

## GETTING IT RIGHT



A Series of Reminders for Improvers

## GETTING IT RIGHT

## RESPONDING TO 1NT OPENINGS

## AFTER PARTNER OPENS 1NT (12-14)

1. Remember to **USE 2♣ (STAYMAN) with a 4 CARD MAJOR & 11+ pts.** \*(see notes below)



**Do Not** use Stayman with 5 card majors!



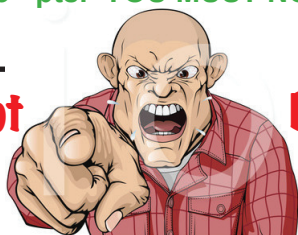
2. Remember to **TRANSFER with a 5+ CARD MAJOR** (0-20 pts.)  
 e.g. ♠KQ932 - ♥AQ105 - ♦52 - ♣Q9. 13 HCPs Transfer to spades and then rebid 3♥  
 e.g. ♠KQ432 - ♥Q105 - ♦52 - ♣Q94. 9 HCPs Transfer to spades and then pass.

3. Remember that **AFTER THE COMPLETION OF A TRANSFER, NEW SUITS ARE NATURAL & FORCING.**  
 Responder must not bid again unless there is a possibility of game - (11+ pts.)

4. Remember that with no major suit, you should **RESPOND 2NT WITH 11/12 pts. OR 3NT WITH 13+pts.**  
 Your responding hand may be only SEMI BALANCED e.g. 3-2-2 6 2-2-5-4

5. As responder remember that, however the bidding goes,  
**WITH 13+ pts. YOU MUST NOT STOP SHORT OF A GAME.**

6. **Do Not Bid** **UNLESS YOU HAVE 11+ pts. OR A 5 CARD MAJOR**  
 Ignore long-ish minor suits, voids, and singletons.  
 With 7+ card minors use 2♠ to transfer partner to 2NT  
 Then bid your 7 card minor which partner will pass.
7. **Do Not** (after the completion of a transfer), **REBID THE 5 CARD MAJOR.** (A common error)  
 You have already shown five with the transfer bid !!!! With 5-3-3-2 and 13+ pts. - rebid 3NTs.



## Notes: for those who wish to develop their game further.

\* Remember that after partner opens 1NT, **YOU ARE IN CHARGE OF THE AUCTION.**

So it doesn't matter a jot if your partner expects you to have 11 HCPs when you use Stayman.

1NT	<p>Hand 1</p> <p>♠ A763 ♥ J1075 ♦ 9642 ♣ 5</p>	<p>Respond 2♣</p> <p>If you are weak, (0-10) with a singleton or void in clubs, respond 2♣ - Stayman. Partner will answer 2♣ by rebidding 2♥, 2♠, or with no 4 card major, 2♦          With Hand 1 you will pass ANY of partner's rebids.</p>
1NT	<p>Hand 2</p> <p>♠ A763 ♥ J10753 ♦ 962 ♣ 5</p>	<p>Respond 2♣</p> <p>If you are weak, (0-10) with 5/4 in the majors, use Stayman. You could simply transfer into the 5 card suit but risk playing in a 5/2 rather than a 4/4 fit.          With Hand 2 you will pass 2♥ or 2♠, but bid the 5 card major over a 2♦ rebid.</p>
1NT	<p>Hand 3</p> <p>♠ AQ632 ♥ KJ107 ♦ K62 ♣ 5</p>	<p>Respond 2♥</p> <p>With this hand, you have the values for game so show your hand via a transfer.          1NT - 2♥ Showing five+ spades.          2♠ - 3♥ Showing four hearts and the HCPs for game. (because it is forcing).          ? - Game Depending on opener's hand, the contract will be 4♠, 4♥ or 3NT.</p>

# GETTING IT RIGHT RESPONDING TO MINOR SUIT OPENINGS

## AFTER PARTNER OPENS 1♣ OR 1♦

- Remember that  
**YOU MUST RESPOND WITH 6+ pts.**
- YOU SHOULD END UP IN A GAME CONTRACT IF YOU HAVE 13+pts.**
- IF PARTNER OPENS 1C, 1NT SHOWS 9 HCPs AND A 3-3-3-4 SHAPE.**  
*You have no four card suit other than clubs. With 6,7, or 8 pts. you would bid 2C*



