2. $4+$ card support for Partner's suit
3. A singleton or void in the bid suit
4. Normally 6 or 7 losers

The Splinter bid is in first instance a warning to Partner that if he holds HCPs in the specified suit, they are wasted, unless it is the Ace.
Three or four small cards in the suit on the other hand, are a positive sign for they can be ruffed, providing extra tricks. Also Partner's high cards are therefore located in the more useful suits.

After Partner's splinter bid take the following action :

```
Respond positive when you hold }\mathbf{x}\mathbf{x}\mathbf{x}(x)\mathrm{ or A}\mathbf{x}\mathbf{x}(x)\mathrm{ in Partner's short suit
by Cue bidding an Ace or bidding 4NT Blackwood
Sign off with 4* or 4* when holding any High cards in Partner's short suit
other than the Ace, or withonly 1 loser in that suit
```

After a first positive response to the splinter bid has been made, both players may continue with Cue bidding or Blackwood as they wish.

Example 1 Opener (W) Responder (E) Comment

- A 4
-     - K J 85
- A Q 1082
-     - 942
- K Q 6
- -7
- A984

Opener with only small cards in the splinter suit and good values in Clubs and Spades makes a
positive response by showing his A (4S).

Bidding : (W) 1H-4D-4S-4NT-5S 6H

He then shows 2 Aces plus the trump Queen after Partner's RKC Blackwood.

Example 2 Opener (W)

- A 4
- A Q 1082
- K Q 6
- 752

Bidding : (W) 1H - 4D - 4H - Pass
Responder (E)

- K J 85
-     - K J 95
- -7
- A 984
(Down - Up - Top)


## BR 26.2 - Splinter raises by Opener

Splinter raises can also be made by the Opener. In these cases too the splinter is either a double jump shift or a single jump in those cases where bidding a new suit would be forcing.

Here follow two examples.
Example 3 Opener (W)

-     - K Q 106
- A Q 8
- 4
- K J 1065
- A 984

Comment
With Opener's Diamond singleton favourably placed and holding 2 Aces East has no qualms to go straight to 6 S .

Bidding : (W) $\underline{1 \mathrm{C}}-1 \mathrm{~S}-\underline{\mathrm{DD}}-6 \mathrm{~S}-\underline{\text { Pass }}$

Example 4 Opener (W)
Responder (E)

- A K J 93
-     - Q J 95
- -74
- A K 1076
- -754
- K J 6


## Comment

With all his side suit points in Opener's singleton suit, East sees no prospect for Slam and signs off in Game.

## (Down - Up - Top)

## BR 26.3 - Slam Trial bids

A Slam Trial bid is very similar to a Long Suit Trial bid except in this case the bidder is not aiming for a Game contract, but investigates the possibility of Slam instead.
A Slam Trial bid is the bid of a new suit after a trump suit agreement in a major suit has been reached, either via a Game force or Invitation bid has been reached. For example :

Provided you have agreed this with your Partner the 4 and 4 are Slam Trial bids and not Cue bids showing 1st round control (as normally would be the case).

The Trial bidder is asking Partner for strong support in the Trial suit of $\mathbf{K} \mathbf{J} \mathbf{x}$ or better (or having 1 loser or less in the suit).
The response options after a Slam Trial bid are :


NOTE : Agree with your Partner that your first new suit is a trial bid suit, not a Cue bid!

After a first positive response to the Slam Trial bid has been made, both players may continue with Cue bidding or Blackwood as they wish.

| Example 5 Opener (W) | Responder (E) | Comment |
| :---: | :--- | :--- |
| - A K J 95 | - Q 1082 | With strong support for Opener's |
| - A 6 | - K 48 | Diamond suit Responder makes a <br> positive reply of 5C, showing |
| - A 963 | - K J 5 | his Club Ace. |
|  | - A 754 | After that Opener has no <br> hesitation in going for 6S. |

Bidding : (W) $\underline{1 S}-3 \mathrm{~S}-\underline{\mathrm{D}}-5 \mathrm{C}-\underline{\mathrm{S}}$


Bidding: (W) 1S - 3S - 4D-4S- Pass

## Comment

With no support for Opener's
Diamond suit Responder signs
off in 4S.

## (Down - Up - Top) <br> BR 26.4 - Game force in Minor suits

The main strategy during the auction is to find an appropriate contract either in one of the two major suits or in No Trump, and all bidding is aimed at achieving that purpose.
Consequently when a minor suit is raised by Partner, he sees little prospect for a contract in a major suit. But in some cases there may still be hope of finding a contract in 3NT.

Therefore (unless the Partnership has decided otherwise) when a new suit is bid after a minor suit Game force it is not a cue bid showing 1st round control and it is not a Slam Trial bid.

$$
1 \diamond-3>-\underline{3 \Delta}-?
$$

Opener holds for example the hand below :

$$
\text { - A J } 10 \vee-82 \text { - A J } 109 \text { - K J } 94
$$

Opener is showing his stoppers in an attempt to find a contract in 3NT rather than in 5 Diamonds.
His ba bid shows a stopper in Spade and denies one in Hearts, because he skipped that suit.

Likewise a bid of 3NT is "to play", and decidedly not 3NT Blackwood: 1e-3\% 3NT!

Opener may hold: - A J 10 - - K Q 92 - A 109 742

For Roman Key Card asks for minor suit contracts see Lesson 34.4, because 4NT RKC Blackwood is not appropriate. Splinter raises however can be used with minors.
BR 26.5-Deal 109-116 (Down - Up - Top)

Deals 109-116 are examples of bidding as outlined in this lesson.

- Print out : Deals 109-112-Deals 113-116
- Solo Bidding : $\underline{109}|\underline{110}| \underline{111}|\underline{112}| \underline{113}|\underline{114}| \underline{115}|\underline{116}|$
- Individual Hands for all Deals


Main Page - Lesson Deals - Play Technique Previous - Lessons - Next

## Contract Bridge LESSON 27

Transfers after a 1NT Opening bid

1. Responses after a 1 NT Opening
2. Bidding after $1 \mathrm{NT}-2$ or $1 \mathrm{NT}-2 \vee$
3. Bidding after $1 \mathrm{NT}-2 \mathrm{-}-2 \mathrm{NT}$
4. Bidding after $1 \mathrm{NT}-2 \mathrm{n}-$ new suit
5. Bidding after 1NT - 2NT - 3e
6. Rubinsohl after Enemy interference
7. Deals 117 to 124

Review
Bidding Guide : advBG-4
(Down - Top)

## BR 27.1 - Bidding after a 1 NT Opening bid

The 1NT Opening shows 16-18 points and a balanced hand (4333, 4432 or 5332).
Originally the idea of a suit transfer after a 1NT opening bid was to keep the strong hand concealed when playing in a suit contract determined by Responder's (usually) weak long suited and unbalanced hand. Over time however this idea has been utilised to describe both Responder's and Opener's hand in more detail than possible through the traditional responses to a 1NT Opening.
There are several transfer conventions used these days, the one presented here is very effective and probably the most popular one.

The first responses to a 1NT Opening bid are :

- 1NT - 2e = Stayman Convention, asking for Opener's 4-card major suit
| • 1NT $-2 \bullet=$ transfer to $\underline{2 v}$ (or $\underline{3 v}$ when max. with a $4+$ trump fit and outside doubleton)
- 1NT $-2 \varphi=$ transfer to $2 \underline{\Delta}$ (or 3\& when max. with a $4+$ trump fit and outside doubleton)
- $1 \mathrm{NT}-2 \boldsymbol{a}=$ range enquiry : are you minimum (16) or maximum (1718)?
- 1NT - 2NT = 'puppet' : Opener must bid 3e!
- $1 \mathrm{NT}-3 \mathrm{NT}=10-14$ points, balanced or semi-balanced with no 4-card major (unless 4333)
－1NT－ $3 \boldsymbol{\text { V }}=$ no transfer，strong hand with $6+$ card $\vee$ suite and Slam interest
－1NT－3a＝no transfer，strong hand with $6+$ card suite and Slam interest
－ $1 \mathrm{NT}-4 \mathrm{NT}=\underline{\text { Blackwood }}$ or RKC Blackwood（bid at any time by either player）

The above bids also apply after partner＇s 1NT overcall．
The use of the 2 response as a range enquiry make the traditional invitation responses of 2NT（invitation to Game）and 4NT（invitation to Slam）superfluous．Those two bids are therefore utilised here for other purposes．

$$
\text { | BR } 27.2 \text { - Bidding after } \underline{(\text { Down }-\underline{\text { Up }}-\underline{\text { Top })})}
$$

By having to make the transfer bid（to $\vee$ or ）puts the Opener temporarily＂on hold＂． This gives the Responder the opportunity to make a second bid defining his hand more precisely．

Here follow the most commonly used options for the Responder（Opener＇s bids are underlined）．

| Bidding | Hand description | Example |
| :---: | :---: | :---: |
| 1NT－2申－2レ－Pass | $=0-7,5+\vee s$, sign－off | － 7 －Q 10862 J 53 J 842 |
| 1NT－2申－2v－2NT | $=8-9,5332$ ，Game invitation | －83 KJ 1086 Q 64 －J 83 |
| 1NT－ $2 申-2 \underline{-3 N T}$ | $=10-14,5332$. Opener ：Pass or $4 \downarrow$ | －K2 KJ 1086 K 86 －J 94 |
| 1NT－2申－2v－3v | $=8-9,6-\mathrm{card} \downarrow$ suit．Game invitation | －9 Q J 10863 K 32 ＊ 764 |
| 1NT－2申－2レ－4－ | $=10-14,6+\geqslant \mathrm{s}$. | －62 KJ 10863 A 5 － 62 |
| 1NT－2申－2v－2¢ | $=10+, 5+\psi_{s}$ and $4+$ s．Game force | －AQ107 ¢ KJ 1086 ¢ 6 J 96 |
| 1NT－2申－2v－3s | $=14+, 5+\nabla_{\text {s }}$ and $4+$ s．Slam interest | ¢ 5 KJ 1086 A Q 107 A 75 |

The same options are used after a transfer to Spades.
Note that after Opener's transfer bid, Responder's bid of the second major is forcing to
Game.
Responder's rebid of a minor suit is stronger and shows interest in Slam.
Here follow some examples :

| Ex. Opener (W) | Responder (E) |
| :---: | :---: |
| 1 A 1096 | - 7 |
| - K 6 | - J 109753 |
| - K Q J 8 | -632 |
| \& 76 | - Q 84 |

## Comment

Simple transfer to Hearts. East is weak and passes.

Bidding : (W) 1NT - $2-2 \vee$ - Pass

Ex. Opener (W)
2 A 1096

- K 6
- K Q J 8
- A 76

Responder (E)

- K 7
- Q 10973
- A 32
* Q 84


## Comment

East shows a balanced 5332 hand with containing 5 hearts and enough strength for Game.
West has the option of raising to $4 \vee$ with 3-card support, or pass (like in this case) with only 2 hearts.

Bidding : (W) 1 NT $-2-2-3 N T-$ Pass

Ex. Opener (W)
3 A 876

- K 6
- K Q 84
\& 76

Responder (E)

- 97
- Q 109753
- 63
\& K J 4


## Comment

East shows a 6-card heart suit and 8-9 points.
West should raise to $4 \checkmark$ with a maximum hand (17-18), but pass (like in this case) with a minimum 16.

Bidding : (W) 1 NT $-2-2-3-\underline{\text { Pass }}$

Ex. Opener (W)
4 A 876

- K 6
- K Q J 4
- A 76


## Responder (E)

$\rightarrow 9$
-A J 1097
-A 1093
\& K Q 4

## Comment

East's 2nd suit bid of a minor shows interest in Slam.
West shows support in *s. East, with his singleton $\boldsymbol{A}$, confidently bids to 6 .

Bidding : (W) 1NT $-2-2-3-4-6-$

## （Down－Up－Top）

BR 27．3－Bidding after 1NT－2－2NT－
The responses of $2 \boldsymbol{*}, 2$ and $2 \vee$ explore the possibility of a major suit contract instead of one in No Trumps．

The responses of 2 and 2 NT on the other hand deny a 4 －card major（unless shaped 4333），and focus on reaching a No Trumps contract，with a possible fall－back to a minor contract，when Responder is unbalanced or semi－balanced with length in one or both minors．

With a minimum 1NT Opening hand，opener＇s initial reply is 2NT，showing 16 points only．
Bidding after that may proceed as follows ：

| Bidding | Hand description | Example |
| :---: | :---: | :---: |
| 1NT－2中－2NT－Pass | ＝8－9 points，Game out of reach | ＊ 872 Q 108 － K 53 － K 942 |
| 1NT－2中－2NT－3NT | ＝15－16 points，Slam out of reach |  |
| 1NT－2－2NT－3 | $=14+$ ，artificial，Slam try | －6ヶK98＊AK93＊KJ874 |

The artificial bid of $\mathbf{3 \&}$ is an attempt to find a Slam contract in a minor suit．
Opener is asked to bid his cheapest $4-5$ card suit．
His possible replies are ：
－ $3 \checkmark 4-5$ diamonds
－ $3 \boldsymbol{r}=4$ hearts（or 4－4 in both majors）
－ $3 \boldsymbol{s}=4$ spades
－ $3 \mathrm{NT}=4-5$ clubs
－ $4=4-4$ in the minor suits
Here follow two examples：

| Ex．Opener（W） | Responder（E） | Comment |
| :--- | :--- | :--- |
| $\mathbf{5}$ A 76 | K 94 | After West shows a minimum 16 |
| \＆ 6 | J 109 | points，East with 9 points passes． |
| K Q 74 | J 1063 |  |
| \＆A 76 | K 84 |  |

Bidding ：（W）1NT－2－2NT－Pass

| Ex．Opener（W） | Responder（E） | Comment |
| :---: | :---: | :---: |
| 6 A 87 | －9 | When West shows 4－4 in the minor |
| $\checkmark$ K 6 | －A 85 | suits（4e），East，with only 6 losers， |
| －K Q 74 | －A J 1083 | bids confidently to 6 ． |
| －A 976 | －K Q 104 |  |

（Down－Up－Top）
BR 27.4 －Bidding after 1NT－ 2 －New Suit－

After Responder＇s 2ange enquiry，Opener＇s bid of a new suit shows maximum strength（17－18 points）and his cheapest $4-5$ card suit．
Bidding after that may proceed as follows ：

| Bidding | Hand description | Example |
| :---: | :---: | :---: |
| 1NT－2中－3－3NT | $=8-9$ points，Game on | － 872 Q 108 K 53 － 942 |
| 1NT－2中－3v－6NT | $=15-16$ points，Slam on | －A Q 2 Q Q 8 K 53 －K 1095 |
| 1NT－2中－3企－4NT | $=6$ losers，Slam on in es | ＾6『K98＊AK93＊KJ874 |

Here follow two examples ：


Ex. Opener (W)
8 AJ75
Responder (E)

- K 8
- K Q 104
- A J 9
- 9
- Q J 5
-A J 1063
* K Q 104


## Comment

West shows a maximum 17-18 point hand with a $4+$ card $\leqslant$ suit. This is enough information for East to bid Slam.

Bidding : (W) 1NT - 2- -6

> (Down - Up - Top)

BR 27.5 - Bidding after 1NT - 2NT - 3e-
After a 1NT opening, the Response of 2NT (called a "puppet", not a transfer, because Responder may not have Clubs) shows a hand unsuitable for a NT contract. It is either
a. a weak hand containing a long minor suit,
b. or a strong unbalanced or semi-balanced hand with at least 4-5 in the minor suits.

Here are the possible options.

| Bidding | Hand description | Example |
| :---: | :---: | :---: |
| 1NT - 2NT +3 - Pass | $=0-7$ points, $5+2$ s, sign-off | \& 872 - 2 KJ 10753 -942 |
| 1NT - $2 \mathrm{NT}+3 \underline{\text { 3 }}-3$ | $=0-7$ points, $5+\star$ s, sign-off |  |
| 1NT - $2 \mathrm{NT}+3 \underline{\underline{30}-3 v}$ | $=$ strong, void or singleton $\downarrow, 3145,3154,0355$ | - K 98 - 4 K 932 - ${ }^{\text {- }} 87$ |
| 1NT-2NT $+3 \underline{\underline{3}}$ | $=$ strong, void or singleton $\uparrow$, 1345, 1354, 0355 | - 6 - 98 AK93*KJ874 |
| 1NT - 2NT + 3n-3NT | $=$ strong, 2245, 2254 | -85 K 9 AK93*KJ874 |

Here follow two examples:

| Ex. Opener (W) | Responder (E) | Comment |
| :---: | :---: | :---: |
| 9 A J 76 | - 4 | East has a very weak unbalanced |
| - K 83 | $\checkmark 752$ | hand and signs off in Diamonds. |
| - K Q 4 | - J 109532 | West must pass! |
| - A 9 | - Q 84 |  |

Bidding : (W) 1 NT $-2 N T-3-3-$ Pass

| Ex. Opener (W) | Responder (E) | Comment |
| :--- | :--- | :--- |
| $\mathbf{1 0}$ A J 7 | 4 | East shows a void or singleton |
| K 8 | A 5 | and at least 5-4 in the minors. After |
| K 9 8 | Q J 1053 | West shows his 4+card suit, Slam |
| A J 9 3 | Q Q 1074 | is on. |

Bidding : (W) 1NT - 2NT - 3n-3 - 4e
(Down - Up - Top)
BR 27.6 - Rubinsohl after Enemy interference (Optional)
After an Opponent interferes over Partner's 1NT with an Overcall, the Rubinsohl
Convention provides an elegant and effective method of response, maintaining both the transfer and Stayman options for the Responder.
The responses are :

- 1NT - (Overcall) - DBL = Normal Take-out double
- 1NT - (Overcall) - 2NT = transfer to
- 1NT - (Overcall) - 3* $\boldsymbol{\bullet}=$ transfer to $\downarrow \boldsymbol{\otimes}$
- 1NT - (Overcall) - 2NT 3* $\vee=$ However : the suit below the Enemy suit $=$ Stayman \#
- 1NT - (Overcall) - 3 a $=9+$ pts, no stopper in Enemy suit, no 4-card major
- $1 \mathrm{NT}-($ Overcall $)-3 \mathrm{NT}=9+$ pts, with stopper in Enemy suit, but no 4card major
| \# For example: 1 NT $-(2 \boldsymbol{*})-2 \mathrm{NT}=$ Stayman $\quad 1 \mathrm{NT}-(2 \vee)-3=\operatorname{Stayman} \quad$ 1NT (2*) - $3 \boldsymbol{*}=$ Stayman etc.

$$
\text { (Down - } \underline{\text { Up }}-\underline{\text { Top }})
$$

BR 27.7-Deal 117-124

Deals 117-124 are examples of bidding as outlined in this lesson.

- Print out : Deals 117-120-Deals 121-124
- Solo Bidding : $\underline{117}|\underline{118}| \underline{119}|\underline{120}| \underline{121}|\underline{122}| \underline{123}|\underline{124}|$
- Individual Hands for all Deals



## Contract Bridge <br> LESSON 28

Truscott 2NT after an Enemy Take-Out Double

1. Suit raises after a Take-out Double
2. NT reponses
3. Opener's replies after 2 NT
4. Bidding after a RDBL
5. When to Double for Penalties
6. Deals 125 to 128

Review
(Down - Top)

## BR 28.1 - Suit raises after a Take-Out Double

When an opponent makes a Take-out Double he shows at least near opening points and a desire to compete seriously for the contract. When Opener's Partner has a trump fit in Opener's major suit he can disrupt the Opponent's comunication by using the Truscott 2NT Convention.

Without a trump fit Responder bids as normal, but with trump support he responds as follow.
a. $1 \checkmark-(\mathrm{DBL})-2 \downarrow$ : showing trump support, $4-9$ HCPs and 9 losers
b. $1 \checkmark-(\mathrm{DBL})-3 \vee$ : showing trump support, 6-9 HCPs and 8 losers
c. $1 \checkmark-(\mathrm{DBL})-4 \vee$ : showing trump support, 6 - 9 HCPs and 7 losers
d. $1 \vee-(\mathrm{DBL})-2 \mathrm{NT}$ : showing trump support, 10 HCPs or more (The Truscott 2NT Convention)

A Truscott 2NT response to Partner's minor suit shows trump support for the minor and denies holding a 4-card major.

Above responses not only give accurate descriptions of Responder's hand, but they also
make it difficult for the Partner of the Take-out doubler to respond.
Here follow some examples. (Bids by the Opponents are in brackets.)

| Ex. Opener (W) | Responder (E) | Comment |
| :---: | :---: | :---: |
| 1 - K 84 | - - 72 | Responder's single raise shows 4-9 |
| - A Q 985 | - - K 74 | HCPs and 9 losers. |
| - A 8 | - Q 1032 |  |
| - J 74 | - - 10865 |  |
| Bidding : (W) $\underline{1-}$ - (DBL) - $2 \boldsymbol{-}$ - (Pass) - Pass |  |  |
| Ex. Opener (W) | Responder (E) | Comment |
| 2 - K 84 | - - 72 | Responder's jump raise shows 6-9 |
| - A Q 985 | - - 74 | HCPs and 8 losers. Opener, holding 7 |
| - A 8 | - - Q 1032 | losers himself, passes. |
| - J 74 | - A 1086 |  |

Bidding : (W) 1v-(DBL) - $3-$ (Pass) - Pass

|  | Opener (W) |
| :---: | :---: |
| 3 | - - K 84 |
|  | - A Q 985 |
|  | - A 8 |
|  | - J 74 |

Responder (E) Comment

- -7

Responder's raise to Game shows 6-9
--A Q 985

- K 1074

HCPs and 7 losers.

Bidding : (W) $1 \boldsymbol{1}-(\mathrm{DBL})-4-($ Pass $)-\underline{\text { Pass }}$

| Ex. Opener (W) | Responder (E) | Comment |
| :---: | :---: | :---: |
| 4 - K J 4 | - -972 | After Responder showing 10 HCPs or |
| - - - Q 985 | - - 7 | more Opener is confident enough to |
| - A J 8 | - Q 1032 | bid Game in NT. |
| - 74 | - AK 86 |  |

## (Down - Up - Top) <br> BR 28.2 - NT reponses after Opponent's Take-Out Double

The Truscott 2NT bid is an articial response. Therefore, with a balanced hand and no trump support for Opener's suit, NT responses after Opponent's Take-Out Double are :
a. 1ヶ - (DBL) - 1NT : showing 6-9 points, balanced hand
b. $1 \varphi-(\mathrm{DBL})-2 \mathrm{NT}(\mathrm{Truscott})$ : showing trump support, $10+\mathrm{HCPs}$ *
c. $1 \vee-(\mathrm{DBL})$ - RDBL first, bid 2NT next time : showing 10-12 points, balanced hand
d. 1ヶ - (DBL) - RDBL first, bid 3NT next time : showing 13+ points, balanced hand
(* $=$ When using Splinter bids Truscott 2NT also promises no singleton or void.)
Over a minor suit opening bid the 2NT Truscott response denies holding a major suit.
Here follow some examples.

| Ex. Opener opens | Responder (E) | Comment |
| :--- | :--- | :--- |
| $\mathbf{5}$ 1- | -75 | Responder replies 1NT |
|  | - K 107 |  |
|  | - Q 1032 |  |
|  | - K 1086 |  |


| Ex. Opener opens | Responder (E) | Comment |
| :---: | :---: | :---: |
| 6 14 | - 75 | Responder replies RDBL, planning to bid |
|  | - - K 107 | 2NT next time. |
|  | - - - Q 32 |  |
|  | - A 1086 |  |


| Ex. Opener opens | Responder (E) | Comment |
| :--- | :--- | :--- |
| 7 | 1- 75 | Responder replies 2NT Truscott, showing |


| Ex. Opener opens | Responder (E) | Comment |
| :---: | :---: | :---: |
| 8 1* | $\begin{aligned} & \text { - J 7 5 } \\ & - \text { K } 1095 \\ & - \text { Q } 1032 \\ & - \text { A } 10 \end{aligned}$ | Responder replies $1 \vee$. Responder should not bid 2NT Truscott ove Opener's minor when holding a major suit. |

## (Down - Up - Top) <br> BR 28.3 - Bidding after the Truscott 2NT response

A Truscott 2NT response shows trump support for Partner, 10+ HCPs and no singleton or void.
With trump support, 10+ HCPs and a singleton or void make a splinter bid instead.
After a Truscott 2NT reponse Opener has the following reply options :
a. $1 \vee-2 \mathrm{NT}-3 v:$ showing a minimum Opening hand, 12-13 points
$\underline{1 v}-2 \mathrm{NT}-3 \boldsymbol{3}:$ (But Responder must cotinue with $12+$ points.)
b. 1ヶ - 2NT - $\underline{4 v}$ : showing a minimum Opening hand, with 14-15 points
$\underline{1-}-2 N T-\underline{4-}:($ But Responder may push on to Slam.)
c. 1 - $2 \mathrm{NT}-3$ ? Long Suit Trial bid - new suit below 3 in the major trump suit.
d. $1 \varphi-2 \mathrm{NT}-\underline{42}: \underline{\text { Cue bid }- \text { new suit above } 3 \text { in the major trump }}$ suit.
$\underline{1-}$ - $2 \mathrm{NT}-\underline{4 \sim}:($ or use it for a Slam Trial bid)
e. 1v - 2 NT - 3 NT : RKC Blackwood

Here follow some examples. (Bids by the Opponents are in brackets.)
Ex. Opener (W)
9 - K 84
Responder (E)
Comment

- A Q 985
- A 2
-     - K 74
-A85 - QJ32
- J 10 - Q 865

Bidding : (W) $\underline{1-(D B L)-2 N T-(P a s s)-4-4}$

| Ex. Opener (W) | Responder (E) | Comment |
| :--- | :--- | :--- |
| $\mathbf{1 0}-$ K 84 | - A 2 | Opener should only raise to 3H, but |
| - - Q 9 85 | - K 7 4 | Responder is strong enough to bid |
| - Q 85 | - A J 32 | Game. |
| - J 10 | - Q 865 |  |

Bidding : (W) $1 \vee-(\mathrm{DBL})-2 N T-(P a s s)-3 \vee-(P a s s)-4 \vee$

| Ex. Opener (W) | Responder (E) | Comment |
| :---: | :---: | :---: |
| 11 -K 84 | - A 2 | Opener's 3D is a Long Suit trial bid. |
| - A Q J 95 | - - 77 | Responder, with only one loser in |
| - 985 | - A Q 32 | Diamonds bids Game. |
| - A 9 | - J 1086 |  |

Bidding : (W) $1 \boldsymbol{-}$ - (DBL) $-2 N T-($ Pass $)-$ - (Pass) -4

Ex. Opener (W)
12 - K Q 4

- A Q J 95
- K 75
- A 9 - J 1086


## Comment

After Opener's 3NT (RKC
Blackwood) Responder shows 0 or 3 keycards. From his previous bid it must be 3 and Opener bids Slam.

Bidding : (W) $\underline{1 \sim}$ - (DBL) - 2NT - (Pass) - 3NT - (Pass) $-4 \boldsymbol{*}-\underline{6}$
(Down - Up - Top)

## BR 28.4 - Bidding after a RDBL

When Responder does not have a trump fit with Opener's suit he in most cases will bid a new suit as normal. However Responder Redoubles Opponent's Take-out Double with $10+$ points in one of the following two situations :

1. Responder has no suitable bid available. Since his side has the majority of point he may be looking for a Penalty double.
2. Responder has a balanced hand and will bid NT at his next run to bid.

The 4th player (Take-out Doubler's Partner) is forced to bid. Opener will either Pass or Double if he holds 4 cards in Opponent's suit.
If the 4th player's bid is passed around, the Redoubler must take action, usually by either a Penalty double or a NT bid.

Here follow two examples.

| Ex. Opener (W) | Responder (E) | Comment |
| :--- | :--- | :--- |
| $\mathbf{1 3}$ - K Q 4 | - J 10 2 | Responder can not bid NT |
| - A Q 9 85 | - K 7 | immediately. He must RDBL first and |
| - J 7 5 | - A Q 32 | on his second turn bid NT. Opener, |
| - Q 9 | - J 10 86 | with 15 points raises to Game |

Bidding : (W) $\underline{1-(D B L)-R D B L-(2)-\text { Pass }-(P a s s)-2 N T-(P a s s)-3 N T}$

Ex. Opener (W)
$14-85$

- AQJ 85
- A Q 52
- 94


## Responder (E) Comment

- K 72 East judges it better to double than
- 72 entering an iffy NT contract.
- K 9863
- K Q 108

Bidding : (W) 1- (DBL) - RDBL - (2*) - Pass - (Pass) - DBL - (Pass) - Pass (Pass)

## When the 4th player makes a Take-out Double

When the 4th player makes a Take-out Double bidding takes its normal course, except when Opener is strong ( $16+$ pts). In such case the Opener Redoubles. The purpose of the Redouble is to tell Partner their side has the majority of points.

## (Down - Up - Top) <br> BR 28.5 - When to Double for Penalties

A penalty double of an Overcall, usually at the 2 level, can be profitable when the following conditions are met.

1. Your side holds the balance of HCPs.
2. You have a misfit with Partner's suit (preferrably a void or singleton).
3. Your card holding of the Opponents' trumpsuit complies with the Rule of 6 and 4.

## The Rule of 6 and 4

You may double Opponents' contract provided
a. the number of Opponents' trump cards you hold plus the level of their bid adds up to 6 or more, and
b. the number of winners you hold in their suit plus the level of their bid adds up to 4 or more

For example you hold: Q Q J 832 Q J 97 AK 86
Your partner opens with 1s and your right hand Opponent makes an Overcall.
You can not double an Overcall of $2 \downarrow$ (for your Heart suit has only 1 winner : $1+2=3$ ), but you can double an Overcall of $2 \boldsymbol{*}$, because your 4 clubs $+2=6$ and your likely 2 winners in the suit $+2=4$.
(Down - Up - Top)
BR 28.5-Deal 125-128

Deals 125-128 are examples of bidding as outlined in this lesson.

- Print out : Deals 125-128
- Solo Bidding : $\underline{125}|\underline{126}| \underline{127}|\underline{128}|$
- Individual Hands for all Deals


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## Contract Bridge LESSON 29

The Multi-2 Opening bid

1. The Multi-2 Opening
2. Weak Responses
3. Strong Enquiry \& Weak options
4. Strong Enquiry \& Strong options
5. Bidding after Enemy interference
6. Deals 129 to 136

Review
Bidding Guide : AdvBG-8
(Down - Top)

## BR 29.1 - The Multi-2 Opening

In recent years the Multi-2 Opening bid has become very popular and widespread in Duplicate bridge competition.
This bid replaces the regular weak $2 \downarrow, 2 \downarrow$ and $2 \wedge$ opening bids as outline in this course in Lesson 16.
The Game force 2 Opening (also introduced in Lesson 16) remains in use however.
Even if you do not intend to use these bids it is useful to have a general knowledge of their meaning as they are used by many intermediate and better players you might find yourself playing against.

The Multi-2 combines a number of possibilities into the one Opening bid. There are a range of combinations used. I have selected my preferred combinantion here, which fits in well with the overall System as outlined by Jazclass.

The Multi-2 $\diamond$ Opening covers the following hand options :

> A. a weak 6+card major ("weak two") of 6-10 HCP, such as : $82 \vee$ A Q 9852 J 1064

$$
\begin{aligned}
& \text { B. or a strong balanced hand of 21-22 HCP, } \\
& \text { such as : A } 102 \text { A Q } 98 \text { A } 864 \\
& \text { C. or a strong 4-4-4-1 shape with } 17+\mathrm{HCP} \text {, and a singleton } \\
& \text { such as: A K } 954 \text { A Q } 83
\end{aligned}
$$

The Multi- 2 therefore telescopes the weak $2 s$ for both majors into one bid.
It also includes the balanced 21-22 point hand which is too strong for a 1 Opening bid, but too weak for a 2 Game force.
The third option includes the strong unbalanced hands without a 5 -card suit (4-4-4-1), just under or within the Strong 2\& opening bid range.

This makes the bids of $2 \boldsymbol{\downarrow}, 2 \boldsymbol{\wedge}$ and $2 \mathrm{NT}^{*}$ available for other purposes which will outlined in the next Lesson.

* The traditional Opening bids of 2NT (22-24 and balanced) and 3NT (25-27 and balanced) are rarely used anymore.


## Implications for the Game force 2apening bid

Including balanced hands of 21-22 HCP (option 'B' above) and strong 4441 shape hands (option 'C') in the Multi-2 Opening bid, simplifies the Game force 2 Opening range of bids considerably.
After opening with 2:

1. Opener's rebid of 2NT shows a balanced hand of 23-24 points (not forcing)
2. Opener's rebid of $\mathbf{3 N T}$ shows a balanced hand of $\mathbf{2 5 +}$ points
3. Opener's rebid of a new suit shows a $\mathbf{5 + c a r d}$ suit (forcing to Game)

Responder's bid of 3 after 2NT or after 3NT is Stayman investigating a 4-4 major suit fit.
The above make the standard opening bids of 2 NT and 3 NT superfluous. These Opening bids can therefore be used for other purposes (see Lesson 30 and Lesson 33).

## (Down - Up - Top)

## BR 29.2 - Weak Responses

There are two weak responses to the Multi- $2 \star$ Opening bid. They are

- $2-2-$ = "Pass or correct"
- $2-2 \boldsymbol{-}=$ "I have no interest in Spades, but if you have Hearts instead I might be interested in Game."

Opener's replies are as follow.

| Bidding | Meaning | Example of Opener's hand |
| :---: | :---: | :---: |
| 2- - $\downarrow$ - Pass | Weak Two in Hearts | ^82 AQ9852 J 1062 * 7 |
| 2- - 2 - - ${ }^{\text {- }}$ | Weak Two in Spades | \& Q 109763 • 22854 ¢ 2 |
| $2-2 \downarrow-2 N T$ | 21-22 HCP, balanced | A J $5 \vee$ AK KQ $75 \bullet$ Q J 82 |
| 2- - 2 - - 3 | 17+ HCP, 4441 shape with singleton |  |

After a 2 response Opener's replies are the same as above, except when Opener holds a weak 6+card Heart suit.
In that case Opener replies $\underline{3 \checkmark}$ with a minimum ( $6-7 \mathrm{HCPs}$ ) and $4 \vee$ with a maximum (810 HCPs ).

| Bidding | Meaning | Example of Opener's hand |
| :---: | :---: | :---: |
| 2-2- - Pass | Weak Two in Spades | $\underset{7}{\mathrm{~A}} \mathrm{~K} \mathrm{Q} 8643 \vee 83 \div \mathrm{A} 862$ |
| 2-2- - -2 | Weak Two in Hearts | ¢ $93 \vee$ Q 107542 A954* |


|  | minimum : 6-7 points | 3 |
| :---: | :---: | :---: |
| 2-2-4- | Weak Two in Hearts maximum : 8-10 points | $\underset{2}{\wedge} 8 \text { KQ9852*A742 6 }$ |
| $2-2$ - 2 NT | 21-22 HCP, balanced | $\underset{2}{\text { A AJ } 5 ~} \vee \mathrm{AK} \text { KQ75 QJ8 }$ |
| $2-2 \boldsymbol{-}$ - ${ }^{\text {NT }}$ * | 17+HCP, 4441 shape with singleton | $\begin{aligned} & \text { A AKJ2 } 7 * \text { AQ } 104 \diamond \text { KQ } \\ & 83 \end{aligned}$ |

* Note that after Responder's $2 \boldsymbol{\alpha}$ the Opener can not show his singleton $\vee$ by bidding Hearts, as this would show a Weak Two in Hearts (see above). He therefore bids 3NT instead, this shows a singleton $\upharpoonright$. Bids of the other three suits show a singleton as normal.
(Down - Up - Top)
BR 29.3 - The Strong Enquiry \& Weak options
The 2NT response after a $2 \star$ opening bid shows 12+ HCPs, is artificial and a strong
enquiry similar in nature to the Ogust Convention. There are several possibilities for
weak major suit responses. Here follows my recommended version.

| Bidding | Meaning | Example hand |
| :---: | :---: | :---: |
| $\begin{aligned} & 2-2 \mathrm{NT}- \\ & \text { 3- } \end{aligned}$ | ¢ suit, minimum 6-7 HCPs | $\begin{aligned} & \text { AQ7643 } \vee 94 \div \text { J764 } \\ & 83 \end{aligned}$ |
| $\begin{aligned} & 2-2 N T- \\ & 3 \end{aligned}$ | $\checkmark$ suit, minimum 6-7 <br> HCPs | $\begin{aligned} & 8 \vee Q 109762 \div \text { A } 964 \\ & 62 \end{aligned}$ |
| $2-2 N T-$ | $\begin{aligned} & \text { s suit, maximum 8-10 } \\ & \text { HCPs } \end{aligned}$ | $\begin{aligned} & \text { AJ } 8643 \vee 986 \div \text { A } 764 \\ & -5 \end{aligned}$ |
| $\begin{aligned} & 2-2 \mathrm{NT}- \\ & \underline{3} \end{aligned}$ | $\begin{aligned} & \checkmark \text { suit, maximum 8-10 } \\ & \text { HCPs } \end{aligned}$ | $5 \text { •K Q J } 976 \text { K K } 864 \text { • } 7$ |

After Opener's weak reply of $3 \vee$ or $3 \boldsymbol{\alpha}$, the Responder usually passes.
After Opener's positive reply of 3 or 3 , a Game contract is usually reached.
A further bid by Responder one step up from Opener's previous bid asks for the number of top Honours (A, K or Q) in Opener's long suit.

- a bid 1 step up $=1$ top Honours a bid 2 steps up $=2$ top Honours a bid 3 steps up $=3$ top Honours

For example :

| Bidding | Meaning | Example hand |
| :---: | :---: | :---: |
| 2-2NT-3-3-3 | $=1 \text { top }$ <br> Honours | $\underset{5}{\wedge} \mathrm{AJ} 8643 \vee 86 \div \mathrm{A} 764 \vee 9$ |
| $\begin{aligned} & 2-2 \mathrm{NT}-3-3- \\ & 3 \end{aligned}$ | $=2 \text { top }$ <br> Honours | - 5 ¢ K Q J 976 ¢ 864 -74 |

(Down - Up - Top)

## BR 29.4 - The Strong Enquiry \& Strong options

With one of the strong option hands, Opener's reply to Responder's 2NT strong enquiry are very simple :

| Bidding | Meaning | Example hand |
| :---: | :---: | :---: |
| $\begin{aligned} & 2-2 N T- \\ & 3 \mathrm{NT} \end{aligned}$ | Balanced with 21-22 HCP | $\mathrm{A}_{4} \mathrm{AK} \mathrm{KJ} 5 \text { AQ83} \mathrm{KJ} 9$ |
| 2- 2 NT - 4e | 4-4-4-1 shape, $17+$ HCP singleton in the suit bid | $\begin{aligned} & \text { \& K Q } 84 \text { •AQ } 105 \text { \& } 4 \text { AK } \\ & 94 \end{aligned}$ |

After this the bidding usually reaches a Slam contract.
BR 29.5 - Bidding after $\stackrel{(\text { Down - Up }- \text { Top) }}{\text { Enemy interference }}$

Interference over a multi- $2 \diamond$ Opening bid is not uncommon in cases where Opener's bid is based on a weak long major suit. The following standard actions over this are outlined below.

## A. After Opponents Double

1. Pass $=$ a weak hand. If 4th player passes too, Opener can make a second bid describing his hand.
2. Bid a suit $=0-11$ pts, "Pass or Correct" as normal.
3. $\operatorname{Bid} 2 \mathrm{NT}=12+\mathrm{pts}$, strong enquiry as normal.
4. $\mathrm{DBL}=$ own long suit and misfit with Opener : "Partner bid $2 \vee$ next, then pass my next bid."

## B. After Opponents Suit Overcall

1. Pass $=$ a weak hand. If 4th player passes too, Opener can make a second bid describing his hand.
2. Bid a suit $=0-11$ pts, "Pass or Correct" as normal.
3. $\mathrm{DBL}=12+\mathrm{pts}$, strong enquiry.
4. Cue bid Enemy suit = Forcing to Game. Opener must show his hand.

## C. After Opponents 2NT Overcall

This usually shows a weak 2-suiter of the minors with 8-12 HCPs.

1. $\mathrm{DBL}=$ strong enquiry, which Opener may convert into a Penalty Double.
2. $3 \vee=$ Game invitation. Opener will Pass with $>_{s}$ and min., or bid Game with $\nabla_{s}$ and max.
3. $3 \boldsymbol{a}=$ Game invitation. Opener will Pass with and min., or bid Game with s and max.

## BR 29.6-Deal 129-136

(Down - Up - Top)

Deals 129 to 136 are examples of bidding as outlined in this lesson.