- Remember  
**SUPPORTING PARTNER AT THE 2 LEVEL SHOWS ONLY 6-8 ish PTS.**  
*"One - two that'll do." A weak limit bid. Support at the 3 level would show 10 ish pts. or 8 loser. (No major)*
- Remember to  
**BID 4 CARD SUITS 'UP THE LINE'.**  
*If partner opens 1♣, and you hold - - - -*
  - ♠ K432
  - ♥ Q5
  - ♦ 9752 -- respond 1♦. (This DOES NOT deny a 4 card major).
  - ♣ J94



## Do Not

- Do Not**  
**RESPOND 1NT TO SHOW 6-9 IF YOU HAVE ANY 4 CARD SUIT TO BID AT THE 1 LEVEL**  
*If partner opens 1♣, and you hold e.g.*
  - ♠ K43
  - ♥ Q85
  - ♦ J975
  - ♣ J94*Bid 1♦*
- Do Not**  
**SUPPORT PARTNER'S MINOR IF YOU HAVE A MAJOR SUIT. Bid your major!**  
*If partner opens 1♣, and you hold e.g.*
  - ♠ J432
  - ♥ Q8
  - ♦ J9
  - ♣ KJ943*Bid 1♠*
- Do Not**  
**JUMP TO 2NT TO SHOW 11/12 pts.**  
*If partner opens 1♦, and you hold e.g.*
  - ♠ J43
  - ♥ A108
  - ♦ J9
  - ♣ KJ943*Bid 2♣*
- Do Not**  
**JUMP SHIFT (e.g. 1♦ - 2♥) JUST BECAUSE YOU HAVE OPENING POINTS.**  
*With no obvious fit, do not take up your own bidding space. Any simple change of suit IS forcing and partner's REBID will define his/her hand. But make sure you make a forcing bid on your 2nd bid!*
- Do Not**  
**If RHO overcalls - BID 1NT UNLESS YOU CAN STOP THE OPPONENT'S SUIT**  
*It is blindingly obvious that your right hand opponent's bid shows at least 5 good cards in the suit. You should not be playing in NTs unless you have at worst Kxx in the opponent's suit so that they cannot run 5 or 6 winners before you get in. After a suit overcall 1NT shows 8/9 HCPs AND A STOP!*
- Do Not**  
**JUMP TO GAME IN 5♣ OR 5♦ BEFORE YOU HAVE EXPLORED GAME IN NTS.**  
*To play in 5♣ or 5♦ should be seen as a last resort.*

# GETTING IT RIGHT RESPONDING TO MAJOR SUIT OPENINGS

## AFTER PARTNER OPENS 1♥ or 1♠



1. *Remember that*  
**YOU MUST RESPOND WITH 6+ pts.**
2. *Remember that*  
**With NO OBVIOUS FIT & 6-9 pts. ONLY RESPOND AT THE 1 LEVEL**  
*e.g 1♥ -1♠ or 1♠ - 1NT*
3. *Remember that*  
**1NT, (THE DUSTBIN BID) ONLY SHOWS 6-9 pts. & MAY BE COMPLETELY UNBALANCED.**  
*1♠ - 1NT on hands like this where you need to limit the hand quickly ♠4 - ♥Q1052 - ♦J2 - ♣KJ9754*
4. *Remember that*  
**WITH 5-9 pts. & 4 CARD MAJOR SUPPORT, BID AT THE 2 LEVEL. (9 loser)**
5. *Remember that*  
**WITH 9/11 pts. & 4 CARD MAJOR SUPPORT, RAISE TO THE 3 LEVEL. (8 loser)**
6. *Remember that*  
**IF YOU HAVE AN OPENING HAND AND PARTNER OPENS - YOU MUST BID TO GAME!!!**



## Do Not

7. **Do Not**  
**BID A NEW SUIT AT THE 2 LEVEL UNLESS YOU HAVE 9/10 pts.**  
*e.g. If partner opens 1♠, respond 1NT with ♠4 - ♥K10752 - ♦J2 - ♣Q9754*  
*Without a fit, you are a 6 count - NOT a 7 loser*
8. **Do Not**  
**WITH 12+ pts. & 4 CARD MAJOR SUPPORT, RAISE TO THE 3 LEVEL. - BID GAME!!!**  
*Some players seem to think that this 1♠ - 3♠ is strong bid. IT IS NOT and it will be passed by opener on a normal 7 loser. 1♠ - 3♠ only shows an interest in game.*
9. **Do Not, when partner opens 1♠ -**  
**RESPOND 2♥ UNLESS YOU HAVE FIVE HEARTS (AND 10 ish pts).**  
*Try to bid naturally.*
10. **Do Not**  
**RESPOND IN ANY OTHER SUIT IF YOU HAVE 4 CARD MAJOR SUPPORT -**  
*Show the fit immediately - at the appropriate level. Learning Jacoby 2NT would help.*

## Notes: for those who wish to develop their game.

When an 8 card fit is revealed, you should apply the LOSING TRICK COUNT (*rather than High Card Points*) to assess how high you can bid.

An opening hand promises to be a 7 loser. If responder has a 7 loser, subtract the combined losers (14) from 18. The result, (4) will tell you the level you can play at. So after a 1♠ opening by partner

### Hand 1

♠ AQ63     Here, you are a  
♥ KJ10752     6 loser hand.  
♦ 96     18 - (6+7) = 5  
♣ 5     BID 4♠

### Hand 2

♠ A963     Here, you are an  
♥ KJ1075     8 loser hand.  
♦ 96     18 - (7+8) = 3  
♣ 52     BID 3♠

### Hand 3

♠ A963     Here, you are a  
♥ QJ107     9 loser hand.  
♦ 965     18 - (7+9) = 2  
♣ 52     BID 2♠



# GETTING IT RIGHT STANDARD LEADS YOU SHOULD KNOW

*Remember*

## 1. TO LEAD PARTNER'S SUIT.

*With any two cards in partner's suit, lead the highest one first.  
This Hi-Lo will show that you started with only 2. With 3 rag cards in partner's suit,  
make a MUD lead. With 3 or 4 cards to an honour, lead the lowest card first.*



*Remember*

## 2. 'TOP OF SEQUENCE' IS ALWAYS HEADED BY AN HONOUR.

*e.g. QJ10, 1098, etc. 9876 is NOT a sequence.*

*Remember*

## 3. 'TOP OF A SEQUENCE' LEADS ARE ALWAYS BETTER THAN 4TH HIGHEST AGAINST NTs.

*Embarrassingly I have seen people lead 6 from KQJ63 !?! - and declarer, holding A10, wins with 10,*

*Remember*

## 4. 'TOP OF A SEQUENCE' ALWAYS PROMISES THE CARD IMMEDIATELY UNDER.

*e.g. QJ9, 1097, etc. ARE correct (near sequences) - BUT NEVER Q1098! Q1098 is correct.*

*Remember*

## 5. A TRUMP LEAD IS USUALLY SAFE IF OPPONENTS HAVE SHOWN A GOOD TRUMP FIT.

*On lead, you are usually looking for a SAFE lead. Leading a trump from xxx, xx or Kxx is good. (Not Qx)  
Leading a singleton trump is not wise because it often traps your partner's Hxx*

*Remember*

## 6. KING LEADS AGAINST NO TRUMP CONTRACTS - ARE SPECIAL!

*They are KQJx or at worst KQ10x and they require partner to throw any honour they have.  
With no honour card, partner must give a count signal*

**Do Not**

## 7. LEAD FROM A DOUBLETON HONOUR.

*To lead Q from Qx is suicidal. Unless partner has bid the suit*

**Do Not**



**Do Not**

## 8. AUTOMATICALLY LEAD THE HIGHEST CARD IN PARTNER'S SUIT.

*Re-read point 1.*

**Do Not**

## 9. UNDERLEAD AN ACE AGAINST A SUIT CONTRACT

*Never lead a small card from a suit that includes an ace. e.g. A962. Look for another suit to lead  
If you HAVE to lead the suit. lead the ace - BUT - -*

**Do Not**

## 10. LEAD AN UNPROTECTED ACE - especially against NT contracts.

*If you lead an ace, partner will rightly think that you also have the king!*

**Do Not**

## 11. LEAD A DOUBLETON (looking for a ruff) IF YOU HAVE LOTS OF HCPS.

*The more points you have, the fewer partner will have to get on lead to give you the ruff!*

**Do Not**

## 12. THINK THAT 9 FROM 9876 IS A "TOP OF A SEQUENCE" LEAD

*"Top of a Sequence" leads are ALWAYS headed by an honour card. At worst 10973*

**Do Not**

## 13. LEAD FROM HONOURS AGAINST HIGH LEVEL SUIT CONTRACTS

*Again you should be looking for a lead that will not give away a trick. What will you lead against 6♠?  
♠865 - ♥K8532 - ♦K104 - ♣94. It would be unwise to lead from your kings and you won't get a ruff!*

## GETTING IT RIGHT

1♠  
Opponent

	N	
W		E
	S	



What should I bid?

The Takeout



RHO opens 1♠

I have 12+ pts.

I am short in spades

I have four hearts. (The other major).

I have at least 3 cards in the other suits.

USE A 'TAKEOUT X'

BUT it won't always be as perfect as this!