- Print out : Deals 129-132-Deals 133-136
- Solo Bidding : $\underline{129}|\underline{130}| \underline{131}|\underline{132}| \underline{133}|\underline{134}| \underline{135}|\underline{136}|$
- Individual Hands for all Deals


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## Contract Bridge

## LESSON 30

Rank Colour Odd 2-Openings

1. RCO 2-Openings
2. Bidding after $2 \boldsymbol{v}$
3. Bidding after 2
4. Bidding after 2NT
5. Bidding after Opponent's DBL
6. Bidding after Opponent's Overcall
7. Deals 137 to 144

Review
Bidding Guide : advBG-9

## (Down - Top)

## BR 30.1 - Rank Colour Odd 2-Openings

Since the Multi-2 effectively free up the traditional Opening bids of $2 \downarrow, 2 \downarrow$ and 2 NT , these three bids can be used for other purposes, most commonly for weak 2 -suiter hands.

RCO 2s are weak 2-suiter Opening bids of 6-10 HCPs and at least a 5-5 shape. Most of the high cards should be located in the long suits and the hand typically contains 6 losers. Occasionally the hand may have only 5 losers, but never more than 7 (and then only when not vulnerable).

With virtually only 2 long suits to consider the Responder must therefore especially look at his well placed quick tricks, rather than his losers or HCPs, which determine the strength of his hand and are the key to a suitable response.

Here follow the descriptions of the three Openings and some typical example hands.

| Opening | Description | Example hand |
| :---: | :---: | :---: |
| 2 | Two suits of the same Rank (major or minor) |  |


| 2 | Two suits of the same Colour (red or black) | $\begin{aligned} & \text { \& } 3 \quad \text { KQ842 } 74 \quad \text { QJ965 } \\ & \text { Q } 10843 \vee 4 \div K J 1074 \end{aligned}$ |
| :---: | :---: | :---: |
| 2NT | Two Odd suits <br> ( $\boldsymbol{\perp} \downarrow$ or $\vee \boldsymbol{~})$ | - Q42 V C 842 J 10843 <br> - A108743 ヤ4 7 QJ984 |

(Down - Up - Top)

## BR 30.2 - Bidding after 2 2

## A. Weak responses (with 0-11 HCPs)

With a weak hand of up to about $\mathbf{1 1} \mathbf{H C P}$ do the best you can. If you think you Opener's $2 \checkmark$ bid refers to the two major suits you may even Pass. If you are not sure use your judgement or bid your cheapest 3-card suit.
Here are some typical examples :

Bidding
2- 2- If Opener has the long major suits you prefer to play in Spades. If he replies with
| 3e, you will bid $3-$ next.

Example hand

2- $\mathbf{2 c}$ If Opener holds the minors you prefer to be in Clubs. If Opponents has the majors
| instead he will bid $3 \vee$ next, which would be fine with you.

- 7 Ү K 42 KQ 86 • 9754
interfere.


## B. Strong responses (with $12+\mathrm{HCPs}$ )

With 12+ HCPs and an interest in Game bid 2NT. This is the "Relay" for the strong enquiry.
Opener will reply as follow :

- $2 \vee-2 \mathrm{NT}-3$ = the minors and minimum (6-7 HCPs)
- 2v-2NT - $3=$ the minors and maximum ( $8-10 \mathrm{HCPs}$ )
- $2 v-2 \mathrm{NT}-3 v=$ the majors and minimum (6-7 HCPs)
- $2 \vee-2 \mathrm{NT}-\underline{3 \infty}=$ the majors and maximum (8-10 HCPs)

Further bidding is natural or as per Partnership agreement.
(Down - Up - Top)

## BR 30.3 - Bidding after 2

## A. Weak responses (with 0-11 HCPs)

With a weak hand of up to about $\mathbf{1 1} \mathbf{H C P}$ do the best you can. If you think Partner's Opening bid refers to the two black suits you may even Pass. If you are not sure use your judgement or bid your cheapest 3-card suit.
Here are some examples :

Bidding Responder's consideration Example hand
$2 \boldsymbol{- 3 *} \begin{aligned} & \text { If Opener has the red suits you prefer to } \\ & \text { play in Diamonds. If he replies with 3a, } \\ & \text { you will be happy to play there and Pass. }\end{aligned}$
 to be in Clubs. If Opponents has the red
| suits instead he will bid next, which you can then covert to $3 \vee$.


## B. Strong responses (with $12+\mathrm{HCPs}$ )

With 12+ HCPs and an interest in Game bid 2NT. This is the "Relay" for the strong enquiry.
Opener will reply as follow :


- 2 - $2 \mathrm{NT}-3$ = the black suits and minimum (6-7 HCPs)
- $2-2 \mathrm{NT}-3=$ the red suits and minimum (6-7 HCPs)
- $2 \boldsymbol{-}-2 \mathrm{NT}-3 \boldsymbol{-}=$ the red suits and maximum ( $8-10 \mathrm{HCPs}$ )
- $2-2 \mathrm{NT}-\underline{3}=$ the black suits and maximum $(8-10 \mathrm{HCPs})$

Further bidding is natural or as per Partnership agreement.

## (Down - Up - Top) <br> BR 30.4 - Bidding after 2NT

A. Weak responses (with 0-11 HCPs)

With a weak hand of up to about $\mathbf{1 1}$ HCP usually bid your cheapest 3-card suit or use your judgement.
But do not bid 3\&, for that is the Relay for the strong enquiry after 2NT.
Here are some examples :

## Bidding

2NT - 3
Responder's consideration
If Opener has the + s you prefer to play in Diamonds. If he replies with $3 \vee$, you will be happy to play there and Pass.

| 2NT-3v | If Opener holds $\downarrow+$ s you prefer to be in | - 7 | マKJ 42 | 2 K Q 86 | -9754 |
| :---: | :---: | :---: | :---: | :---: | :---: |
|  | Hearts. If Opponents replies 3 instead |  |  |  |  |

See what happens next and hope for the best.

## B. Strong responses (with $12+\mathrm{HCPs}$ )

With 12+ HCPs and an interest in Game bid 3\&. This is the "Relay" for the strong enquiry.
Opener will reply as follow :


- $2 \mathrm{NT}-3 \boldsymbol{2}-3 \mathrm{~s}$ and $\boldsymbol{2}_{\mathrm{s}}$ and minimum (6-7 HCPs)
- $2 \mathrm{NT}-3 \boldsymbol{2}=\underline{s}$ sand s and maximum (8-10 HCPs)
- $2 \mathrm{NT}-3 \boldsymbol{e}-\underline{\mathrm{3NT}}=\mathrm{e}_{\mathrm{s}}$ and $\nabla_{\mathrm{s}}$ and maximum ( $8-10 \mathrm{HCPs}$ )

Further bidding is natural or as per Partnership agreement.

## (Down - Up - Top) <br> BR 30.5 - Bidding after Opponent's Double

After these weak 2-Opening bids, it is not unusual for the Opponents to interfere, especially when the Responder has a weak hand too. To cope with these situation act along the following guidelines.

After a Double by the Opponent, Responder's bid of a new suit when weak ("Pass or Correct") or the Relay of 2NT or 3\& when strong remain the same as normal. The "Pass" and "Redouble" have additional meanings.

| Bidding | Responder's consideration |
| :---: | :--- |
| $2 \vee-(\mathrm{DBL})-$ Pass | 0-11 HCPs, Responder is happy to <br> play here if this is one of Opener's <br> suits. Opener will correct and bid his <br> cheapest suit otherwise. |


preference for over $\boldsymbol{v}_{\mathrm{s}}$, but is unable to bid them because 3 is the Relay bid for the strong enquiry.

| 2- $-(\mathrm{DBL})-2 \boldsymbol{\sim}$ | $0-11 \mathrm{HCPs}$, "Pass or Correct" as normal. | - J 1094 | $\bullet$ Q J 4 | - Q 1097 | - 87 |
| :---: | :---: | :---: | :---: | :---: | :---: |
| 2•-(DBL) - 2 NT | $12+\mathrm{HCPs}$, strong enquiry as normal. | - A J 92 | - Q 104 | - A Q 97 | - 87 |
| 2•-(DBL) - RDBL | "Partner make your cheapest bid, then Pass my next rebid". <br> Responder fears a misfit. Opener surely holds the majors. Responder prefers to play in his own long suit which Opener now must Pass after Responder has bid it. $2 v-(\mathrm{DBL})-\text { RDBL }-2 \boldsymbol{-}-3-\text { Pass }$ | - $2 \quad$ 94 | \& J 109 | 7 A K J 1087 |  |
| BR 30.6 - Bidding after Opponent's Overcall |  |  |  |  |  |

After an Opponent makes an Overcall Responder may

1. Pass with a very weak hand and/or strength in the Enemy suit.
2. bid a new suit when weak ( $0-11 \mathrm{HCPs}$ ) : a "Pass or Correct" bid,
3. or Double, which replaces the Relay bid, showing strength (12+HCPs) and an interest in Game.

After Partner's DBL Opener bids the cheaper of his two suits with a minimum, the higher suit with a maximum. With a $5+$ cards in the Opponents' suit, Opener may wish to Pass converting Partner's DBL into a Penalty Double.

Bidding Responder's consideration Example hand

## 

$0-11 \mathrm{HCPs}$, ＂Pass or Correct＂．
－94 『 Q J 104 K Q 97 － 875 Opener will rebid $3 \vee$ if he holds both majors．

2－（3＊）－DBL 12＋HCPs，strong enquiry．Opener \＆Q 94 『 Q J 4 \＆Q $109 * 87$ probably has the black suits and will reply 3 with a minimum，or $4 ⿷$
with a maximum．
If instead he holds the red suits，he may possibly Pass，converting Partner＇s DBL into a Penalty Double．
(Down - Up - Top)

BR 30．7－Deal 137－144
Deals 137－144 are examples of bidding as outlined in this lesson．
－Print out ：Deals 137－140－Deals 141－144
－Solo Bidding ：$\underline{137}|\underline{138}| \underline{139}|\underline{140}| \underline{141}|\underline{142}| \underline{143}|\underline{144}|$
－Individual Hands for all Deals


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## Contract Bridge LESSON 31

The Jacoby 2NT response

1. The Jump-raise alternatives
2. Jacoby 2 NT and the $5-4$ super fit
3. Standard replies to Jacoby 2NT
4. Jacoby 2NT with Splinters
5. Jacoby 2 NT - simplified version
6. Deals 145 to 152

## Facts sheet - Facts review

Bidding Guide : AdvBG-14

## (Down - Top)

## BR 31.1 - The two Jump-raise alternatives

In recent years many players using the "Standard American" system (SAS, as outline here by Jazclass) have abandoned the traditional Game forcing jump raise of $1 \vee-3 \vee$ and $1 \mathbf{~ - ~}$ 31 (showing 13+ points) and started to use it as an Invitation bid (the so-called Limit raise copied from the Acol system) showing trump support, 10-12 points and exactly 8 losers.

The Table below compares the traditional Game Force version (as taught here on Jazclass) with a basic Limit Raise version as outlined by Dormer \& Klinger ("The New Complete Book of Bridge", 2010).

| Point range | Type | Game Force | Limit Raise |
| :---: | :---: | :---: | :---: |
| 6-10 | Weak response | 1-2v | $1 \vee-2 \downarrow$ |
| 10-12 | Invitational 8 losers exactly | 1v-2-2-3 | 1- - $3 \downarrow$ |
| 13-15 | Game force | $1 \checkmark-3 \downarrow$ | 1v-2-2-4 |
| 16+ | Game force | $1 \checkmark-3 \downarrow$ | 1v-30-3-4v |


| $6-10 \mathrm{HCPs}$ | Pre-emptive <br> $4+$ trumps, unbal. | $1 \downarrow-4 \downarrow$ |
| :---: | :---: | :---: | :---: |

The above two options for Game force hands which comebine with the Limit Raise are rather cumbersome, because :

1. The strong jump shift of the $16+$ Response hand is incompatible with any alternative weak jump shift.
2. There is no need to distinguish at this point between a $13-15 \mathrm{pts}$ and $16+\mathrm{pts}$ Responder's hand.
(The Opener will reveal his point range with his next bid).
3. The delayed raises to Game take up unnecessary bidding space which is lost to Slam investigation.

I therefore present to you the following approach, which is both simpler and more "space efficient". It simply reverses the bidding options for the Game Force and and Limit Raise of the two bidding systems.

| Point range | Type | Game Force | Limit Raise |
| :---: | :---: | :---: | :---: |
| 6-10 | Weak response | 1『-2レ | 1- - $2 \downarrow$ |
| 10-12 | Invitational 8 losers exactly | 1v-2-2-3 | 1v-3 |
| 13+ | Game force | $1 \vee-3 v$ | 1v-2-2-3 |
| 6-10 HCPs | Pre-emptive 4+ trumps, unbal. | $1 \checkmark-4 \vee$ | $1 \checkmark-4 \vee$ |

## (Down - Up - Top) <br> BR 31.2 - Jacoby 2NT and the 5-4 "super fit"

When a Responder holds 4+cards support for Opener's 5+card major suit, the $9+$ card trump fit is a considerable positive, and with an otherwise good looking hand Responder may subtract 1 loser from the total loser count of his hand.
Such a so-called (5-4) "super fit" is worth communicating to Opener and Responder is able to do that by means of the Jacoby 2NT response.

The Jacoby 2NT response after a $1 \boldsymbol{\bullet}$ or $1 \boldsymbol{A}$ Opening bid shows $\mathbf{1 3 +}$ points with (usually $4+$ card) trump support and is forcing to Game at least.

The Jacoby 2NT response after a $1 \boldsymbol{\downarrow}$ or $1 \boldsymbol{\perp}$ Opening bid shows $13+$ points with (usually $4+$ card) trump support and is forcing to Game at least.

The Table below shows how this response fits in with the two alternative bidding approaches.

| Point range | Type | Game Force | Limit Raise |
| :---: | :---: | :---: | :---: |
| 6-10 | Weak response | 1-2ワ | 1- - $2 \downarrow$ |
| 10-12 | Invitational 8 losers exactly | 1v-2-2-3 | $1 \vee-3 v$ |
| 13+ | Game force 3-card support | 1- - 3 | $1 \checkmark-2-2$ |
| 6-10 HCPs | Pre-emptive 4+ trumps, unbal. | $1 \checkmark-4 \vee$ | $1 \checkmark-4 \checkmark$ |
| 13+ | Game force 4+card support | 1 - 2 NT | 1 - 2 NT |

The 2NT Responder has no intention whatsoever to play in No Trumps. It is pure and simple a confirmation of a 5-4 super fit in the major trump suit and forces Opener to go at least to Game.

When using the Jacoby 2NT response the traditional jump shift response of 2NT (after a 1 in a suit Opening), showing a balanced hand without support for Opener's suit (and either 13-15 or 10-12 pts, depending on which system you use) can no longer be used. With such hands bid a new suit first and at your next turn bid 2NT.
(Down - Up - Top)
BR 31.3 - Standard replies to Jacoby 2NT

The most commonly used standard replies by the Opener to Jacoby 2NT are ：

| Bidding | Description | Example hand |  |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: |
| $1 \bullet+2 \mathrm{NT}-4$ | Minimum Opening，12－15 pts，no singleton or void | －A 9 | 『K Q 974 | 4 Q J 54 | －98 |
| $1 \checkmark-\mid 2 N T-3 N T$ | Strong Opening， $16+\mathrm{pts}$ no singleton or void Weak trump suit＊ | ¢ A 9 | －K J 974 | \＆K Q 54 | －K 8 |
| $1 \vee+2 \mathrm{NT}-3-$ | Strong Opening， $16+\mathrm{pts}$ no singleton or void Strong trump suit＊ | ¢ 49 | マKQ 974 | \％K J 54 | －A 8 |
| 1 － 2 NT－ 3 人 | New suit at the 3 level singleton or void in the suit bid | Q 6 | 『 K J 965 | A98 K Q | Q 105 |
| $1 \sim+2 \mathrm{NT}-4{ }^{\text {c }}$ | New suit at the 4 level 2nd 5－card suit with at least 2 of the 3 top Honours in the suit bid | － 49 | 『 K J 965 | \％K Q 1053 | －6 |

＊＝a strong trump suit contains at least two of the top 3 trump honours（A K Q）
As the Responder＇s second bid he can ：
a．Sign off in Game ：with no interest in Slam．
b．Bid a new suit：which could be either a Slam Trial bid，a Cue bid or a Multi Cue．
c．bid 3NT（when available）or 4NT ：RKC Blackwood．

> (Down - Up - Top)

## BR 31.4 －Jacoby 2NT combined with Splinters

Besides pinpointing a singleton or a void Splinter raises show，like the Jacoby 2NT response，at least 4－card support for Opener＇s 5－card major suit．These two Conventions can therefore effectively be combined in one and the same bidding system．

In such case the Jacoby 2NT response gains an additional attribute ：besides showing $13+$ points and $4+$ card trump support it also denies holding a singleton or void． The Table below shows how these two combined Conventions fit within the two alternatives of Standard bidding．


For example after Partner's Opening bid of $1 \vee$ :
a. respond 2NT with: A9 KJ97 K754 K85
b. respond 3 with : 9 KJ97 K 754 AJ85
c. respond $4 \vee$ with : 9 KJ97 K 754 J 852

Whichever of the two versions of Standard American you play (Game force jump raises or Invitation jump raises), the Jacoby 2NT and Splinters combinantion works well with either one.
(Down - Up - Top)

## BR 31.5 - Simplified Jacoby 2NT with the Limit raise (Recommended!)

Modern writers still insist that the Jacoby 2NT response must include 4-card trump support (or better) for Opener's major suit. For those players which use the 4-card major system this is of course no problem. But for 5-card major players, especially those who also use the invitational (10-12 points) jump raise response it makes much sense to waive this requirement.

By changing its trump support requirement from 4-card to 3 -card trump support (or better), the Jacoby 2NT response can be used as standard Game force response for all $13+$ points trump support hands. This considerably simplifies the bidding options for those that use the Invitation jump raise response (but it of course no longer identifies the 5-4 super fit).

| Point range | Type | Suit raise | Example hand of the Responder |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: |
| 6-10 | Weak response 3+card support | 1- - 2 - | $\begin{aligned} & 92 \text { Q } 74 \\ & 10853 \end{aligned}$ | $\text { A J } 92$ |  |
| 10-12 | Invitational "Limit raise" 8 losers exactly | $1 \varphi-3 \downarrow$ | $\begin{aligned} & \text { Q } 92 \text { VK } 4 \\ & \text { QJ } 73 \end{aligned}$ | $\text { A } 862$ | 9 |
| 13+ | Game force 3+card support | $\begin{aligned} & 1 \vee- \\ & 2 \mathrm{NT} \end{aligned}$ | $\begin{aligned} & 92 \text { Q } 44 \\ & \text { J53 } 5 \end{aligned}$ | $\text { A K Q } 92$ |  |
| 6-10 HCPs | Pre-emptive 4+ trumps support with singleton or void | 1『-4ワ | $\begin{aligned} & \text { \& } 9 \text { V } 974 \\ & 10853 \end{aligned}$ | $\text { - A Q } 52$ | 2 |

Here is an alternative page 4 for the Bidding guide, with $10-12$ points jump raise and a Jacoby 2NT response.

Opener's replies to Jacoby 2NT remain the standard responses.
For those who prefer to play a very basic system Opener could use the following responses :
| 1. $1 \vee-2 \mathrm{NT}-4 \vee=$ Minimum opening hand 13-15 points
2. $1 \checkmark-2 N T-3 N T=$ Strong opening hand of $16+$ points, weak trump suit
3. $1 \vee-2 N T-3 \vee=$ Strong opening hand of $16+$ points, at least two of the 3 top trump honours (A K Q)
|The 3NT response by the Opener (Option 2 above) is interesting as it can fulfill a double function.
a. Firstly it shows a strong opening hand with $16+$ points but with a weak 5-card trump suit.
b. At the same time the bid may function as a 3NT RKC Blackwood asking Responder for his key cards, for with Opener's weak trump suit this would of particular importance.

If you do decide to use this 3 NT bid's double meaning make sure to have a clear agreement with your Partner about it.

Once you are comfortable with above options, add the following two :
| 4. $1 \checkmark-2 \mathrm{NT}-3=$ bid of a new suit at the $\mathbf{3}$ level shows a singleton or void in the suit bid
$\mid$
5. $1 \vee-2 N T-4=$ bid of a new suit at the $\mathbf{4}$ level shows a second $\mathbf{5}$-card suit in the suit bid

Use the Jacoby 2 NT only as a rersponse to a major suit opening bid.
After minor suit opening bids prefer to use the Inverted Minor responses (Lesson 34).
These are much more appropriate.
(Down - Up - Top)

## BR 31.6-Deal 145-152

Deals 145-152 are examples of bidding as outlined in this lesson.