Opponent

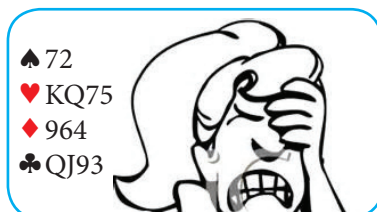
1♠

Partner

1♦



	N	
W		E
	S	



What can I bid?

Partner opens 1♦

RHO overcalls 1♠.

The overcall has taken away your 1♥ response, so you have no way to accurately describe your strength and distribution.

You can't bid 1NT (which would promise a spade stopper) and you can't bid a new suit at the 2-level (which promises 10+ pts.).

So should you pass? NO!

USE A 'NEGATIVE X'  
(just a special type of 'TAKEOUT X')

S	W	N	E
1♦	P	1♥	P
2♥	P	P	?



Can I bid?

You could pass - but you shouldn't!

Opponents have found an 8 card fit and yet have stopped at the 2 level. Why?

Because they are weak.

You *could* overcall your 5 card club suit.

You *should not* overcall your 4 card spade suit.

Is there anything better?

USE A 'TAKEOUT X'

- HAND 1. This is the most basic takeout double that EVERY bridge player uses. PLEASE USE IT!!!!
- HAND 2. Unlike the normal 'takeout double' which is made after the opponents open the bidding, the negative double is made after *your partner* has opened and an opponent overcalls. It is used to show **four** cards in an unbid major. (Could be 5 but you're too weak to show it.) On the hand shown, X would still be correct if you held 5 hearts because you only have 8 pts.
- HAND 3. In many positions you can use a 'Takeout X' without having opening points. Here your X is simply showing the other two suits. If they have a fit - we will have a fit! When partner bids one of your suits PASS. You are competing for a part score only!

## GETTING IT RIGHT

## NEVER SUPPRESS A 4 CARD MAJOR !?

One page from a course on 'BOG STANDARD BRIDGE'.

Partner



♠ 94  
♥ KQJ5  
♦ AQ9432  
♣ 5

With this hand partner would rebid 2♦ and that is where you play. A shame when 4♥ is cold!



**“What should I respond?”**

THIS is the type of hand that many players misbid. They have a balanced hand with 6-9 pts.

and so respond 1NT.

“I had to show my points partner” is the usual excuse.

BUT the crucial point is that 1NT denies any four card suit biddable at the 1 level!

**Respond 1♥**

Partner



♠ 94  
♥ KQJ5  
♦ A3  
♣ KJ752



**“What should I respond?”**

2♣ (HCPs) or 3♣ (LTC) or 1NT(HCPs) or 1♥ (shape) Here is another example, where responder often gets it wrong. Yes, responder has good support for partner - - BUT it's a minor suit.

You should bid your 4 card major!

**Respond 1♥**

Partner



♠ 94  
♥ KQJ5  
♦ A3  
♣ KJ752



**“What should I respond?”**

Would a response of 1♦ be suppressing a 4 card major? Of course not! The worst bid here would be 1♠!

If partner holds the hand shown, their only rebid is 2♣!

Now where do you go? If you rebid 2♥ you would be telling partner that you have 5 spades and game values.

**Respond 1♦**

Partner opens



and rebids 2♥

♠ K872  
♥ KQJ83  
♦ A3  
♣ J7  
Partner

♠ 42  
♥ KQJ83  
♦ AK8  
♣ J72  
Partner



**“Can I ever suppress a 4 major?”**

Would a response of 2♣ be suppressing a 4 card major? Well, for the time being - Yes!

BUT if partner rebids 2♥ you are STRONG ENOUGH to bid again. So when you *now* bid spades, partner knows that you have 5 clubs, 4 spades and that you are strong enough to be in a game contract.

Partner	You	Partner	You
1H	2C	1H	2C
2H	2S	2H	2S
4S		3NT	

The auction can proceed in a logical way towards the best contract. As responder, always ask yourself how many bids can I make with the hand I have.

## GETTING IT RIGHT

## 4TH SUIT FORCING

Partner opens

1♦



Partner rebids

2♣

I respond

1♠

♠ AQ532

♥ 1094

♦ K106

♣ K4

What  
should  
I rebid?

REBID 2♥



"OH, I DON'T PLAY  
4TH SUIT FORCING, IT SOUNDS  
FAR TOO AGGRESSIVE".

There *are* times when you have to take a chance with your bidding.

BUT there are some simple conventional bids that take away much of the guesswork. Every decent bridge player uses this convention *and so should you!*

Three suits have already been bid.