- Print out : Deals 145-148-Deals 149-152
- Solo Bidding : $\underline{145}|\underline{146}| \underline{147}|\underline{148}| \underline{149}|\underline{150}| \underline{151}|\underline{152}|$
- Individual Hands for all Deals


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## Contract Bridge

 LESSON 32Drury 2 - Crowhurst 2e

1. The Drury 2 Convention
2. The Crowhurst 2 Convention
3. Opener's replies to Crowhurst 2e
4. Deals 153-160

Review
Bidding Guide : $\underline{\text { advBG-13 }}$

## (Down - Top) <br> BR 32.1 - The Drury 2e Convention

The bidding has started, but the first 2 or 3 players (including yourself) have passed. Fortunately your Partner (sitting in 3rd or 4th position) opens with $1 \mathbf{V}$. You have trump support and a maximum pass points (11-12 points) and convey this happy news with a standard jump raise to $3 \downarrow$. Unfortunately Partner (enticed by his long major suit) made a rather light opening with a mere 11 points and the contract goes one down.
What to do ? Should Partner have passed in the first place? Of course not, because the Drury 2 Convention (amongst some also known as "Reverse Drury") provides the perfect solution.

After an Opening of $1 \boldsymbol{\downarrow}$ or $1 \boldsymbol{a}$ by a player in 3rd or 4th position, his Partner (who has previously passed) responds with when he has trump support and 11-12 points (a "maximum pass").
Replies by the Opener are :

| Bidding | Description | Example hand |  |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: |
| 1v-20-2v | Sub minimum, 11-13 pts | - A 9 | -K Q 974 | 2J854 | -98 |

$14-2 \boldsymbol{c} \mid-2 \underline{s}$
Sub minimum，11－13 pts
－AQ964 『KQ4
－10843
－ 72

All other replies by Opener show $14+$ points

| 1－2e｜－4v | Minimum Opening，14－15 pts No Slam interest | － A 92 | 『 K J 974 | － 75 － 78 |  |
| :---: | :---: | :---: | :---: | :---: | :---: |
| 1－20｜－20 | 14＋pts，new suit bid 4－card side suit | \＆ A Q 95 | 5 VK Q 974 | 4 K 54 | － 8 |
| 1－－ 2 e－ 3 | 14＋pts，jump shift 5－card side suit | A 7 | マK Q 974 | ＊ 4 | 093 |
| $1 \vee-2 \boldsymbol{-}+3 \mathrm{NT}$ | RKC Blackwood，Slam interest $18+$ points or 4－6 losers | \＆ 493 | －K Q 974 | ＊K Q 54 | －A |

After Opener＇s weak reply of $2 \checkmark$ Responder will usually sign on in 2 of the major．
After an Overcall or Double by the Opposition，Responder＇s remains Drury．
In a case where Responder holds a genuine long（ $5+$ card ）Club suit but no support for Opener＇s major，he bids first，then rebids at his next turn．

After Enemy interference a Pass by Opener shows a minimum（11－13）．All his other bids show 14＋points．

## （Down－Up－Top） <br> BR 32.2 －The Crowhurst Convention

The Crowhurst 2anvention is another useful convention which provides the Opener with a chance to describe his hand in greater detail．（This convention is very similar to ＂New Minor Forcing＂and＂Back check Stayman＂）

After any two suit bids at the 1 level followed by a rebid by the Opener of 1NT（showing 12－15 points）a rebid by the Responder of is artificial and forcing for one round．It shows $11+$ points and an interest in Game．


In all above (and similar) cases a rebid of by the Responder is Crowhurst. Any other new suit bid at the 2 level by Responder shows a weak 2-suiter hand, after which Opener may pass or show a preference (by returning to Responder's first bid suit).

Here follow some typical examples.

| Bidding | Description | Example hand |
| :---: | :---: | :---: |
| \|c-14-1NT- | $11+\mathrm{pts}$ <br> Crowhurst | A Q974 K974 K |
| $\left\lvert\, \begin{gathered} 1-1 \mathrm{n}-1 \mathrm{NT}- \\ 2 \end{gathered}\right.$ | $11+\mathrm{pts}$, Crowhurst |  |
| $\left\lvert\, \begin{gathered} 1-1 \mathrm{NT}- \\ 2 \end{gathered}\right.$ | $11+\mathrm{pts}$, Crowhurst | $942 \vee \text { Q J } 1063 \quad \text { AK } 5$ |
| $\begin{gathered} 1 \boldsymbol{c}-1 \mathbf{n}-1 \mathrm{NT}- \\ 2 \end{gathered}$ | Weak, 2-suiter | $\text { 』K10942 } \underset{\mathrm{J} 76}{\bullet-842} \text { Q }$ |
| $\frac{1}{\mid-1}-1 \mathrm{NT}-$ | Weak, 2-suiter | $\text { A } 10942 \quad \text { Q J } 763 \div 75$ |
| $\left\lvert\, \begin{gathered} 1 \leftrightarrow-1 \mathrm{NT}- \\ 3 \end{gathered}\right.$ | Weak, 2-suiter | $\text { - K } 10974 \underset{3}{ } \quad 653 \quad \text { K Q } 95$ |

(Down - Up - Top)
BR 33.3- Opener's replies to a Crowhurst 2e

After Responder's Crowhurst 2 rebid, Opener has the following order of priorities :

1. show the unbid 4-card major suit if he holds it.

This is only relevant when Responder's first bid was $1 \bullet$, so that Opener was unable to bid his 4-card $\upharpoonright$ suit.
2. show 3-card support for Responder's major suit.
3. show his points range : $12-13=$ minimum $14-15=$ maximum.
4. Show his side suit stoppers for a possible NT contract.
5. When Opener is unable to bid any of the above, he will rebid his own suit.

Opener will reply at the $\mathbf{2}$ level ( $2 \downarrow, \underline{2 \vee} \underline{2 \wedge}$ or $\underline{2 N T}$ ) with a minimum 12-13 points.
Opener will reply at the $\mathbf{3}$ level ( 3 en, $3 \downarrow$, 3 or $3 N T$ ) with a maximum 14-15 points.
After Enemy interference a Pass by Openers shows a minimum (12-13). All his other bids show 14-15 points.

Here follow some typical examples.

| Bidding | Description | Opener's hand |
| :---: | :---: | :---: |
| $\frac{12-1+2 N T}{-2 v}$ | $\begin{aligned} & 12-13 \text { pts, } 4-\text { card } \\ & \text { suit } \end{aligned}$ |  |
|  | $\begin{aligned} & 14-15 \text { pts, } 4-\text { card } \\ & \text { suit } \end{aligned}$ | $\begin{array}{rrr} \text { \& } \mathrm{K} 109 \mathrm{KJ} 22 & \mathrm{~A} 4 \\ & \text { K } 986 \end{array}$ |
| $\begin{gathered} 12-14-1 N T-2 s \\ -2 a \end{gathered}$ | 12-13 pts, 3-card support |  |
|  | 14-15 pts, 3-card support |  |


| $\begin{array}{r} 1-1+-\underline{1 N T}-2 \\ -\underline{2 N T} \end{array}$ | 12-13 pts <br> stoppers in $\downarrow$ and $\vee$ | $\begin{aligned} & \text { ↔ } 97 \text { K Q } 7 \\ & 2 \vee \mathrm{~A}^{2} 2 \end{aligned}$ | \% K J 06 |
| :---: | :---: | :---: | :---: |
| $\begin{aligned} 1-1 & -1 \mathrm{NT}-2 \\ & -\underline{3 N T} \end{aligned}$ | $14-15 \mathrm{pts}$ stoppers in and | $\begin{aligned} & \star \text { K } 10 \text { ヤKJ } 5 \\ & \bullet K 986 \end{aligned}$ | - 974 |
| $\text { 1-1 - } \frac{1 N T}{-2 v}$ | $12-13 \mathrm{pts}$ stopper in $\vee$ not in $\downarrow$ | $\begin{aligned} & \text { A } 7 \quad \text { K Q } 7 \\ & 2-852 \end{aligned}$ | - K J 06 |
| $\begin{gathered} 1-1+-1 N T-24 \\ -\underline{3} \end{gathered}$ | 14-15 pts stoppers in not in $\vee$ | $\begin{aligned} & \qquad \text { K } 10 \vee 975 \\ & \bullet \text { K J } 86 \end{aligned}$ | $\text { A K } 74$ |

Also check out the modified Crowhurst 2 used in combination with the Power 1NT opening.
(Down - Up - Top)

## BR 32.4-Deal 153-160

Deals 153-160 are examples of bidding as outlined in this lesson.

- Print out : Deals 153-156-Deals 157-160
- Solo Bidding : $\underline{153}|\underline{154}| \underline{155}|\underline{156}| \underline{157}|\underline{158}| \underline{159}|\underline{160}|$
- Individual Hands for all Deals

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## Contract Bridge

LESSON 33
Multi Cues - Kabel 3NT Convention

1. Multi Cues
2. The Kabel 3NT Convention
3. Deals 161-168

Review
Bidding Guide : $\underline{\text { advBG-7 }}$ - $\underline{\text { advBG- }}$ 14

## (Down - Top)

## BR 33.1 - Multi Cue bidding

We dealt with the convention of Cue bidding to locate 1st and 2nd round controls for a Slam contract in Lesson 23.3. This is a good method, especially if your hand contains a singleton or void, but it can eat up considerable bidding space and become at occasion rather awkward. Many experienced players have therefore ceased using this method, replacing it with bidding multi cues.

After a trump suit has been confirmed the bid of a new suit (usually at the 4 level) is a multi cue, showing 1st round or 2 nd round control. The multi cue therefore shows (in the suit bid) :
an Ace or a King or a void or a singleton

Bypassing a suit denies 1st round and 2nd round control. As a consequence uncontrolled suits are quickly identified.

After multi cue bidding has confirmed that all suits are controlled you can use RKC Blackwood to check on the key cards.

Here follow two examples.

| Ex. 1 | Opener (W) | Responder (E) | Comment |
| :---: | :---: | :---: | :---: |
|  | - A Q 985 | - - K J 74 | After Opener's multi cue of 4e, Responder |
|  | - K 8 | - A Q 7 | cue bids $4 \vee$, denying Diamond controls. This |
|  | --82 | - Q 103 | is revealing enough for the Opener to sign off |
|  | - AK 42 | - - Q 86 | in Game. |
|  | Bidding : (W) | -4-4- Pass |  |
|  | (Or, using Jaco | ) 1 - $2 \mathrm{NT}-3 \underline{\text { cosen }}$ | 4-Pass) |

Ex. 2

| Opener (W) | Responder (E) |
| :---: | :---: |
| - - K 8 | - - 2 |
| - AK 985 | - - 74 |
| - -83 | - A Q 103 |
| - - AK 74 | \&-Q1086 |

## Comment

After Responder's show of a Diamond control, Opener is confident Slam is there.
Through RKC Blackwood Responder reveals

- AK74 - Q 1086
holding 2 Aces plus the trump $Q^{\vee}$, but lacking the $\mathrm{K} \uparrow$.



## (Down - Up - Top) <br> BR 33.2 - The Kabel 3NT Opening bid

It is not often that you are lucky enough to get a hand like this, but when it does occur : How are you going to bid this ?


Are you going to open 2? Or will you bid 4NT directly? Neither may give you the answer to the only question you want to ask : has Partner got the A ?? And if so, does he also has the K ?

This is where the Kabel 3NT Ace asking opening bid comes in. It is specifically designed for freak hands containing 10 or more tricks or 2-4 losers. (The Responder can also use it as his first response to Partner's Opening bid.)
Replies to Kabel 3NT are as follows:

- 3NT - 4⿷ = No Ace
- $3 \mathrm{NT}-4 \diamond / 4 \vee / 4 \boldsymbol{\infty} / 5=$ Ace in the suit bid
- $3 \mathrm{NT}-5-15 / 5 \mathbf{6}=$ Ace in the suit bid + Ace in the next suit
- $3 \mathrm{NT}-4 \mathrm{NT}=$ Two non-touching Aces
- $3 \mathrm{NT}-5 \mathrm{NT}=$ Three Aces

When Opener rebids a suit it is a sign off, if he rebids 4 NT it is a King asking bid. Responder's replies are :

- 3NT - 4 - $4 \mathrm{NT}-5 \boldsymbol{2}=$ No King (but has $\mathrm{A} \downarrow$ )
- $3 N T-4-4 N T-5-15 / 5 ¢ / 6=$ King in the suit bid
- $3 N T-4-4 N T-6 * / 6 \vee / 6 \uparrow=$ King in the suit bid + King in the next suit
- $3 \mathrm{NT}-4-4 \mathrm{NT}-5 \mathrm{NT}=$ Two non-touching Kings
- $3 \mathrm{NT}-4-4 \mathrm{NT}-6 \mathrm{NT}=$ Kings in both minor suits
- $3 N T-4-4 N T-7 \stackrel{~}{*}=$ Three Kings

If the 4 NT bid is not available for a King ask, 5 NT is the King asking bid. Replies are :

- $-5 \mathrm{NT}-6 \boldsymbol{*}=$ No King
- $-5 \mathrm{NT}-6 \bullet / 6 \uparrow / 6=$ King in the suit bid
- $-5 \mathrm{NT}-6 \mathrm{NT}=$ King of Clubs
- $-5 \mathrm{NT}-7 \boldsymbol{*}=$ Two Kings

Here follow three examples.

| Ex. 3 | Opener (W) <br> - A K <br> - AK Q J 98542 <br> - -82 <br> Bidding : (W) 3NT - | $\begin{aligned} & \text { Responder (E) } \\ & \text { - } 974 \\ & -73 \\ & - \text { A J } 107 \\ & - \text { Q J } 986 \end{aligned}$ $\text { NT }-5-6 v-\mathrm{Pas}$ | Comment <br> East shows the $A$ but no King. West signs therefore off in $6 \mathbf{v}$ |
| :---: | :---: | :---: | :---: |
| Ex. 4 | $\begin{aligned} & \text { Opener (W) } \\ & \text { - A K Q J } 1082 \\ & -7 \\ & - \text { - K Q J } 10 \\ & -3 \end{aligned}$ | $\begin{aligned} & \text { Responder (E) } \\ & -3 \\ & - \text { - } 95874 \\ & - \text { A Q J } 86 \end{aligned}$ | Comment <br> East shows two non-touching Aces, which West recognises must be the And av. Small Slam in Spades is therefore certain. |
|  | Bidding : (W) $\underline{3 N T}-4 N T-\underline{6 v}$ - Pass |  |  |
| Ex. 5 | $\begin{aligned} & \text { Opener (W) } \\ & \text { - A K Q J } 1082 \\ & \vee-7 \end{aligned}$ | $\begin{aligned} & \text { Responder (E) } \\ & \text { - }-3 \\ & \vee-\text { K } 9874 \end{aligned}$ | Comment <br> East shows to have no Ace at all and West signs off in Game. |

```
* - Q J I0
    *-95
2-3 - Q J986
Bidding:(W) 3NT - 4* - 4e- Pass
```

(Down - Up - Top)
BR 33.3-Deal 161-168

Deals 161-168 are examples of bidding as outlined in this lesson.

- Print out : Deals 161-164-Deals 165-168
- Solo Bidding : $161|\underline{162}| \underline{163}|\underline{164}| \underline{165}|\underline{166}| \underline{167 \mid} \mid \underline{168 \mid}$
- Individual Hands for all Deals


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## Contract Bridge

 LESSON 34Inverted Minor Suit raises

1. Inverted Minor Suit raises
2. Opener's reply after a weak response
3. Opener's reply after a strong response
4. Key card ask by raising to $4 \boldsymbol{*}$ or
5. When the Opponents interfere
6. Deals 169-180

Facts sheet - Facts review
Bidding Guide : advBG-19
(Down - Top)

## BR 34.1 - Inverted Minor Suit raises

There is an ever increasing trend in main stream Duplicate Bridge towards pre-emptive type suit raises, most commonly to the 3 level. The theoretic basis and impetus for this is provided by Jean-Rene Vernes' Law of Total Tricks, which (as stated earlier in Lesson 25a.5) says :
"When playing in a trump contract, the total tricks that can be made by the two sides, each in its best suit, is equal to the total of trumps held in these two suits."

The following useful guideline is derived from above Law :
When both sides have found a trump fit and the points are not too unequally divided, you should bid for as many tricks as your side has trumps.

Provided the top Honours are not altogether unfavourably placed, this means that :

- with a 5-3 or 4-4 trump fit your side is likely to make $\mathbf{8}$ tricks,
- while with a 5-4 trump fit your side is more likely to make 9 tricks.

Competing at the 3-level with a 5-3 trump fit and half the available points has therefore a good chance of going down one. But such result would be better (even when vulnerable : - 100) than the opponents making a part-score contract at the 3-level (even in a minor suit : 110) against you.

Therefore with a Minimum opening opposite a Minimum response hand (and no hope for a Game contract) a pre-emptive raise to the 3-level is a good strategy in the battle for a part-score contract.

## The management of bidding space!

1. When both competing sides share the points approximately equally, cover as much bidding space as possible quickly, in order to out-maneuver the Opponents for a Part score.
2. When, on the other hand, your side holds the majority of points you must preserve as much bidding space as possible to allow for ample room to investigate a Game or Slam contract.

This is what the Inverted Minor suit raises (also know as 'Forcing Minor suit raises') is all about.

With no 4-card major and a hand unsuitable for a NT response, responses are :

- 1*-3* or $1-3=\mathbf{6 - 9}$ points with trump support
- $1 \boldsymbol{2}$ - or $1-2=\mathbf{1 0 +}$ points with trump support, forcing for one round

For example :

| Bidding | Meaning | Responder's hand |  |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: |
| 1- - 3 * | 6-9 points NO 4-card major | - 85 | マ 642 | - K J 1073 | \& Q 95 |
| 1- - 2 * | $10+$ points NO 4-card major forcing | \& Q 5 | マ 642 | - K J 1073 | * A Q 9 |

The weak jump raise to 3 is highly competitive for a part-score contract, while the single raise with the stronger hand leaves miles of space to check on side suit stoppers for a
possible 3NT contract.
When opening with a short Club (promising only $2+$ Clubs), Responder may raise s with 4+ card support and with 5+ cards (hoping to find Partner with at least one extra Club in his hand).

When opening with the better minor (promising 3+ cards in the suit), Responder may raise both $\boldsymbol{*}$ s and with 5+ card support.

```
(Down - Up - Top)
BR 34.2 - Replies by the Opener to a weak response ( \(6-9\) points)
After a weak jump raise by the Responder (1e-3* or \(1-3\), showing 6-9 pts) Opener will Pass with 15 points or less.
```

With $16+$ points Opener's bid are forcing to Game. His options are :
a. $1 \checkmark-3-$ Pass : with 11-15 points
b. $1-3-3 \mathrm{NT}$ : with $19+$ points and stoppers in all 3 side suites
c. $1-3-3 \vee: 16+$ points, showing a $\downarrow$ stopper (with no stopper in $\boldsymbol{\wedge}$ or $\boldsymbol{*}$, Responder rebids $4 \star$ )
d. $1-3-\underline{4}:$ strong $=$ Roman Key Card ask (see below)

Here follow two examples.

Ex. 1
Opener (W)

- A K
-     - 83
-     - AK 853
- -9742

Responder (E)

- 742
- A 107
- Q 9742
- 86


## Comment

Responder's jump raise to 3 shows 6-9 points. A good aggressive move, seeing that the opponents too have 20 HCP together. If Opponents bid over $3 \star$, Opener may compete up to the 4 level.

Bidding : (W) 1-3- Pass

| Ex. 2 | Opener (W) | Responder (E) |
| :---: | :--- | :--- |
|  | - A K 5 | -742 |
|  | -8 | - A 107 |
|  | - AK 853 | - Q 9742 |
|  | - K Q 97 | -86 |

## Comment

Responder's jump raise to $3 \star$ shows 6-9 points. When Responder shows 1 Ace, Small Slam in Diamonds looks a good bet.
$\underline{4^{*}}=$ RKC ask, see below.

Bidding : (W) $1-3-4 *-4 N T-6-$ Pass

## (Down - Up - Top)

BR 34.3 - Replies by the Opener to a strong response ( $10+$ points)

A strong single raise by Responder (1*-2* or $1-2 \downarrow$, showing $10+$ pts) is forcing for one round. Opener must therefore bid again.
Opener's reply options are :
a. $1-2-3$ : with 12-13 points
b. $1-2-2 \mathrm{NT}$ : with $14-15$ points and stoppers in all 3 side suites
c. $1-2-3 \mathrm{NT}$ : with $16+$ points and stoppers in all 3 side suites
d. $1-2-2$ : bid new suit $=14+$ points, showing a stopper (while denying a $\upharpoonright$ stopper)
e. $1-2-\underline{3}:$ jump shift $($ splinter $)=14+$ points, singleton or void in suit bid

Here follow some examples.

Ex. 3 Opener (W)
Responder (E)

-     - Q 42
-     - 107
- Q 9742
- A J 853
- -9742
- AK 3
Bidding: (W) - $-3-$ - Pass


## Comment

West shows a minimum opening, 12-13 pts, so East passes.

Ex. 4

| Opener (W) | Responder (E) |
| :---: | :---: |
| - - AK 5 | - -742 |
| - - 8 | - - A 107 |
| - A Q 853 | - K 9742 |
| - K J 97 | - A 6 |

## Comment

West's jump shift to $3 \vee$ shows his singleton, and after East shows a stopper and 3 key cards in reply to West's RKCB, a Slam contract is certain.
$\underline{4 *}=\mathrm{RKC}$ ask, see below.

Bidding : (W) 1-2-3-4*-4*-6-4- Pass

| Ex. 5 | Opener (W) | Responder (E) | Comment |
| :--- | :--- | :--- | :--- |
|  | - A Q 5 | -1042 | After West shows his stopper, East, with |
|  | $\vee-82$ | - A J 7 | both other side suits stopped and enough |

```
- A Q 85 - K9742 points for Game, bids straight to 3NT>
*-Q J 10 9
2-A6
Bidding: (W) 1-2 - 2- - 3NT - Pass
```

Ex. 6
Opener (W)
-8532

- A Q
- A Q 85
- Q J 10

Responder (E)

- -7
-     - K 42
- K 9742
- A 763
points for Game, bids straight to 3NT>


## Comment

East's jump shift to 3a shows a void or singleton, after which West confidently bids
to 5

Bidding : (W) $1-2-2-3-5-$ Pass

$$
\text { ( Down - Up - Top })
$$

BR 34.4 - Key Cards ask by raising to $4 \boldsymbol{e}$ or
The use of 4NT for RKC Blackwood, may not always be convenient as the answer may advance the bidding beyond the minor suit Game level. Using 3NT for this purpose (as for major suit contracts) is not possible either, as after a minor suit raise 3NT is to play! Therefore instead of, or in addition to, 4 NT use the following method.

A raise to the 4 level of a minor suit ( $4 *$ or 4 ) by either Partner is a key card ask (this is not Gerber!!). For example :

- 1\%-2*-30-4\% $=$ RKC ask
- $1-2-4-$ RKC ask

Partner can either show his key cards or ask for key cards himself by bidding the next suit up.
Replies after a 4e key ask are :

1. 4 = "Tell me your key cards."
2. $4 \boldsymbol{\Upsilon}=0$ or 3 key cards (by either Partner)
3. $4 \boldsymbol{\Delta}=1$ or 4 key cards
4. $4 \mathrm{NT}=2$ key cards without the Queen
5. $5 \boldsymbol{2}=2$ key cards with the Queen

Replies to a 4 key card ask are similar, just one step higher.
This approach has the great advantage that all key card answers can be made without going over the minor suit's Game level.

## (Down - Up - Top)

## BR 34.5 - When the Opponents interfere

When the Opponents interfere with an Overcall or a Take-out Double the Opening side's chances of a Slam or even Game contract have diminished and a contest for a part score is most likely. The immediate strategy has now become to shut out the Opponents quickly.
Consequently a Responder who would normally have made a jump raise ( $6-9 \mathrm{pts}$ ) of Opener's minor suit now bids instead :

- $1 \diamond-(\mathrm{DBL})-3 * 2-5$ pts ( $4-5$ when vulnerable), plus trump support
- $1-(\mathrm{DBL})-2=6-9 \mathrm{pts}$, plus trump support
- $1 \diamond-(1 \stackrel{*}{*})-3-2-5$ pts ( $4-5$ when vulnerable), plus trump support
- $1 \diamond-(1 \stackrel{\wedge}{*})-2=6-9$ pts, plus trump support

A Responder who would normally have made a forcing single raise ( $10+\mathrm{pts}$ ) of Opener's minor suit now bids instead :

- $1-(\mathrm{DBL})-2 \mathrm{NT}=10+$ pts, plus trump support and forcing
- $1-(1 \boldsymbol{\wedge})-2 \boldsymbol{( c u e}$ bid enemy suit) $=10+\mathrm{pts}$, plus trump support and forcing

Without a trump fit, no other suit to bid, but point strength (10+) Responder's bids are :

- $1-(\mathrm{DBL})-\mathrm{RDBL}=10+$ pts, penalty double
- $1-\left(1 \_\right)-$DBL $=10+\mathrm{pts}$, penalty double


## (Down - Up - Top) <br> BR 34.6-Deal 169-176

Deals 161-168 are examples of bidding as outlined in this lesson.

- Print out: Deals 169-172-Deals 173-176-Deals 177-180
- Solo Bidding : $\underline{169}|\underline{170}| \underline{171}|\underline{172}| \underline{173}|\underline{174}| \underline{175}|\underline{176}| \underline{177}|\underline{178}| \underline{179}|\underline{180}|$
- Individual Hands for all Deals

$\frac{\text { Main Page }-\underline{\text { Lesson Deals }}-\text { Play }}{\underline{\text { Technique }}}$
$\underline{\text { Previous }-\underline{\text { Lessons }}-\underline{\text { Next }}}$
Bidding Guide : supBG-3 - supBG-3a


## Contract Bridge

 LESSON 35The Power 1NT Opening

1. Point ranges for the 1 NT Opening
2. The Power 1NT Opening
3. Power 1NT without 5-card majors
4. Power 1NT with 5-card majors
5. Other responses to 1 NT
6. Slam bidding
7. The Power 1NT + Multi-2 alignment
8. The $12-16$ pts 1 NT rebid
9. The $15-18$ HCP 1NT Overcall
10. Deals 181-196

Facts sheet 1 - Facts review 1
Facts sheet 1a - Facts review 1a

## (Down - Top) <br> BR 35.1 - Point ranges for the 1NT Opening

Comment
Ron Klinger (in his book "The Power System", 1993) states unequivocally that all 1NT opening bids (falling within the 12-18 pts range) are wrong, because they all have substantial flaws.
Here is an overview of the most common ones.


Here are a few of the negatives concerning these point ranges.
a. $\quad \mathbf{1 N T}=\mathbf{1 2 - 1 4}$ or $\mathbf{1 2 - 1 5}$

These bids have a good pre-emptive value by shutting out the Opponents from making any suit bid at the 1 -level.
However this applies also to themselves, as they are frequently overcalled and then in many cases struggle to find a suitable part-score contract. These

Opening bids are also prone to being Doubled for penalties, often with dire results.
b. $1 \mathrm{NT}=\mathbf{1 5 - 1 7}$ or $\mathbf{1 6 - 1 8}$

A major disadvantage here is that Responder (unless he makes a "Rescue bid") will pass with less than 8 points. As a result a better part score trump suit contract can easily be missed. Including a possible 5-card major in these 1NT Openings is especially vulnerable in this regard.
Above all the 19-20 points gap above these 1NT Openings leaves Opener no option but to open $1 \leqslant$ with such point count, and is left in a poor contract whenever Partner passes with 5 points or less.
c. $\quad 1 \mathrm{NT}=$ all point ranges between $\mathbf{1 2}$ and $\mathbf{1 8}$

When fortunate enough to be left in a 1NT contract, you will on average achieve a good 65\% Match point score (according to the statisticians). Therefore Opponents will do everything possible to interfere with such contract, and a wide range of defensive conventions have been devised to do just that : Astro, Becker, Brozel, Cappelletti, Canape, DONT, Landy, TRASH, Ripstra, RCO 2s, etc.

So is there a better range for the 1NT Opening bid ? According to Klinger, yes there is, and he has tested it within his self designed Power System successfully (both Nationally and Internationally) for many years.

## (Down - Up - Top) <br> BR 35.2 - The Power 1NT Opening ( $17-20 \mathrm{pts}$ )

The Power 1NT is one of the crucial 5 elements of Ron Klinger's Power System, but can be used by itself and fit into any other bidding system.
The Power 1NT opening shows 17-20 points (including a possible length point) and a balanced hand which may include a 5-card major. The diagram below shows how it compares with other 1NT points ranges.


Considering the various problems with other 1NT points ranges as listed in Chapter 35.1, the following points can be made :
a. Enemy interference

It is a brave (if not reckless) Opponent indeed, who dares to make a Take-out double or Overcall over such a powerful opening, as it is likely to have dire consequences.

Bidding after a Power 1NT Opening will therefore proceed without any Enemy interference in $95 \%$ of all cases.
b. Being left stranded in $\mathbf{1 2}$ or $1 *$ with $\mathbf{1 9 - 2 0}$ points

When Partner passes with less than 5 points (and a hand not suitable for a "Rescue bid") the 1 NT contract will in the vast majority of cases be much better than being left stranded in 1e or $1 \uparrow$.
In all other cases, when Partner does make a response bid, reaching the right contract is easy (and compatible with any other method) in view of the wide range of response options available.
c. Missing a major suit part-score contract

Because Partner must respond with at least 5 or 6 points, it is safe to include a 5card major in the Power 1NT hand with 17-20 pts, as missing a superior partscore contract in a major trump suit is now impossible.

The diagram below shows the Power 1NT opening within the context of all other balanced hand opening bids in the system.
Bidding of balanced hands using the Power 1NT Opening


When using the Multi- 2 opening bid, balanced hands with $21-22$ points can be included as one of the options. (Also included in the Jazclass recommended version are 4441 hands with $18 \mathrm{HCP}+$ and/or 4 losers.)
In such case the 2NT Opening bid can be used for other purposes, such as a weak 2suited hand (see RCO 2s).

After a Game force Opening bid Opener's rebid of 2NT shows a balanced hand with 23-24 points, while a rebid of 3NT shows a balanced $25+$ points hand.

## (Down - Up - Top) <br> BR 35.3 - Power 1NT without 5-card majors (Recommended !)

The Power 1NT opening can stand entirely on its own and can be used within any simple NT bidding arrangement.
The great thing is that your Partner must respond with $\mathbf{6}$ points or more, no matter what.
By not including 5-card major suits in the 1NT opening (which I much prefer personally), you can use the system I recommend as shown below. It uses a slightly modified version of the Stayman Convention, where traditional Stayman replies made at the 2- level show 17-18 points, and mirror replies at the 3-level show 19-20 points.


* Intermediate step (2NT or 3 $\mathbf{~}$ ) shows $19-20+$ support and a top Honour in the minor suit
(Note : Balanced hands with 5332 shape and a 5 card minor can be included in the 1NT opening.)

The 2NT response is used as a transfer bid and therefore is not available as the regular invitation bid to the Responder. To find out Opener's points range Responder must therefore bid regardless whether he holds a 4 -card major or not.
After Opener's rebid of 2NT or 3eshowing both majors), the Responder (if he does hold a 4 -card major) can use transfers : bidding $3 \downarrow$ as transfer to $3 \downarrow$, or bidding $3 \downarrow$ as transfer to 3 .
(If you wish to keep it simple you can also use the traditional response system as shown in the Basic Bidding Guide page 3, except that all responses are now 2 points less than shown.)

Here follow two examples.


Bidding: (W) 1NT-2e-2 - Pass

| Ex. 2 | Opener (W) | Responder (E) |
| :---: | :---: | :---: |
|  | - - 3 | - -9742 |
|  | - - K J 4 | - - Q Q 107 |
|  | - A Q 105 | - K 97 |
|  | - K - 97 | - 62 |

## Comment

Opener's reply of shows a maximum 19-20 points without a 4-card major. Responder signs off with 3NT.

Bidding : (W) 1NT - 2-3NT- Pass

$$
(\underline{\text { Down }}-\underline{U p}-\underline{\text { Top }})
$$

## BR 35.4 - Power 1NT with 5-card majors

When including 5-card majors in your 1NT Opening I recommend that you combine it with the Extended Stayman Convention.
a. It enables Opener to show his range : minimum $=17-18$ points, maximum $=19-$ 20 points
b. It enables Opener to show both a 4 -card or a 5-card major
c. It enables Responder too to show a 5 -card suit

Here is the relevant bidding Diagram.


After Opener has confirmed holding a 4-card major (through bidding $2 \star$ with a minimum 17-18 pts, or with $3 *$ with a maximum 19-20 pts opening hand) Responder can ask for the 4 -card major by bidding 3 .

After Opener has denied holding a 4-card major (through bidding 2NT with a minimum $17-18$ pts, or with 3 with a maximum 19-20 pts opening hand) Responder can show his 5 -card major by bidding $3 \boldsymbol{v}$ or $3 \boldsymbol{a}$. Here follow two examples.

```
Ex. 3 Opener (W) Responder (E)
    \Delta-AK - Q 842
    \vee-KQ85 『-A973
    *-A953*-874
    &-Q92-86
```


## Comment

Opener's 2 shows a 4-card major and 17-18 pts. Responder's $3>$ asks for the major, then passes Opener's reply having only 6 HCP .

Bidding : (W) 1NT - 2-2-3-3-Pass

| Ex. 4 | Opener (W) | Responder (E) |
| :---: | :---: | :---: |
|  | - - 3 | - - 8742 |
|  | - KJ9742 | - A Q 10 |
|  | - A Q 105 | - K 972 |
|  | 2-K Q 9 | -62 |

## Comment

Opener's reply of $3 \vee$ shows a maximum 1920 points and 5 hearts. Responder signs off with 4 .

Bidding: (W) 1NT-2c-3-4- Pass

$$
\text { (Down - } \underline{\text { Up }}-\underline{\text { Top }})
$$

## BR 35.5- Other responses to a Power 1NT

Responder hands not suitable for the Stayman enquiry route are of two types : weak unbalanced hands normally suitable for a "Rescue bid" and $6+$ card suits of various strength.


* Intermediate step (2NT or 34) shows max.
+ minor suit support + top Honour in the suit

Two type of responses to the Power 1NT, shown on adjacent diagram, cater for all those hands. They can be used in the following situations :

1. With weak unbalanced hands go the Transfer route and pass after Opener made his transfer bid.
2. With 6-11 points and a 6+card suit also go the Transfer route, bid to Game after Opener's response.
3. With 12-14 points and a 6+card suit bid 2extended Stayman). If Opener is minimum (17-18) proceed to Game, if Opener is maximum proceed to Slam.
4. With $\mathbf{1 5 +}$ points and a $\mathbf{6}+$ card suit, bid your suit directly at the $\mathbf{3}$-level. This shows interest in Slam even if Opener is minimum.

When the 1NT Opener is maximum (19-20 pts), has 3+card support for Responder's major suit and a doubleton, he makes a super accept, by bidding his transfer suit at the 3-level. For example : $1 \mathrm{NT}-2-3 \vee$

```
1NT-24-2NT
```

When the Opener, after Responder's transfer request of 2 replies with 2 NT (instead of 34 ) he is showing 19-20 points plus $3+$ card support and a top Honour (A, K or Q) in Responder's suit.


## 1NT - 2NT - 3e

Likewise when the Opener, after Responder's transfer request of 2NT replies wit 2 e (instead of $3 \downarrow$ ) he is showing 19-20 points plus $3+$ card support and a top Honour (A, K or Q) in Responder's $\star$ suit.

These two additions may reveal that Responder's long minor suit can be run for its full length, a strong positive for a potential $\mathbf{3 N T}$ contract.

Here follow two examples.
Ex. 5 Opener (W) Responder (E) Comment

| - - A K | - - Q 84 |
| :---: | :---: |
| - - K 8 | - A J 973 |
| - A 953 | --874 |
| \&-Q J 97 | - -86 |

After Opener's transfer Responder passes having only 7 HCP .

Bidding: (W) 1NT-2-2レ-Pass

| Ex. 6 | Opener (W) | Responder (E) | Comment |
| :---: | :--- | :--- | :--- |
|  | - K Q 3 | - A 8 7 4 | Opener's super-accept of 3 shows a |
|  | - K J 9 7 | - A Q 10 | maximum 19-20 points, 3 hearts and a |
|  | - A Q 105 | - K 97 | doubleton. Responder confidently bids to |
|  | - A 7 | -62 | Slam. |

Bidding : (W) $\underline{1 N T}-2 \boldsymbol{-}-6 \mathbf{~ - ~}-\underline{\text { Pass }}$

$$
(\underline{\text { Down }}-\underline{U p}-\underline{\text { Top }})
$$

## BR 35.6- Slam bidding

There are several options for asking for Aces or Roman Key Cards.
The simplest way is to use the Gerber $4 \boldsymbol{e}$ Convention throughout. Responses are :

$$
4=0 \text { or } 4 \text { Aces } \quad 4 \boldsymbol{\top}=1 \text { Ace } \quad 4 \boldsymbol{\Phi}=2 \text { Aces } \quad 4 N T=3 \text { Aces }
$$

I recommend a slightly more involved approach :
a. Use RKC Gerber 4\& after all Stayman and transfer responses.
$4 \diamond=0$ or 3 key cards $4 \downarrow=1$ or 4 key cards
$4 \Delta=2$ key cards without the trump Q $4 N T=2$ key cards with the trump Q
b. After 1 NT - $3 \vee$ or 1 NT - $3 \perp$ : use 3NT RKC Blackwood
c. After $1 \mathrm{NT}-3$ or $1 \mathrm{NT}-3 \checkmark:$ use 4 of the minor RKC ask

## (Down - Up - Top) <br> BR 35.7 - The Power 1NT + Multi-2 alignment

By using the elements for the Multi-2 $\downarrow$ opening bid as proposed by Jazclass in Lesson 29.1 a most useful alignment with the Power 1NT opening is created with beneficial effects to two other opening bids.
The Multi-2 opening bid options are :
A. A weak $6+$ card major, with 6-10 HCP
B. A balanced hand with 21-22 points
C. A 4-4-4-1 shaped hand with $17+$ HCP

Option B frees up the 2NT opening for an other purpose, such as a weak $5-5$ suited hand with both minors as part of the RCO 2 openings.

Option C has two very significant flow on effects :

1. It ensures that a opening either shows a balanced hand or contains a 5+card suit.
Opener's rebids of 2NT (23-24) and 3NT (25+) show therefore genuine balanced hands.
2. It also ensures that an opening bid of $1 *$ with $17+$ HCP always contains a 5+card suit.
Because 4333 and 4432 shapes are opened with 1NT and 4441 shapes with the Multi-2

This second point (above) is especially useful, as it eliminates the possibility of Opener being left stranded in $1 *$ or 1 with a strong hand but only 2 or 3 trump cards. With $17+$ HCP he will always be opening $1 * 1 \vee 1 \leftrightarrow$ with a genuine $5+$ card suit.

## (Down - Up - Top) <br> BR 35.8 - The 12-16 pts rebid of 1NT

Balanced hands of 12-16 points are opened with $\mathbf{1}$ in a suit, and when no $4-4$ major fit is found rebid with 1NT.
In such situation the Responder only wishes to bid on with 2 types of hands :

1. when Responder holds $\mathbf{1 0 +}$ points (and 8 losers at most), and a Game contract may be possible.
2. when Responder holds an unbalanced hand with $\mathbf{6 - 9}$ points and a 1 NT contract may be defeated.

The Crowhurst 2\& Convention can clearly distinguish between these two different scenarios. It also provides an ideal opportunity for the Opener to define his points range precisely.


With a weak unbalanced hand Responder can bid any suit except without the risk that Opener misjudges him for a strong hand.
After Responder's Crowhurst 2\& the Opener rebids :
a. a suit at the 2-level with $\mathbf{1 2 - 1 3}$ points
b. 2NT with exactly 14 points
c. a suit at the $\mathbf{3}$-level with a maximum 15-16 points

Opener also shows his 3-card support for Responder' suit. This makes it easy for Responder to find his way to the right contract.

Here follow some examples.

Ex. 7

| Opener (W) | Responder (E) |
| :--- | :--- |
| - A 8 | -Q J 8 42 |
| - K Q 8 5 | - A 9 72 |
| - A Q 5 | -87 |
| -962 | - K 6 |

## Comment

After Responder's Crowhurst, Opener bids his 4 -card $\upharpoonright$ suit at the 3-level, showing 15-16 points.
With Responder's unprotected K as only stopper in that suit a 3 NT contact could easily be defeated.