You have the values for game but don't yet know whether the best contract is 3NT or 4♠ or 5♦ or even 6♦.

If you had a stop in hearts you could bid 3NT - but you haven't.

To find out more about partner's shape and strength use 4TH SUIT FORCE.

Bid 2♥ (*This must be alerted by partner because it says nothing about hearts.*)

The bid simply asks for further definition about the shape of partner's hand.

♠ K94  
♥ 5  
♦ AQ943  
♣ A985

Partner held

S	N
1♦	1♠
2♣	2♥
2♠	

If this were partner's hand the bidding sequence would show south's hand to be:  
5+ diamonds  
4+ clubs  
3 spades

You are now happy to bid 4♠

♠ 94  
♥ AQ  
♦ AQ943  
♣ A985

Partner held

S	N
1♦	1♠
2♣	2♥
2NT	

If this were partner's hand the rebid of 2NT would show  
5+ diamonds  
4+ clubs  
a stop in hearts.  
and fewer than 3 spades.

You are now happy to bid 3NT

Partner opens

1♦



&amp; rebids

2♣

I respond

1♠

♠ KQ532

♥ AQ

♦ Q6

♣ J1084



Now this rebid is EASY

With this hand your rebid can be a straight forward 3NT because all the suits are covered. You HAVE good stops in the 4th Suit! and you have a combined count of 25+ HCPs

Do not worry that your hand is only SEMI balanced. Your partner has 13 cards too!

"3NT"



## GETTING IT RIGHT

## REVERSE BIDS

Partner opens

1 ♦



Partner rebids

2 ♥

(which is higher than 2 ♦)

I respond 1 ♠

**IF partner's rebid is HIGHER than 2 of his opening suit, he has a STRONG HAND (17+)\***

*"OH DEAR, I DON'T KNOW HOW TO 'REVERSE', I DON'T DRIVE".*



*\*IF partner responds at the 2 level (showing 10+pts.) opener can 'reverse' with 15+pts. (Game values).  
e.g. 1H - 2C  
2S*

This is the type of hand that I would expect partner to have if he reversed. It shows 5/4 in diamonds and hearts AND 17+ HCPs

Partner

♠ K82  
♥ AQ104  
♦ AKJ63  
♣ 7

W  
1D  
2H

Me

♠ Q1054  
♥ J9  
♦ 842  
♣ AJ102

E  
1S  
3NT

Now that I know partner has 17+pts I can bid game in 3NT because I have the 4th suit and 8 HCPs.

If partner reversed on this hand we would be in serious trouble. It has the shape but not the strength to reverse. Partner's rebid on this hand should be 2 ♦

Partner

♠ J82  
♥ AQ54  
♦ AQ763  
♣ 7

W  
1D  
2D

Me

♠ Q1054  
♥ J9  
♦ 842  
♣ AJ102

E  
1S  
pass

If partner had foolishly reversed to 2 ♥ I would go assume 17+ and bid 3NT. After the correct rebid of 2 ♦ I would happily pass.

With a minimum opening bid, partner cannot rebid his heart suit but when I rebid a new suit (forcing), partner should realise that my hand is stronger and looking for game.

Partner

♠ J82  
♥ AQ54  
♦ AQ763  
♣ 7

W  
1D  
2D  
4H

Me

♠ KQ1054  
♥ K973  
♦ KJ8  
♣ 10

E  
1S  
2H

Despite partner's minimum rebid of 2 ♦ I can happily bid again because I am stronger. (Somewhere close to an opening hand.)

Partner's rebid on this hand is NOT a reverse. It simply shows four card support for my hearts and a normal opening hand.

Partner

♠ J2  
♥ AQ54  
♦ AQ763  
♣ 75

W  
1D  
2H

Me

♠ Q10543  
♥ K973  
♦ 4  
♣ J102

E  
1H  
pass

I have *just* enough pts. to respond, but can only ever bid once with this hand. So I respond 1 ♥ rather than 1 ♠. If I had responded 1 ♠, partner would bid 2 ♦. Then what?

## GETTING IT RIGHT

## KEEP THE AUCTION ALIVE

Partner opens



Partner rebids



♠ AQ1092  
♥ KQ9  
♦ J106  
♣ A4

**“Oh Dear,  
how do I tell  
partner that I  
have a strong  
hand and  
we have to  
reach a game  
contract?”**

**ANSWER -****Make a forcing bid - 1♠**

You DO NOT have to jump shift.

Any change of suit is forcing for 1 round. Only after partner's rebid which shows a minimum hand, do you need to show your strength.