Bidding : (W) $1-1-1 N T-2-3-4-$ Pass

| Ex. 8 | Opener (W) | Responder (E) | Comment |
| :--- | :--- | :--- | :--- |
| - A 83 | -742 | Opener shows a minimum 12-13 points hand |  |
|  | - Q 94 | - A K 973 | with 3-card support for Responder's suit. |
|  | - A Q 854 | - K 9 | Responder wisely passes after that. |
|  | -94 | - J 62 |  |

Bidding : (W) $\underline{1-1+1 N T-2-2-P a s s}$
Ex. 9

| Opener (W) | Responder (E) |
| :--- | :--- |
| - A 9 3 | -7 |
| - K 4 | - A Q 10 73 |
| - - 5 5 | -862 |
| - 9 7 6 | -8542 |

- ${ }^{(W)}$
- K 4
- A J 95
- J J 96

Responder (E)

- 7
- A Q 1073
- -862
- 8542


## Comment

Responder's rebid of $2 \vee$ shows a hand unsuitable for NT with 6-9 points and at least 5 \%s.
Opener can confidently pass, knowing that no Game contract is possible.

Bidding : (W) $\underline{1-1 \vee-1 N T-2-\text { Pass }}$

## Crowhurst after an Enemy Overcall

If the Enemy makes an Overcall over Opener's 1NT the following options for the Responder apply :

1. $\operatorname{Bid}$ of any suit $=$ weak, $6-9$ points, usually $9+$ losers
2. 2 NT (invitational) and $3 \mathrm{NT}=$ natural with Enemy suit stopper
3. $\mathrm{DBL}=$ Crowhurst, $10+$ points interest in Game

Opener replies
a. at the 2 -level $=12-14$ points
b. at the 3 -level $=15-16$ points

## (Down - Up - Top) <br> BR 35.9- The 1NT Overcall

Traditionally in the Standard system the 1NT Overcall has the same points range as the 1NT Opening bid, with the only added requirement being a stopper in the Enemy suit. However for the Power 1NT this is not appropriate. After Opponent's Opening bid you are unlikely to have a 17-20 points hand yourself, and in such rare case that you do : prefer to make a take-out double.

Klinger recommends you use the 1NT Overcall for balanced hands within the 15-18 HCP range, $\mathbf{2}$ HCP lower than the Power 1NT Opening bid. This is more likely to occur and is also strong enough to protect you against Opponent's penalty double. Remember, one of your Opponents holds an Opening hand and his Partner is therefore in an excellent position to judge their combined strength.

The responses to Partner's 1NT Overcall cna be the same as those to his 1NT Opening, except all point ranges are $\mathbf{2} \mathbf{H C P}$ less.
(Down - Up - Top)
BR 35.10-Deal 181-196
Deals 181-192 are examples of bidding as outlined in this lesson.
The bidding system used in these deals are 1NT openings without 5-card majors.

Deals 189-196 are examples of the Crowhurst 2\&, adjusted for Opener's 1NT response of 12-16 points.

- Print out : Deals 181-184- Deals 185-188-Deals 189-192- Deals 193-196
- Solo Bidding : $\underline{181}|\underline{182}| \underline{183}|\underline{184}| \underline{185}|\underline{186}| \underline{187}|\underline{188}|$

189 | $\underline{190}|\underline{191}| \underline{192}|\underline{193}| \underline{194}|\underline{195}| \underline{196} \mid$

- Individual Hands for all Deals



## Contract Bridge

 LESSON 36The Bergen Raises

1. The Bergen Raises
2. Jacoby 2 NT with $4+$ card trump support
3. Jacoby 2 NT with $3+$ card trump support
4. Bidding after Enemy interference
5. Deals 197-204

Facts sheet - Facts review
Bidding Guide : supBG-4 - supBG4a
(Down - Top)

## BR 36.1 - The Bergen Raises

In recent years competitive bridge players have become increasingly aware of the superior trick taking potential with a 5-4 (9 card) super trump fit compared to the standard 5-3 (8 card) trump fit.
Although this advantage exists at all combined strength levels, it is especially significant when both sides hold in the vicinity of 20 points and compete for a Part score contract.

In such situation the Law of Total Tricks holds sway, which predicts that
a. when a side holds an 8-card trump fit they are likely to make $\mathbf{8}$ tricks in their designated trump contract
b. when a side holds a $\mathbf{9}$-card trump fit they are likely to make $\mathbf{9}$ tricks in their designated trump suit

The Bergen Raises (created by the American bridge player Matty Bergen) are specifically designed to distinguish between a 5-3 and a 5-4 trump fit after Partner opened $1 \vee$ or $\underline{1 \text { 人 ( }}$ (showing a $5+$ card major suit).
The Bergen Raises are :

2. $1 \vee$ or $1 \stackrel{\rightharpoonup}{c}-3 \boldsymbol{e}=4+$ trump support and $\mathbf{7 - 9} \mathbf{~ H C P}$
3. $1 \vee$ or $\underline{1 \propto}-3 \star=4+$ trump support and $\mathbf{1 0 - 1 2} \mathbf{H C P}$

Note that after a $3<$ or $3<$ response
Opener with only 12-13 points can still sign off in three of his major suit, | and that Opener's rebid of 3NT can be used as RKC Blackwood.

But whatever Opener decides, Responder's bid at the 3-level makes it hard for the Opponents to get into the auction.

The above three responses complement the already existing 5-4 super trump fit responses of :
 singleton or void
| 5. $1 \downarrow(\underline{1 \phi})-4 \boldsymbol{s}=$ Splinter : $4+$ support, $\mathbf{1 1 +} \mathbf{H C P}$ and singleton or void in the suit bid

Here follow some examples.

| Ex. 1 | Opener (W) <br> - A 8 <br> - K J 853 <br> - A 95 <br> - Q 92 | Responder (E) <br> - 9754 <br> - Q 973 <br> - 874 <br> - J 6 | Comment <br> Opener's $3 \vee$ shows 4-card support and 2-6 HCP. Opener passes. <br> With only 17 HCP between them the contract will probably go down, but Opponents would have made a sure contract at the 2 -level, and are likely to go down themselves if the bid over $3>$. |
| :---: | :---: | :---: | :---: |
|  | Bidding : (W) |  |  |
| $\text { Ex. } 2$ | Opener (W) <br> - A 8 <br> -KJ853 <br> - A 95 <br> - Q 92 | Responder (E) <br> - K 85 <br> - Q 1074 <br> - K 973 <br> -62 | Comment With a minimum Opener signs off in $3 \vee$. |
|  | Bidding : (W) | - 3- Pass |  |
| Ex. 3 | Opener (W) <br> - A 8 <br> - K J 853 <br> - A 95 <br> * Q 92 | Responder (E) <br> - K 85 <br> - A Q 97 <br> -K973 <br> - 62 | Comment <br> Opener knows there is enough strength for 4 . |
|  | Bidding : (W) | - - Pass |  |
| $\text { Ex. } 4$ | Opener (W) <br> - A 8 <br> - K 10853 | Responder (E) <br> - K Q 5 <br> -A Q 972 | Comment <br> 3NT is RKC Blackwood. Responder shows 1 Ace and must therefore have $6-8$ points in |

- A 9 - 87
AK52 86
other Honours. So Opener decides to go the
AK52 26

Slam.
(Opener's next bid of 4@ would ask for the trump Queen.)

Bidding: (W) $\underline{1-3-3 N T-4-6-P a s s}$
(Down - Up - Top)

## BR 36.2 - Jacoby 2NT with 4+card trump support

The Jacoby 2NT convention is commonly used in conjunction with the Bergen Raises. In its standard form it covers all Game force Responder hands which contain 13+ points and 4+card trump support. When Splinter raises are also used, the 2NT response also denies holding a void or singleton.

Response hands with only 3-card trump support and 10+ points bid a new suit first, then raise Opener's major.
Here is a list of the entire range of 3-card and 4+card trump support responses.

## With 3-card trump support

1. 1 $\boldsymbol{1}$ - Pass $=3$-card trump support and 0-5 HCP
2. $1 \vee-2 \vee=3$-card trump support and $\mathbf{6 - 1 0} \mathbf{H C P}$
3. $1 \vee-2 \boldsymbol{2}$ - next time single raise : $2 \downarrow=3$-card trump support and $\mathbf{1 0 - 1 2}$ HCP *
4. 1ヶ-2 - next time raise to Game : $4 \boldsymbol{v}=3$-card trump support and $\mathbf{1 3 - 1 5}$ HCP
5. 1 - 2 - next time jump raise : $3 \boldsymbol{\bullet}=3$-card trump support and $\mathbf{1 6 +}$ НСР (Slam interest)

* = But note that after $1 \uparrow-1 \boldsymbol{\sim}$ a rebid of $2 \downarrow$ by the Responder would only show 6-10 points.

So in this case you need to jump to $3 \checkmark$ with 10-12 points (and Game raise to $4 \checkmark$ with $13+$ ).

## With 4+card trump support

6. $1 \vee-3 \vee=$ Pre-emptive raise : $4+$ card trump support and 2-6 HCP
7. $1 \vee-3 \mathbf{~}=$ Bergen raise : $4+$ card trump support and 7-9 HCP
8. $1 \vee-3 \checkmark=$ Bergen raise : $4+$ card trump support and 10-12 HCP
9. $1 \boldsymbol{-}-2 \mathrm{NT}=$ Jacoby : $4+$ card support, $\mathbf{1 3}+$ points and no singleton or void
10.1 - 4 $\boldsymbol{\bullet}$ Pre-emptive raise : 4+card support, 6-10 HCP and singleton or void
11.1 - $4 \boldsymbol{e}=$ Splinter : $4+$ card support, $\mathbf{1 1 +} \mathbf{H C P}$ and singleton or void in the suit bid

## (Down - Up - Top) <br> BR 36.3 - Simple Jacoby 2NT with $3+$ card trump support

When the Responder holds $\mathbf{1 3 +}$ points, the possibility of a Part-score dog fight with the Opponents has receded and the bidding strategy should instead be clearly focused on keeping the bidding low in order to investigating a Game or Slam contract. As a consequence the pre-emptive use of the 5-4 trump fit has become superfluous, although its superior strength compared to a $5-3$ fit of course remains.

With this in mind I personally recommend the use of the Jacoby 2NT response as an all purpose Game force showing $13+$ points and $\mathbf{3 + c a r d}$ (rather than $4+$ card) trump support.
Also after the Jacoby 2 NT it is the Opener's task to describe his hand, putting the
Responder in charge of the investigation, and of course it is the Responder who knows whether the partnership holds a $5-4$ or a $5-3$ trump fit !

Using the Jacoby 2NT response in this way, greatly simplifies the bidding with response hands of $\mathbf{1 0 +}$ points, and it avoids any possible ambiguity after Responder's first bid of a new suit.

Responses with 3-card trump support now become :

1. $1 \vee$ - Pass = 3-card trump support and 0-5 HCP
2. $1 \vee-2 \downarrow=3$-card trump support and $\mathbf{6 - 1 0} \mathbf{H C P}$
3. 1 - $2 \boldsymbol{-}$ - next time jump raise : $3 \boldsymbol{-}=3$-card trump support and $\mathbf{1 0 - 1 2}$ HCP
4. $1 \vee-2 \mathrm{NT}=\mathbf{3}+$ card trump support and $\mathbf{1 3}+\mathbf{H C P}$

The two sets of responses are shown below.


And remember : 3NT after any Bergen raise is Roman Keycard Blackwood !!

## (Down - Up - Top) <br> BR 36.4 - Bidding after Enemy interference

After an Enemy Take-out Double all Bergen raises, Jacoby 2NT responses and Splinter bids remain intact unchanged. Other responses are natural.

After an Enemy Overcall responses change according to the diagram below.


All other responses are natural.
(Down - Up - Top)

BR 36.5-Deal 197-204
Deals 197-204 are examples of bidding as outlined in this lesson.
Where used the Jacoby 2NT response shows 3+card trump support and any shape.

- Print out : Deals 197-200-Deals 201-204
- Solo Bidding : $\underline{197}|\underline{198}| \underline{199}|\underline{200}| \underline{201}|\underline{202}| \underline{203}|\underline{204}|$
- Individual Hands for all Deals

$\frac{\text { Main Page }- \text { Lesson Deals }}{\text { Technique Play }}$
Previous - Lessons - Next

Contract Bridge LESSON 37

Cuebid Raises

1. Introduction
2. Cuebid raises over RH Opponent's Overcall
3. Bidding after a Cuebid raise
4. Cuebid raises after Partner's Overcall
5. Deals 205-212

Facts sheet - Facts review
Bidding Guide : supBG-20
(Down - Top)

## BR 37.1 - Introduction

After an Overcall over Partner's Opening bid of 1 in a suit Responder's choice of suit raises has been reduced considerably :
a. Jacoby 2 NT does no longer apply
(NT responses revert to their normal meaning and show a stopper in the Enemy suit)
b. Bergen Raises no longer apply
( $3<$ and 3 revert to their normal meaning)
c. Inverted Minor raises no longer apply
(2 response reverts to its normal meaning)
d. The response of a new suit first, then raise Opener's suit to $3 \#$ has become undesirable
(\# = showing trump support and either 10-12 or 13+ points depending on the system you play)

As so often in Bridge the negative of Enemy interference can be converted into a positive, because it provides the possibility for an additional bid. In this case the Cuebid raise.
(Down - Up - Top)
BR 37.2 - Cuebid raises over RH Opponent's Overcall

Partner opens the bidding with 1 and your Right Hand（RH）Opponent overcalls with 2．
What do you do？

$$
1 \vee-(2)-\text { You? }
$$

Using Cuebid raises（or＂Cue raises＂as the also are called）you have the following choices ：

1． $1 \checkmark-(2 \boldsymbol{*})-3 \boldsymbol{*}=10+\mathrm{HCP}$ and $3+$ trumps
2． $1 \vee-(2 \boldsymbol{*})-2 \downarrow=6-9 \mathrm{HCP}$ and 3 trumps
3． $1 \vee-(2 \boldsymbol{*})-3 \vee=6-9 \mathrm{HCP}$ and $4+$ trumps，no singleton or void

> or
$=2-5 \mathrm{HCP}$ and $4+$ trumps，singleton or void
4． $1 \vee-(2 \boldsymbol{s})-4 \vee=6-9 \mathrm{HCP}$ and $4+$ trumps，singleton or void
5． $1 \checkmark-(2 \leftrightarrow)-4=10+$ HCP and $4+$ trumps，singleton or void in the suit bid（Splinter ！）
6． $1 \vee-(2 \boldsymbol{*})-$ ？$=$ All new suit bids and NT responses retain their normal value

Here follow some examples．

## Bidding

｜1．1V－（2世）－3s
－A 2 －K 75
－ 72 ヤK75
↔ 72 •K953 10854
－2 Q975 J 1083
2963
4.
$\underline{1 v}-(2 \boldsymbol{2})-3 \varphi$
2
』2 2 K 975 －J 1083
\＆K 963

Using the Cuebid raise has three enormous advantages ：
1．The Cuebid raise replaces all incapacitated bids listed in the previous Chapter．
2．By covering all suite raise responses with $10+\mathrm{HCPs}$ within the Cuebid raise，it makes all direct suit raises available for weak pre－emptive purposes．
3．The Cuebid raise greatly interferes with Opponents＇subsequent bidding efforts．

## Minor suit raises

Cuebid raises are also applicable as a response to Partner's minor suit opening bid, but in such case it also denies holding a 4-card major suit.

## (Down - Up - Top) <br> BR 37.3 - Bidding after a Cuebid raise

After a Cuebid raise Opener replies as if Responder has made a limit raise bid (of 10-12 points).
For example :

1. $1 \boldsymbol{v}-(2 \boldsymbol{c})-3 \boldsymbol{2}-3 \boldsymbol{v}=$ Minimum Opening 12-13 points

Responder will bid on with 13+ points
2. $1 \vee-(2 \boldsymbol{*})-3 \boldsymbol{*}-4 \vee=$ Minimum Opening $14-15$ points

Responder will bid on with $16+$ points
3. $1 \checkmark-(2 \boldsymbol{*})-3 \mathrm{NT}(\mathrm{RKCB})=$ Strong Opening $16+$ points

## Major suit trumpfits

When the level of the Cuebid raise allows Opener can use 2NT for Roman Keycard Blackwood, a new suit below the 3-level of the agreed minor trump suit as a Long Suit Trial bid, and a bid above it as a Multi Cue.
For example :
4. 1 - (1 $\mathbf{~})-2 \boldsymbol{-}-2 \mathrm{NT}=$ Roman Keycard Blackwood
5. $1 \vee-(1 \boldsymbol{\Delta})-2 \boldsymbol{-}-3=$ Long Suit Trial bid
6. $1 \vee-(1 \boldsymbol{\varphi})-2 \boldsymbol{q}-\underline{4}=$ Multi Cue (or any other purpose)

## Minor suit trumpfits

With trumpfits in a Minor suit all NT bids retain their natural meaning and any bid of a new suit shows stoppers.
The bid of 4 of the agreed trump suit can be used as a Roman Keycard Ask

## (Down - Up - Top) <br> BR 37.4 - Cuebid raises after Partner's Overcall

Cuebid raises are also very effective after Partner entered the bidding with and Overcall over Opponent's Opening bid in a suit.
In this scenario the Cuebid raise retains its normal meaning : $10+\mathrm{HCP}$ with $3+$ card trump support.
Responses are :
| 1. $(1 \star)-\underline{1 \star}-(2 \star)-3 \star=10+$ HCP, $3+$ spades (Cuebid raise)
2. $(1 \star)-1 \star-(2 \star)-2 \star=6-9 \mathrm{HCP}, 3$ spades
3. (1*) - 1 $-(2 \star)-3 \star=6-9 \mathrm{HCP}, 4+$ spades, no singleton or void
4. (1*) - 1 $-(2 \downarrow)-4 \uparrow=6-9$ HCP , $4+$ spades, singleton or void

A 1-level Overcall can be as weak as 8 HCP. In such case, after Partner's Cuebid raise, the Overcaller (with 8-12 HCP, or 8+ losers) signs off at the lowest level rebid of his suit. With a stronger hand the Overcaller either bids a new suit or raises to Game himself.
(Down - Up - Top)
BR 37.5-Deal 205-212
Deals 205-212 are examples of bidding as outlined in this lesson.

- Print out : Deals 205-208-Deals 209-212
- Solo Bidding : $\underline{205}|\underline{206}| \underline{207}|\underline{208}| \underline{209}|\underline{210}| \underline{211}|\underline{212}|$
- Individual Hands for all Deals
http://www.jazclass.aust.com/bridge/br_strategy.htm


## Bidding Strategy in a Nutshell

## Main page - 12 Guide lines to remember

This illustration really says it all. With a balanced hand and all four suits covered playing in No Trumps is by far the best proposition.

But when you have no stoppers in one or two of the suits you need to look elsewhere. In such case the major suits are by far the preferred option. Just look at the bottom line :

1. $\mathbf{3 N T}=9$ tricks $=40+2 \times 30=100$ points
2. $4 \boldsymbol{A}$ or $4 \boldsymbol{v}=10$ tricks $=4 \times 30=120$ points


## Avoid raising Partner's Minor suit

Any of above contracts qualify for a lucrative "Game contract" bonus (of 300 or 500 points, depending on Vulnerability), but when you play in Clubs or Diamonds it takes $\mathbf{1}$ or 2 tricks more to get there!.
So, after a one in a suit opening from your Partner your bidding priorities should be :


Do not (I repeat do not) raise your Partner's minor suit unless your are unbalanced and have absolutely no other option to bid anything else.

## NT or a Major suit contract ?

There exists a much more subtle dilemma between a NT contract and a major suit contract. It is a matter of ruffing potential. With at least one of the hands containing a void, singleton, or even doubleton, you have the potential to ruff and so gain a trick more than when playing in NT.

But if a ruff is not possible (and assuming your side has all suits covered) you will make the same number of tricks in NT as in a trump contract, but always score 10 points less than in NT.
So if you have a 4333 card distribution you should seriously consider NT if at all possible (rather than supporting Partner's major suit).
Once you are in a suit contract and realise you could have been in NT too, ruffing an additional trick at one stage during the play should be a high priority.


## Being the Opposition

When your Opponents have all the cards the main guide to your actions is the Vulnerability on the Deal at hand.

If you are Vulnerable, be very careful about what you bid. If you go down two tricks in a Part score contract you will attract -200 penalty points, more than any part score the Opponents can inflict on you.

If you are Not Vulnerable however, you can go to town, be really aggressive. Two down is only -100 points, and better than most part score contracts Opponents are likely to make.

For Game scores too, especially when Opponents are Vulnerable (with their Game scores worth 600+ points), your side can go down 3 tricks doubled ( -500 penalty points) and still be the better off. So in these cases do support your Partner's minor suit if that is the only long suit your side holds.
http://www.jazclass.aust.com/bridge/br_conventions.htm

Bridge Conventions<br>used in the Jazclass Bridge Course<br>Main page - Lessons

Down

1. Banzai Point Count - advBG-22
2. Bergen Raises - supBG-4
3. Blackwood - intBG-13
4. Blackwood 3NT - intBG-13
5. Cappelletti - supBG-14
6. Crowhurst 2 - advBG-13 $($ Opener $=12-15)$
7. Crowhurst 2e - supBG-3 (Opener $=12-16$ )
8. Cue biding - advBG-19
9. Cue biding the Enemy suit - supBG-15
10. Cue Raises - supBG-20
11. Delayed Support principle - supBG-15
12. Drury 2e - advBG-13
13. Extended Milton Point Count - BG-1
14. Fourth suit Forcing - advBG-15
15. Gerber 4e
16. Inverted Minor Raises - advBG-19
17. Jacoby 2NT - supBG-5
18. Jacoby 2NT (\& Limit raise) - intBG-4a
19. Kabel 3NT - advBG-7
20. Law of Total Tricks

## Down - Up

21. Long suit Trial bids - BG-17
22. Losing Trick Count - advBG-21
23. McKennie discard
24. Michael's Cuebid - advBG-18
25. Multi Cues - advBG-14
26. Multi $2 \star$ Opening - advBG-8
27. Natural Cue bids over the minors - advBG-15
28. Negative Double response - advBG-12
29. Ogust - BG-6
30. Power 1NT - supBG-3 (no 5-card majors)
31. Power 1NT - supBG-3a (with 5-card majors)
32. Pre-emptive Openings - BG-7
33. RCO-2 Openings - advBG-9
34. Responsive Double
35. Reverse bid
36. RKC Blackwood 4NT - advBG-17
37. RKC Blackwood 3NT - advBG-17
38. RKC ask through 4 or $4-$ avBG-19
39. Rubinsohl
40. Rule of 2 and 3 - BG-7

Up - Top
41. Rule of 6 and 4
42. Slam Trial bids - advBG-20
43. Splinter bids - advBG-14
44. Suit Quality test
45. Support Double - advBG-12
46. Stayman 2e - advBG-16
47. Stayman 2e - supBG-3 (Modified for Power 1NT)
48. Stayman 2e - supBG-3a (Extended for 5-card
51. Transfers over Power 1NT - supBG-3
52. Trump Honours asking bid - advBG-20
53. Truscott 2NT
54. Unusual 2NT - advBG-18
55. Weak-2 Openings - BG-6
majors)
49. Strong 2* Opening - BG-6
50. Transfers over 1NT - advBG-4
http://www.jazclass.aust.com/bridge/prdeals/pd.htm

Learn as you Play<br>at home with your friends<br>60 Practice Deals - Duplicate Bridge - Main Page

## (Down - Top) <br> LP 1 - Learn together with your friends

Why not get together with some of your friends who perhaps too would like to learn to play bridge ? Learning in a group is always good as it will spur you on to work on it. It is also great to discuss what you have learnt with the others.
This is what I suggest you should consider.


1. Get together three of your friends who would like to learn bridge.
2. Study one lesson at a time of my online Course.

Each of you can work on this independently at home at any convenient time.
3. Set a target date by which time you all have gone through the agreed lesson and get together for a morning, afternoon or evening session to play the 12 practice hands provided for that lesson (see below).

This is probably the best and quickest way to learn the game and at the same time is a lot of fun too.
Don't be afraid to make mistakes, because from those you usually learn the most. Also don't fret for ages over each bid and each card you play. The more deals you play the quicker you learn, and by spending ages over each deal you only slow down the learning process.

After each deal you may have a short post mortem, but once again don't spend too long on this. Look up the correct bids in your copy of the Bidding Guide after each Deal, but do not look at it while you are bidding!

If you manage to get together 8 interested students you can use the 12 practice deals provided for a Duplicate bridge session after each lesson.

## (Down - Up - Top) <br> LP 2 - The 60 Practice Deals

There are 12 practice deals for each of the five lessons (5 to 8).
Print out the deals and their answers. Let each of the players select the cards for his/her hand for each deal. Then the 'dealer', as indicated by an asterisk, starts with the first bid.

The deals for Lesson 4 all cover the material discussed in that lesson. For the following lessons deals relate to that lesson or to material from a previous lesson.

- Lesson 4 : Deals 4-1 to 4-4 Deals 4-5 to 4-8 Deals 4-9 to 4-12 Answers
- Lesson 5 : Deals 5-1 to 5-4 Deals 5-5 to 5-8 Deals 5-9 to 5-12 Answers
- Lesson 6 : Deals 6-1 to 6-4 Deals 6-5 to 6-8 Deals 6-9 to 6-12 Answers
- Lesson 7 : Deals 7-1 to 7-4 Deals 7-5 to 7-8 Deals 7-9 to 7-12 Answers
- Lesson 8 : Deals 8-1 to 8-4 Deals 8-5 to 8-8 Deals 8-9 to 8-12 Answers
- Individual Hands for all Deals

I have included the vulnerability for each deal and took this aspect into account in the score calculations shown on the answer pages.


# Contract Bridge PLAYING DUPLICATE 

 All you need to play at home1. Checklist of what you need
2. Duplicate boards required
3. Making your own Duplicate boards
4. Pair or Individual movement?
5. Mitchell movements for Pairs
6. Howell movements for Pairs
7. Individual movements
8. Responsibilities of the Director
9. Responsibilities of the Players
10. Silent Bidding
11. Download material
(Down - Top)

## DUP 1 - Checklist of what you need

Playing duplicate bridge at home is great fun and an excellent form of entertainment. You can combine it with a morning coffee, or an afternoon tea, or you can organise an evening event with perhaps a supper halfway through or at the end of the evening.

You need at least 8 players (2 tables) to be able to play duplicate bridge.
More players can be added, preferably in multiples of 4, each filling an additional table. You can have an odd number of people but this means that one or more players are "sitting out" (not playing) for one round, which can be about half an hour.

Here is a check list of what you need for each group of 4 players.
I. 1 card table - you can use any table which accommodates 4 people, but it is nicest to use a standard card table. These are about $72 \mathrm{~cm} \times 72 \mathrm{~cm}\left(2^{\prime} 44^{\prime \prime} \times 2^{\prime} 4\right.$ ") square with fold-out legs. They are easy to store away and inexpensive to purchase.
II. 1 table cloth - preferably plain quiet coloured, like dark green, brown or black, to cover the entire card table.
III. 4 chairs - preferably straight backed.
IV. 2 small side tables - (or stools) for cups and glasses, placed at diagonally opposite corners of the card table. These are not essential, but solve the problem of having the card table cluttered with glasses and the accidental spilling of drinks over it.

## V. Bridge stationery :

1. Duplicate boards - at least one for each table
2. One pack of cards - for each duplicate board
3. Table Movement cards - to direct players to their next table position after each round
4. Score sheets ('travellers') - one for each board
5. Score computers - one for each table
6. Pencils - one for each table (or $\mathbf{4}$ when you use silent bidding slips)
VI. Director - one player (or non player) is appointed as director to be in charge of all aspects of the competition.
VII. Kitchen timer - not essential, but useful to control the time to be spend on each round of play.
'/III. Rules \& Laws of Duplicate Bridge - not essential, but useful for the Director to resolve irregularities during the bidding and play. Abbreviated copies available from all Bridge Supplies shops.

## (Down - Up - Top) <br> DUP 2 - Duplicate boards required

The absolute minimum you require is one board for each table.

1. In such case the play starts by each table shuffling, dealing and playing the board on their table.
2. When each table has finished their first game all boards rotate to the next lower numbered table. This time the boards are not shuffled but played only.
3. At the end of play all boards move again to the next table, and so on, until all tables have played all boards. This is the end of the round.
4. All players now move (according to the table movement guides) to their next position and all boards are shuffled and dealt again for the second round.


You can play more boards per round if you wish.
For example to play 4 boards on 3 tables : simply place two boards instead of one on one of the tables, and let them shuffle, deal and play both. After finishing the first board they pass it on to the next lower numbered table, then start their second board.

This is by far the simplest way to conduct a duplicate session, but it has the disadvantage that one slow table can hold up the play for all the others. A good director however should not allow this to happen. Successive rounds can be scored on the same traveller for each board. Just leave one blank space (or draw a horizontal line) between each round of scoring.
An advantage of this simple approach is that during a halfway break (for tea or supper) all players can freely chat about the deals they played, as all players have completed the same boards. (In a normal club session, with 24 or more individual boards, played at successive rounds at different tables, this is not possible.)

Alternatively you use a set of say 24 boards.
In such case 2,3 or 4 boards are placed on each table as specified on the movement guides. At the beginning of play all boards are shuffled, dealt and played by the players at the table.
After all boards on each table have been played, all players and boards move to their specified tables for the next round.
All boards are only shuffled and dealt once (at or before the beginning of play) and remain so until the
end of the competition.
This requires a bit more attention by the director as from round to round the movements of the various boards may move in and out of play.

## (Down - Up - Top) <br> DUP 3 - Making your own Duplicate boards

You can buy aluminium or plastic duplicate boards or (less sturdy) plastic duplicate wallets from any Contract bridge supplies shop. But it is also very easy to make good duplicate wallets yourself out of file holders for the old fashioned filing cabinet.
This is how you do this.
1.

Cut the file holder as shown below, leaving the bottom fold intact. You can cut 2 duplicate boards out of each file holder.


## 2.

Fold the cut-out piece open and make a fold across 7 cm (or 2.5 inches) from each end. You can make a very shallow cut with a pen knife to produce a nice sharp fold.
Fold the outside flaps inwards from these two prepared fold lines.


## 3.

Make four card pockets with staples on the sides and in the centre as shown below. Mark with a felt pen the pockets for N, E, S, W, who is the Dealer and the Board Number. Stick a red sticker on the appropriate pockets showing the vulnerability for the board.

4.

Close the wallet and write the board number on the outside of the wallet.
These duplicate wallets are perfectly adequate, are very strong, and will last for many years of use. I suggest you make at least 8 of these wallets.

## ( Down - $\underline{\text { Up }-\underline{T o p}) ~}$ <br> DUP 4 - Pairs or Individual movement?

Before the beginning of play you need to determine whether you are going to have a pairs or an individual competition.

In a pairs competition all players are divided into a number of pairs. During play each pair competes all, or a number of, other pairs. This type of competition is fine when all players are about equally skilled. But if some very strong players pair up together then the end result of the competition may become rather predictable.
Alternatively you may pair up the stronger players with the weaker ones, but this may be rather frustrating for the better players. You need to judge this against the character and temperament of the various players you have invited.

In an individual competition all players compete individually against each other. Each player plays with a different player each round. On the whole this is the preferred arrangement for a social event. all players mix regardless of their skill level. This ultimately benefits the lesser players as they have a chance to play with various better players and through these experiences gradually improve their game.

## (Down - Up - Top) DUP 5 - Mitchell movements for Pairs

There are two common movements for Pairs competition, Mitchell movements and Howell movements. The Mitchell movement is the simplest of the two. It is commonly used for competitions of 8 or more tables, but can be used for 5,6 or 7 tables too.

The Mitchell movement works like this.

1. All NS pairs remain stationary all rounds.
2. After each round all EW pairs move up one table.
3. After each round all boards move down one table.
4. With an even number of tables only $(6,8,10)$

All EW pairs skip one table at the half way point of the movement (at Round 4 with 6 tables, at Round 5 with 8 tables, etc.).

With an odd number of tables the movement flows perfectly. But with an even number of tables the EW pairs need to skip one table halfway through the movement, otherwise they would run into boards they have played already (but see alternative solution below).

If you wish to use a full set of boards aim to have between 18 and 24 boards in play.
Place therefore

- 4 boards on each table for a 5-table Mitchell (total = 20 boards)
- 4 boards on each table for a 6-table Mitchell (total $=24$ boards, but 20 boards played due to the skip)
- 3 boards on each table for a 7-table Mitchell (total = 21 boards)
- 3 boards on each table for an $\mathbf{8}$-table Mitchell (total $=24$ boards, but 21 boards played due to the skip)

Shown below are the movements of players and boards in a 5-table Mitchell movement at the end of the first round.


In a Mitchell movement all NS pairs compete against each other, and separately all EW pairs also compete against each other. There are therefore two winning pairs, one winning NS pair and one winning EW pair.

Table Guide cards are not required for Mitchell movements, but use the Table Number cards provided below. These show the table number plus the position of the North player. Players take their Pair number from the Table they sit at for the first round. At Table 1 are pairs 'NS1' and 'EW1'. At Table 2 are pairs 'NS2' and 'EW2', etc.

Table numbers : 1 and 2 3 and 4 5and 6 7and 8 blanks

## Alternative Mitchell movement for an even number of tables

There is an elegant alternative to avoid the skip for EW pairs halfway through the movement when you have an even number of tables. The Diagram below shows the alternative set up for a 6-Table Mitchell.

6-Table Mitchell movement

I. The first and the last table (here Tables 1 and 6 ) share boards each round.
II. There is a Bye table at the midway point (here between Tables 3 and 4) with one set of boards.

As usual in a Mitchell after each round EW pairs move up one table, while the boards move down one table. (From Table 4 boards move to the Bye table. Boards from the Bye move to Table 3.) Now the EW pairs do not have to skip after round 3, but move up one table as normal, while not running into boards they have played already. So with this movement all EW pairs play against all NS pairs, and all pairs play all boards.
A similar setup can be used for an 8 -table Mitchell.

## (Down - Up - Top)

## DUP 6 - Howell movements for Pairs

In a Howell movement each pair competes against all (or most) other pairs. At the end there is therefore only one winning pair. Howell movements are most suitable for a small number of tables, up to 7 tables. I have included Howell movement Guide cards for $2,3,4$, and 5 tables.

After each round most pairs move, sometimes switching from a NS position to an EW position or vise versa. Boards too move in a more complex way and their placement for each round should therefore be left to the Director.
The South player however is responsible for checking that the board on his table are the correct ones
for that round (as shown on the Guide Card).

- 2-Table Howell guide cards : T1 T2
- 3-Table Howell guide cards: $\underline{\mathrm{T} 1} \underline{\mathrm{~T} 2} \mathrm{~T} 3$
- 4-Table Howell guide cards: T1 T2 T3 T4
- 5-Table Howell guide cards: $\underline{\mathrm{T} 1}$ T2 T3 T4 T5
- 6-Table Howell guide cards : T1 T2 T3 T4 T5 T6

You may also choose to use and reuse the same minimum number of boards for each rounds as explained in Section 2 above. In this case you follow the Howell movement directions for the players only, and ignore the distribution of boards.
For a 5-table Howell for example place 1 board on each table to be shuffled, dealt and played. After all boards have been played on one table they move to the next lower numbered table to be played there too. Repeat this process once more. Then (after each board has been played on three separate tables) all players move for the next round (as indicated on the Howell guide cards) and all boards are shovelled and dealt again.
This manner of play has the advantage that you can stop the session after any round if you wish. With a full set of boards it is always best to complete the entire Howell movement as only then all boards have been played the same number of times.

## Odd number of Pairs

With an odd number of pairs each pair sits out one round of play. This happens when they move to the "sit out table".
Always make the table with the stationary NS pair (usually Table 1) the sit out table. This way the sit out is always at the same table and does not change from round to round.

With 5 pairs run a 3-table Howell. Place the odd pair on Table 1 EW but leave the NS positions empty. This will be the "sit out table". Place the remaining 4 pairs on Tables 2 and 3.

With 7 pairs run a 4-table Howell. Place the odd pair on Table $1 \mathbf{E W}$ but leave the NS positions empty. This will be the "sit out table". Place the remaining 6 pairs on Tables 2,3 and 4.

With 9 pairs run a 5-table Howell. Place the odd pair on Table 1 EW but leave the NS positions empty. This will be the "sit out table". Place the remaining 8 pairs on Tables 2, 3, 4 and 5.

[^4]only one winner in this type of competition.
Players move from round to round in a Howell movement fashion. Boards either move in Howell movement fashion or are shared ('relayed' $=\mathbf{R}$ ) between 2 or more tables.
I have included Individual movement guide cards for 8,12 and 16 players.

- 2-Table Individual guide cards for 8 players: T1 T2
- 3-Table Individual guide cards for 12 players: $\mathrm{T} 1 \quad \mathrm{~T} 2 \mathrm{~T} 3$
- 4-Table Individual guide cards for 16 players: T1 T2 T3 T4

With 9 players use a 2-Table Individual movement. Place the last player as number 9 on Table 2 East at the beginning of Round 2. He stays there for all remaining rounds.
Players who move to this position sit out for one round, then continue their movement (next to Table 1 West).

With 13 players use a 3-Table Individual movement. Place the last player as number 13 on Table 2 East at the beginning of Round 2. He stays there for all remaining rounds.
Players who move to this position sit out for one round, then continue their movement (next to Table 2 North).

With 16 or more players :

1. Give each player a number before the start of play.
(Number and corresponding name to be recorded on one score sheet.)
2. Place 1 board on each table and play in the simple style as explained in Section 2 (above). Boards are shuffled and dealt after each round.
3. At the end of each round players may move to whichever table and position they wish, provided they play with any other player only once.
4. With an odd number of players, players must take their turn to sit out.

With 17 payers for example Player 1 sits out the first round, Player 2 the second, Player 3 the third, etc.

## (Down - Up - Top) <br> DUP 8 - Responsibilities of the Director

The director is in charge of all aspects of the competition. His main tasks are :

1. to select the appropriate movement (Howell, Mitchell, Individual) for the session and lay out the Movement guide cards, score sheets, and correct boards for the first round before the game
starts.
2. to call for play to begin and to announce the amount of time which will be allowed for each round.
In Club competition 7.5 minutes is usually allowed for each board to be bid and played. For social events, especially with a number of relative beginners, allow for about $\mathbf{1 0}$ minutes per board, or 30 minutes for each round of 3 boards.
Be very firm with this and stop players having lengthy post mortems after each board played. It greatly diminishes the enjoyment of the other players if they have to wait endlessly before they can play their next deal.
Use a kitchen timer and set it at the beginning of each round at $\mathbf{3}$ minutes less than the specified duration for the round (at 27 minutes for a 3-board 30 minutes round). When the timer rings no more boards are to be started. Any boards left unplayed as a result are allocated an average score. Simply record player numbers on the score sheet and write "Average" in the 'Results' column (Match pointing boards with and 'Average Score').
3. to call for the players to "Move for the next round please.". He himself moves the boards to their table for the next round.
4. to arbitrate disputes or mistakes during play, such as a lead out of turn, not followed suit when you could ('renege'), holding an incorrect number of cards in your hand, etc.
Use common sense and fairness in your arbitration. Alternatively a copy of 'Rules and Laws of Duplicate Bridge' may be useful to follow the standard rulings for some of the most common irregularities.
Laws for the most frequently occuring offences
5. to calculate the results at the end of the session, or alternatively to appoint a score master to do this task on his behalf.

## (Down - Up - Top) <br> DUP 9 - Responsibilities of the Players

In the heat of the battle mistakes are unavoidable and frustration can flare up easily. The hall mark of a good player is that he keeps smiling and is supportive of his partner no matter what. Don't point out partner's mistakes (you never make them of course) and hand out a quick bridge lesson (you never need one of course) at the end of each deal, it will only have the reverse effect you intended.

The first responsibility of all players is therefore to be courteous at the table at all times. Be humble in your victories and graceful in your defeats. Above all keep your partner smiling and happy, it will greatly improve his game as well as yours.

All players must check on the Movement guide card that they are sitting at the right spot at the right table for each round.

All players are responsible for counting their cards (face down) immediately after taking them out of
the duplicate board. If you do have an incorrect number (12 or 14 cards) call the Director.

## All players must not waste time.

Do not sit agonising endlessly over every bid you make or every card you play. Doing so wastes time allocated for each board and penalises all players at your table. This is bad selfish behaviour and most unsportsmanlike.
Bridge is not just about making the right decisions. It is about making decisions within a short span of time. With the benefit of hindsight we all would be perfect players. Also making mistakes will help you to become a better player. Agonising over every move will keep you bogged down forever.

N players are responsible for writing the results on the travelling score sheet after each deal. If you notice (what you believe is) an incorrect entry by another table on the score sheet do not correct it, but write a question mark (?) behind it. If you believe it important call the Director.

S players are responsible for checking that the right boards for that round are on the table. If this is not the case call the Director.