Although 3NT looks like the obvious contract, you should use 4th suit forcing to check that partner is not 3 - 1 - 5 - 4.

Partner opens



Partner rebids



♠ AQ1092  
♥ KQ9  
♦ J106  
♣ A4

I respond **1♠**

Again simply respond 1♠ to show four spades and 6 + pts.

Partner's jump rebid shows a strong hand of 17+ (or a 5 loser) with five hearts & four clubs.

Partner's 17 and your 16, put you in slam territory and you have a juicy 5-3 fit in hearts. 4NT would confirm that there weren't two aces missing.

**Do Not**

1. **Do Not, as responder**  
**JUMP SHIFT WITH A NORMAL OPENING HAND**  
*To jump shift you need 17+ pts., a solid six card suit & some support for partner.*  
*Not AKJ97 - Q64 - K86 - 52*
2. **Do Not, as opener**  
**REBID AT THE 3 LEVEL - JUST BECAUSE YOU HAVE A 6 CARD SUIT**  
*We suggest that any jump rebid should have 17+ or be a 5 loser with six or more fairly solid trumps.*  
*You need AKJ974 - A6 - KQ10 - 82 . Not AKJ974 - Q6 - A86 - 82*
3. **Do Not**  
**OPEN A STRONG TWO WITHOUT 8 PLAYING TRICKS.**  
*To be defined as strong, the hand should conform to the rule of 25 and/or have 16+ pts. (Benji or not)*  
*This is what you DO need AKQ974 - KQJ - A86 - 2 (5 spades, 2 hearts 1 diamond)*
4. **Do Not**  
**PASS A STRONG TWO OPENING BY PARTNER.**  
*It is FORCING for 1 round*
5. **Do Not, as opener**  
**MAKE A REVERSE BID WITHOUT 17 PTS. (15+ IF PARTNER RESPONDS AT THE 2 LEVEL.)**  
*To rebid ABOVE your barrier is called a 'Reverse'*

## GETTING IT RIGHT


## LIMIT BIDS.

Most NT bids are LIMIT BIDS that show a narrow point range.

Most returns to partner's suit are LIMIT BIDS. Most rebids of your own suit are LIMIT BIDS

Partner opens

1 ♠



Partner rebids

2 ♣

I respond

1NT

♠ 105  
♥ Q98  
♦ K10653  
♣ Q42



“What should I rebid”?

If partner offers a 2nd suit after your 1NT limit bid, give suit preference by either passing his 2nd suit or returning to his 1st suit which will have five cards.

The principle here is that you would need TWO MORE of partner's 2nd suit, before preferring it to his 1st suit.

On the hand shown you should return partner to spades. (5-2 is better than 4-3)

Rebid 2♠

Remember that

1. **MOST NT BIDS ARE LIMIT BIDS (and can be passed.)**

e.g. 1H - 1NT or 1H - 1S or 1NT - 2NT

Remember that

2. **THE EXCEPTION IS 2NT - AFTER PARTNER HAS RESPONDED AT THE 2 LEVEL**

e.g. 1H - 2C  
2NT Responder has promised 10+ pts. and opener's rebid shows a balanced hand 15+ pts.

3. **OBVIOUSLY ANOTHER EXCEPTION IS THE USE OF BLACKWOOD**

Once you have bid beyond 3NT, a bid of 4NT is asking for aces.

Remember that

4. **MOST REBIDS OF YOUR OWN SUIT ARE ALSO LIMIT BIDS (and can be passed.)**

e.g. 1H - 1S or 1D - 1H  
2C - 2S Shows a six card suit with only 6 or 7 pts. 2D Shows a six card suit (12/13 pts. and not 4 clubs or 4 spades).  
With only 5 spades give suit preference to partner.

Remember

5. **MOST RETURNS TO PARTNER'S SUIT ARE LIMIT BIDS (and can be passed.)**

e.g. 1H - 3H is NOT a forcing bid. It is a limit bid with 10 ish pts. or an 8 loser.

Remember

6. **THE EXCEPTION - IS WHEN YOU ARE IN A GAME FORCING SEQUENCE**

e.g. 1H - 2C (shows 10+)  
2NT\* 3H (the 2NT\* rebid shows a balanced 15+) (3H shows three in case opener is 3 - 5 - 3 - 2).

**Do Not**

7. **RAISE 1NT TO 2NT WITH 13+ PTS**

Bid game in 3NT or use Stayman if you have a 4 card major. (Transfer with 5).