## DUP 10 - Silent Bidding

(Down - Up - Top)

To avoid the problem of players hearing the bidding from other tables most bridge clubs use a method of silent bidding.
The larger clubs commonly use for this purpose boxes of bidding cards (one box for each player).
These are available from all bridge supply shops, but can add up to a considerable expense.
Smaller clubs therefore generally use bidding slips on which each player writes (with a pen or pencil) his bid each time his turn comes around.

Below an example of such a bidding slip.

- Bids are written as 1 H or 2 S or 1 NT (or 1 N )
- A Pass is shown as a diagonal line across the box, from bottom left to top right (from the writer's perspective)
- A Double is shown as a cross from corner to corner


Here is an example of the use of a bidding slip, with North being the Dealer.


2nd round

|  |  |  |  |  |  |
| :--- | :--- | :--- | :--- | :--- | :--- |
|  |  | $H t$ | Sl |  |  |
|  |  | $\leqslant$ | $\mathbf{N}$ |  |  |
|  |  | S | w |  |  |
|  |  | 2 H |  |  |  |
|  |  |  |  |  |  |
|  |  |  |  |  |  |


| $\mathbf{N}$ | $\mathbf{E}$ | $\mathbf{S}$ | $\boldsymbol{w}$ |
| :---: | :---: | :---: | :---: |
| 15 | Pass | 2 H | Pass |
| 4 H | Pass | Pass | Pass |

The bidding ends after three successive passes (diagonal lines). The final pass is commonly (but not necessarily) shown as a double parallel diagonal line.

The great advantage of this method of silent bidding is that each player can see the entire bidding sequence as it evolves, without having to remember or ask. At the end of the auction the bidding slip is removed before the Dummy goes down on the table. For each deal a new bidding slip is used.

When using bidding slips make sure to have $\mathbf{4}$ pencils on each table. (Alternatively, like in many clubs, players have to bring their own.)

A printout sheet with bidding slips is provided in the Download section below.
Bidding slips in handy tear-off blocks are commonly available from bridge supply shops.

(Down - Up - Top)<br>DUP 11 - Download material<br>Score calculations Score sheets Score Computer<br>Laws for the most frequently occuring offences<br>Silent Bidding slips<br>Pads of 500 double sided Silent Bidding Slips, wallets, boards, Travelers and much more are also available online in Australia from Paul Lavings Bridge books \& Supplies

Table numbers : $\underline{1 \text { and } 2} \underline{3 \text { and } 4 ~ 5 \text { and } 6 ~} 7$ and 8 blanks
If you find scoring by hand too difficult or (more likely) too boring I can recommend a great (very easy to use) computer application which can do that for you : ScoreBridge. I use it myself. You can download it at www.scorebridge.com and use it for free for a trial period before you decide to

Diagram
7-Table Howell guide cards for 14 pairs ( 26 boards) : T1 T2 T3 T4 T5 T6 T7 Setup Diagram
2-Table Individual guide cards for 8 players: $\mathrm{T} 1 \quad \underline{\mathrm{~T} 2}$ (21 boards)
2-Table Individual guide cards for 10 players : $\mathrm{T} 1 \quad \mathrm{~T} 2$ Sit Outs ( 20 boards)
2-Table Individual guide cards for 10 players: T1 T2 Sit Outs (30 boards)
3-Table Individual guide cards for 12 players: T1 T2 T3 (21 brds, 3 brd rounds)
3-Table Individual guide cards for 12 players: $\underline{\mathrm{T} 1} \quad \underline{\mathrm{~T} 2} \quad \underline{\mathrm{~T} 3}$ ( $22 \mathrm{brds}, 2$ brd rounds)
4-Table Individual guide cards for 16 players: $\underline{\mathrm{T} 1} \quad \underline{\mathrm{~T} 2} \quad \underline{\mathrm{~T} 3} \quad \underline{(24}$ boards)
5-Table Individual guide cards for 20 players: $\underline{T 1} \quad \underline{T} 2 \quad$ T3 44 (30 boards Rainbow)


Main page - Lessons - Score Caculator

## Contract Bridge MATCH POINT SCORING

1. Number of Match Points per Table
2. The simplest Match Point score
3. Averaging Match Points
4. Match pointing an 'Average score'
5. Calculating Percentages
6. Calculating Handicaps
7. Score sheet Example - Score sheet

Double \& Redouble - Vulnerable - IMPs

## SC 2.1 - The Number of Match Points per Table

Results are scored by allocating match points to each score for each board.
The more pairs compete for each board the higher the match points to be divided.
The lowest point score receive nil points, the second lowest 2 points, the score above that 4 points, and so on.

A set number of match points per board are divided between the NS and EW pair on each table. The total match points per board to be divided on each table depends on the number of pairs playing that board.

| Number of <br> Tables | Match Points <br> per Table |
| :---: | :---: |
| 2 | 2 |
| 3 | 4 |
| 4 | 6 |
|  |  |
| 5 | 8 |
| 6 | 10 |
| 7 | 12 |
| 8 | 14 |
| 10 | 16 |

etc. etc.

Above listing assumes that each board is played on all tables.
If at the end of the play session some boards were not played on all tables then the match points for that board are also less.

For example if a board was only played on 3 of the 4 tables in play then only 4 match points (MPs) per table are allocated for that board.
(Down - Up - Top)

## SC 2.2 - A Simple Match Point score

EXAMPLE $1=4$ Tables : 6 match points per board
6 points are divided amongst the 2 pairs on each table.
BOARD 1

| Contract | by | Tricks made | NS score | EW score | NS MPs | EW MPs |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| 3 NT | NS pair 1 | 9 | +400 | $(-400)$ | 4 | 2 |
| 3 NT | NS pair 2 | 10 | +430 | $(-430)$ | 6 | 0 |
| 2 NT | NS pair 3 | 10 | +150 | $(-150)$ | 2 | 4 |
| 3 NT | NS pair 4 | 8 | $(-50)$ | +50 | 0 | 6 |

Be aware that a positive score for one side is at the same time a negative score for the opposition. A score of 400 for NS is a score of minus 400 for EW. The negative scores are not recorded on the score sheet.

> (Down - Up - Top)

## SC 2.3 - Averaging Match points

When 2 or more tables have the same score their combined match points are averaged and equally divided amongst the tied pairs.
For example on Board 2 below :
EW pair 2 and EW pair 3 have a shared 'top'. They share equally their combined match points of $6+4$ $=10$ points, and each pair receives 5 match points.

| Contract | by | Tricks made | NS score | EW score | NS MPs | EW MPs |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| 2 Spades | EW pair 1 | 8 | - | 110 | 6 | 0 |
| 2 Spades | EW pair 2 | 9 | - | 140 | 1 | 5 |
| 2 Spades | EW pair 3 | 9 | - | 140 | 1 | 5 |
| 1 NT | EW pair 4 | 8 | - | 120 | 4 | 2 |

On Board 3 below an example where three pairs with the same point score equally share the match points.

BOARD 3

| Contract | by | Tricks made | NS score | EW score | NS MPs | EW MPs |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| 1 NT | EW pair 1 | 6 | 50 | - | 6 | 0 |
| 2 Clubs | EW pair 2 | 8 | - | 90 | 2 | 4 |
| 2 Clubs | EW pair 3 | 8 | - | 90 | 2 | 4 |
| 2 Clubs | EW pair 2 | 8 | - | 90 | 2 | 4 |

When a hand is Passed in (no bid other than "Pass" was made) each side scores nil trick- and bonuspoints, but still share in the Match points as shown in Board 4 below.

BOARD 4

| Contract | by | Tricks made | NS score | EW score | NS MPs | EW MPs |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| 1 NT | NS pair 1 | 7 | 90 | - | 6 | 0 |
| Passed In | NS \& EW pairs 2 | - | 0 | 0 | 4 | 2 |
| 1 NT | NS pair 3 | 6 | - | 50 | 1 | 5 |
| 1 NT | NS pair 4 | 6 | - | 50 | 1 | 5 |

## SC 2.4 - Match pointing an 'Average score'

When on a table the play of a Board is not completed within the allocated time (in a tournament) or some irregularity occurred which made play of the board invalid the Director of the competition may assign to that table an Average score.

The procedure in such a case is as follows :

1. Both NS and EW on the table in question receive an 'Average score', which is half the number of match points of the normal total.
(For 4 tables half of $6 \mathrm{MPs}=3 \mathrm{MPs}$ )
2. The other tables are Match pointed assuming their was one table less in play. (4-1 $=3$ tables ---> 4 MPs per table)
3. in addition all pairs on the unaffected tables are given $\mathbf{1}$ extra MP.

An example is shown on Board 5 below, where the pairs NS4 and EW4 have received an 'Average score'.

BOARD 5

| Contract | by | Tricks made | NS score | EW score | NS MPs | EW MPs |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| 3 NT | NS pair 1 | 9 | 400 | - | $2+1=3$ | $2+1=3$ |
| 4 Spades | NS pair 2 | 10 | 420 |  | $4+1=5$ | $0+1=1$ |
| 4 Spades | NS pair 3 | 9 | - | 50 | $0+1=1$ | $4+1=5$ |
| Ave. | NS \& EW pair 4 | - | - | - | 3 | 3 |

(Down - Up - Top)

## SC 2.5-Calculating Percentages

The percentage score is the actual match point total a pair wins divided by the maximum total theoretical possible ( $=100 \%$ ).

For example for a 4 Table movement playing 18 boards the theoretical maximum score is :

$$
6(\text { MPs per table }) \times 18 \text { (boards) }=\mathbf{1 0 8} \mathbf{~ M P s}=100 \%
$$

For example assume that the NS players had the following match point totals during a play session.

$$
\begin{aligned}
& \text { NS1 }=58 \text { points }---\gg \text { percentage }=58 / 108=53.70 \% \\
& \text { NS2 }=64 \text { points }---\gg \text { percentage }=64 / 108=59.26 \% \\
& \text { NS3 }=40 \text { points }--->\text { percentage }=40 / 108=37.04 \% \\
& \text { NS4 }=54 \text { points }--->\text { percentage }=54 / 108=50.00 \%
\end{aligned}
$$

Percentages above 50\% are above averagescores Percentages below $50 \%$ are below average scores

The total number of MPs distributed over a session is :

MPs per table $x$ Number of Boards played $x$ Number of Tables ( $=4 x$ 100\%)
Each side receives half of this ( $2 \times 100 \%$ ). Therefore the MP total of all NS pairs (likewise for all EW pairs) should be 216 MPs .
Above example adds up correctly to that amount. This is always used to check that all MPs were calculated and added up correctly.

$$
\text { (Down - } \underline{\text { Up }-\underline{T o p}) ~}
$$

## SC 2.6-Calculating Handicaps

Pairs or individual players can be given a handicap according to their average percentage score over a period of time, by bringing their average up or down to $50 \%$.

## Example 1

A player who received these percentage scores over 5 weeks :
$49.05 \%+44.77 \%+51.02 \%+46.45 \%+40.82 \%=$ total $232.11 \%$
has an average score of $46.42 \%$
His handicap is therefore 50.00-46.42 $=+3.58$
His/her handicap result $=$ actual percentage score +3.58 (handicap)
If his next result is $48.40 \%$ then his handicapped result will be $48.40+3.58=51.98 \%$

## Example 2

A player who received these percentage scores over 5 weeks :
$55.04 \%+51.63 \%+47.97 \%+59.32 \%+57.48 \%=$ total $271.44 \%$
has an average score of 54.29\%
His handicap is therefore 50.00-54.29 $=-4.29$
His handicap result = actual percentage score - 4.29 (handicap)
If his next result is $53.70 \%$ then his handicapped result will be $53.70-4.29=49.41 \%$

A player can be given a handicap after playing at least 5 times in a club. The handicap is usually recalculated after 10 weeks, leaving out the worst and the best result and averaging the remaining 8 scores.

Handicaps should be reviewed regularly, always taking the last 10 results.
It is best to give each player an individual handicap (even if playing consistently with the same partner). This handicap can be used when playing occasionally with someone else.

Handicap for a pair should be the average handicap between the two.

$$
\text { Player } 1=-3.58 \quad \text { Player } 2=+4.29 \quad \text { Pair handicap }=+0.35
$$

(Up - Top)

## SC 2.7 - Score sheet Example

Here is a sample traveling Score sheet (called 'traveler') on which all scores and Match Point allocations can be calculated.

On the example below the players compete in an individual movement where each player has his own number and plays during the course of the session with several different partners.

| Board: | 2 | Dealer: E |  |  | Vul. : Em |  | Date : | 24 0ct. 2883 |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| N=5-Peter Black |  |  |  |  | $E=6-$ Sue Wallis |  |  |  |  |
| S=7 - Clair Bloom |  |  |  |  | W = 8 - John Swift |  |  |  |  |
| PAIR |  | CONTRACT | BY | LEAD | TRICKS MADE | SCORE |  | MPs |  |
| NS | EW |  |  |  |  | NS | EW | NS | EW |
| 5/7 | 6/8 | 4S | E | xH | 18 |  | 628 |  |  |
|  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |

Depending on the resolution setting of your computer monitor you may need to enlarge or reduce the printout of the 'traveler'.
http://www.jazclass.aust.com/bridge/fr/facts00.htm
Contract Bridge - Facts \& Review sheets

| Sheet | Subject | Reference | Bidding Guide |
| :---: | :---: | :---: | :---: |
| Facts 1 Review 1 | Scoring - Hand valuation - Hand shape | $\frac{\mathrm{Br} 1-\mathrm{Br} 2}{\underline{\mathrm{Br} 3}}-$ | $\underline{\text { BG } 1}$ |
| Facts 2 <br> Review <br> $\underline{2}$ | 1NT Opening - NT responses Opening lead in NT contracts | $\underline{\mathrm{Br} 2}-\mathrm{Br} 4$ | $\underline{\mathrm{BG} 2}-\frac{\mathrm{BG} 3}{\underline{14}}-\underline{\mathrm{BG}}$ |
| Facts 3 Review 3 | 1 in a Suit Opening - Suit raise responses Opening lead in Suit contracts | $\underline{\mathrm{Br} 3}-\underline{\mathrm{Br} 5}$ | $\underline{\mathrm{BG} 2}-\frac{\mathrm{BG} 4}{14}-\underline{\mathrm{BG}}$ |
| Facts 4 Review 4 | NT responses to a Suit Opening bid | Br6 | BG 4 - $\underline{\text { BG } 5}$ |
| Facts 5 Review 5 | New Suit response to a 1NT Opening bid | Br8 | BG 3 |
| Facts 6 Review 6 | New Suit response to a Suit Opening bid | Br7- -Br 7 a | BG 4 - BG 5 |
| Facts 7 <br> Review <br> 7 | Pre-emptive Opening bids | $\underline{\text { Br13 }}$ | BG 7 |
| Facts 8 Review 8 | Overcalls \& Take-out Doubles | $\underline{B r 14}$ | BG 8 |

http://www.jazclass.aust.com/bridge/br_handvaluation.htm

# Recent Developments in Bridge Hand Valuations 

Jazclass Course Valuation System used - Main page

The Milton Work Point Count ( $\mathrm{A}=4-\mathrm{K}=3$ - $\mathrm{Q}=2$ $\mathrm{J}=1$ ) has been around for about a century. Originally introduce by Milton Work for the games of Whist and Auction bridge he later also introduced it as the valuation method for balanced hands in contract bridge when this game became popular.
In due course the Milton Point Count was used by Charles Goren for the evaluation of all bridge hands by adding to it the concept of shortage points valuation.

This valuation system has been hugely successful for decades but, as bidding systems became more
 sophisticated and competition became evermore fiercer deficiencies have started to emerge, especially from the late 1980s onwards.

From my main stream (local club level) perspective four issues have arisen during the past 25 years or so :

1. The Shortage point valuation does not adequately reflect the strength of unbalanced hands.
2. Statistical analysis has revealed that on average $\mathbf{5 5 \%}$ of hand combinations of $\mathbf{2 5}$ points are of sufficient strength to fulfill a Game contract. In the fierce modern competition environment this has become acceptable.
3. Tens are not included in the traditional Milton Point Count. Statistical analysis has shown that they should.
4. Statistical analysis has also shown that Aces and Kings in balanced hands are substantially overvalued by the traditional Milton Point Count.

## 1. Shortage

The concept of The Losing Trick Count was originally published by Courtenay and Walsh in 1935 and later again by Harrison-Gray in 1961. But it was not until after Ron Klinger's publication of The Modern Losing Trick Count in 1987, that this (not so) "new" concept started to become adopted wide spread as a better method (than using shortage points) to assess hand shapes, especially shortages.

## 2. The 25 point Game contract

As a result of this finding the Standard (American) Bidding system has by many players been modified, featuring a 15-17 point 1 NT opening (instead of 16-18), an indiscriminate 12 point minimum opening (in 1st or 2 nd position, instead of 13) and a new suit response at the 2 level with $10+$ points (rather than 11+).
3. Valuation of the 10 s

Statistical analysis first published by Richard Cowan ("Applied Statistics", Journal of the Royal Statistical Society, 1987) and recently extended by David Jackson \& Ron Klinger (Better Balanced Bidding - The Banzai Method, 2010) clearly show that 10s should be included in a proper hand valuation system. The latter authors recommend the Extended Milton Point Count :

$$
\mathrm{A}=4 \quad \mathrm{~K}=3 \quad \mathrm{Q}=2 \quad \mathrm{~J}=1 \quad 10=1 / 2
$$

## 4. Overvaluation of $A$ and $K$ in balanced hands

Statistical analyses (by the authors quoted under ' 3 ' above) clearly reveal that Aces and Kings in balanced hands are overvalued by $\mathbf{1 0 \%}$ combined (resp. $6.7 \%+3.3 \%$ ) by the original Milton Point Count. Queens are about right and Jacks and 10s are undervalued by $10 \%$ combined. Jackson and Klinger propose for Intermediate to Advanced players the new "Banzai Point Count" which accurately reflects the statistical findings :

$$
\begin{gathered}
\mathrm{A}=5 \quad \mathrm{~K}=4 \quad \mathrm{Q}=3 \quad \mathrm{~J}=2 \quad 10=1 \\
\text { (Statistics : } \mathrm{A}=5 \quad \mathrm{~K}=3.97 \quad \mathrm{Q}=3.06 \quad \mathrm{~J}=1.93 \quad 10=0.95 \text { ) }
\end{gathered}
$$

## (Top)

## The Jazclass - Bridge Course approach

The Jazclass Bridge Course now uses the Extended Milton Point Count approach throughout. This increases the total points in a pack from 40 to 42 High Card Points, and as a consequence statistically restores the minimum Game contract requirement from $25^{*}$ back to $\mathbf{2 6}$ points. This has the following advantages :

1. It restores the Standard (American) Bidding System to its (approximate) original values.
2. It reflects the Hand value with greater accuracy than the original Milton Point Count system.
3. It reduces the overvaluation of Aces and Kings in balanced hands by a third : to 6.7\%.
4. It incorporates the more aggressive Game contract approach of recent years.
${ }^{25} / 40=62.5 \%$ of total trick taking power (ttp) $\quad 26 / 42=61.9 \%$ of total ttp

Obviously the Banzai Point Count is superior to Extended Milton. However it will probably take years before this system is fully in mainstream use. For the time being Extended Milton appears therefore the better option, especially for Beginners and most Intermediate players.

However I recommend that Intermediate players have at least a working knowledge of the Banzai Point Count, so that in borderline decisions of balanced hands it can be used as an additional valuation check.
Generally it is also useful to be aware that balanced hands containing mainly Aces and Kings are overvalued in point counts and those including several Jacks and/or 10s are undervalued.

With hand Combinations containing at least one unbalanced hand it is best to use a combination of Extended Milton, The Losing Trick Count and Quick Tricks for your valuation assessment.

## Note *

As there are four 10s in a pack any hand should on average include one 10. Many 25 point hand combination (as valued by the old system) will therefore on average include two 10s and as a consequence have 26 points when valued using the Extended Milton Point Count.
(It is tempting to speculate that the $45 \%$ of old 25 point hands which statistically don't make a Game contract are in most cases perhaps deficient in 10s.)
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[^0]:    (Down - Up - Top)
    BR 7.5 - Bidding two-suited Hands

[^1]:    (Down - Up - Top)
    BR 20.5 - Using Dummy's trump (s) as Entry

[^2]:    (Down - Up - Top)
    BR 21.4 - Which card to Lead
    A listing of the correct card to lead is included in the Bidding Guide BG-14

[^3]:    BR 25.8- Quiz 25 - Answers - Review

[^4]:    (Down - Up - Top)

    ## DUP 7 - Individual movements

    