**Do Not**

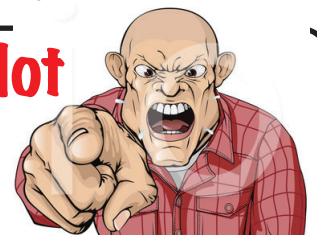
8. **RAISE 1♠ TO 3♠ WITH 4 SPADES & 13 + PTS. OR A 7 LOSER**

Bid game in 4S or investigate slam. (Use Jacoby 2NT if you play it.)

**Do Not**

9. **MAKE A LIMIT BID IN A MINOR WHEN YOU CAN RESPOND WITH A FOUR CARD MAJOR.**

**Do Not**



## GETTING IT RIGHT

## CARDING FOR DEFENDERS.

**“With KQJ, Why should I not win with the king? It’s just the same as the jack and queen isn’t it? What difference does it make?”**

As defender in 3rd position you should always try to win a trick with the lower or lowest of touching cards.  
e.g. Holding KQ75, try to win with the queen. With J10953 try to win with the 9.

3NT by south. West led ♠4.

♠2 from dummy and east won with ♠K.

East returned ♠3.

Declarer won in dummy with ♠A and cashed ♣A

Then declarer finessed ♣J which lost to west's ♣Q

West now considered what to do next. He worked out that - -

*"Because east played ♠K he cannot hold ♠Q.  
Therefore south must have ♠Q. I'll switch to diamonds."!?!?*


East exploded, but his play of the ♠K was absolutely wrong and the mis-defence was entirely his fault.

The guy in green should of course have won trick 1 with ♠J!

Now when declarer couldn't beat the jack, west would know to continue spades.

♠ 10654 ♥ J107 ♦ 764 ♣ Q97	♠ A2 ♥ A32 ♦ KJ2 ♣ A6542	♠ KQJ83 ♥ K98 ♦ 953 ♣ 108
-------------------------------------	-----------------------------------	------------------------------------

3NT by south



♠ 97 ♥ Q654 ♦ AQ108 ♣ KJ3
------------------------------------

## LEARNING TO SEE THROUGH CARDS!

If you trust partner to play the lower or lowest of touching cards when trying to win the trick, you can read the suit like an open book.



♠ Q632	♠ 1054 [Red Square] ♠ A	♠ 8
--------	-------------------------------	-----

You are west and lead ♠2 (4th highest) against 3NT.  
Dummy goes down with ♠1054 and partner plays ♠8

*Now you can tell exactly who has got what!*

**Who has the ♠7** ..... Declarer has ♠7 because partner would have played it, instead of ♠8

**Who has the ♠9** ..... Partner has ♠9. Otherwise declarer would not have played ♠A

**Who has the ♠J** ..... Partner has ♠J for the same reason

**Who has the ♠K** ..... Declarer, because partner *would* have played it.

♠ Q632	♠ 1054 [Red Square] ♠ AK7	♠ J98
--------	---------------------------------	-------

**YOU CAN TRAIN YOURSELF TO DO THIS!**

# GETTING IT RIGHT COUNT & SUIT PREFERENCE SIGNALS

South opened 2NT and north raised to 3NT  
Partner leads ♥2 Declarer wins with the ♥10.

Declarer then leads ♣K and partner plays ♣6  
Do you win this trick and why?  
If you duck, declarer plays another club to the ♣Q.  
Do you take it this time? Partner followed with the ♣2.

Dummy	
♠ 752	
♥ 6	
♦ 965	
♣ QJ1098	♠ 962
3NT	♥ 87
	♦ K872
	♣ A73
Partner	
♣62	
	♣K54

When following suit, playing insignificant cards in a particular sequence can tell partner how many cards you hold in that suit.

A defender, when not playing to win the trick, should play the cards :

**High-low** to show an even number of cards in the suit partner should play the 6 first & then the 2. This is called a *peter*, or *petering*.

**Low-high** to show an odd number of cards in the suit. play the lowest card first. e.g. from 8-5-3, play the 3 first.

“How can it matter which rubbish card I play?”



Because you play count signals !!

“Are you saying that I shouldn't win the trick?”



**YES!** to stop declarer winning 4 club tricks, hold off until the 3rd round. If partner shows you TWO clubs, declarer must have three! NOT DIFFICULT!

Partner asks “How can it matter which rubbish card I play?”



Well, it doesn't matter - unless you are watching his cards

## N/S MIS-BID TO 5♥

♠ KJ94	5♥ by south
♥ Q109	
♦ Q6	
♣ QJ104	
♠ Q7	♠ A108653
♥ 76	♥ 8
♦ A943	♦ 8752
♣ A8653	♣ 92
	♠ 2
	♥ AKJ5432
	♦ KJ10
	♣ K7



Unfortunately the game was now over for E/W and declarer made an impossible 5♥ by throwing ♠2 on ♣J

WHY?

Because west fell asleep and didn't SEE anything of significance up to this point.

Yes, now that you can see all of the hands, you may see the significance of ♦8, but would you at the table?

Of course it is a **SUIT PREFERENCE SIGNAL** asking for a spade!

East could have signalled with another card. Do you know which one?

Would that have been clearer?

1. West led ♥7	N - ♥10	E - ♥8	S - ♥2
2. North led ♥Q	E - ♦8	S - ♥3	W - ♥6
3. North led ♣4	E - ♣9	S - ♣K	W - ♣A
4. West cashed ♦A	N - ♦6	E - ♦2	S - ♦10
5. West fatally led ♦3	N - ♦Q	E - ♦5	S - ♦J



## GETTING IT RIGHT

♠ 943	♠ KQ7	♠ AJ86
♥ AKJ10	♥ 9832	♥ 764
♦ 632	♦ KJ105	♦ 987
♣ 1063	♣ KJ	♣ 742
	1	
	♠ 1052	
	♥ Q5	
	♦ AQ4	
	♣ AQ985	

S	W	N	E
INT	P	2C	P
2D	P	3NT	P

## McKENNEY

Lead ♥A  
East plays the ♥4 (up the line) showing an odd number. Declarer therefore has only two. The ♥Q drops under the ♥K  
On the 4th heart east should give a discard signal for a spade.

♦9 Higher of other two suits. (Not diamonds).

## SIGNALS

♠ 942	♠ KJ10	♠ Q87653
♥ 2	♥ KQ987	♥ 4
♦ 972	♦ K105	♦ AQ843
♣ AK10965	♣ QJ	♣ 4
	2	
	♠ A	
	♥ AJ10653	
	♦ J6	
	♣ 8742	

S	W	N	E
1H	P	4H	

## McKENNEY

Lead ♣A  
On ♣K make a discard signal for a diamond. Throw from a suit you do not want - spades!

The ♠3 discard, a low card, asks for the lower of the other two suits excluding trumps. (Not spades).

West will switch to ♦7!

♠ AQ92	♠ J53	♠ K64
♥ 985	♥ KJ103	♥ 762
♦ 763	♦ KQ9	♦ 92
♣ 862	♣ KJ9	♣ A7543
	3	
	♠ 1087	
	♥ AQ4	
	♦ AJ854	
	♣ Q10	

S	W	N	E
INT	P	2C	P
2D	P	3NT	

## McKENNEY

Lead ♠2.  
On the 4th winning spade make a discard signal for a club.

Discard ♦2, a low card asking for the lower of the other suits. (Not diamonds).

♠ 84	♠ KQ2	♠ 7653
♥ 765	♥ K109	♥ 8432
♦ KQJ9	♦ 642	♦ A5
♣ 8764	♣ KJ93	♣ AQ2
	4	
	♠ AJ109	
	♥ AQJ	
	♦ 10873	
	♣ 105	

S	W	N	E
1NT	P	2NT	P

## McKENNEY

Lead ♦K  
East must overtake with ♦A and return the suit.  
On the 4th winning diamond make a discard signal asking for a club.  
♠3 asks for the lower of the other suits (Not spades).

♠ A532	♠ Q1076	♠ 986543
♥ QJ10	♥ A7	♥ AKJ6
♦ 1093	♦ Q85	♦ 742
♣ 1093	♣ Q865	♣ 742
	5	
	♠ KJ984	
	♥ K2	
	♦ 742	
	♣ AKJ	

S	W	N	E
1S	P	4S	P

## McKENNEY

Lead ♥Q  
On ♠A east makes a discard signal for a diamond. Either ♥9 asking for the higher of the other suits (Not hearts.)

Or ♣2 wanting the lower of the other suits. (Not clubs.)

♠ AK	♠ 106432	♠ 9
♥ 8642	♥ K7	♥ AQ1053
♦ QJ3	♦ K7	♦ 9854
♣ 10984	♣ AQ32	♣ 765
	6	
	♠ QJ875	
	♥ J9	
	♦ A1062	
	♣ KJ	

S	W	N	E
1S	P	4S	

## McKENNEY

Lead ♠A  
On the ♠K east makes a discard signal for a heart.

♦9 this high card asks for the higher of the other 2 suits. (Not diamonds.)

♠ AQ2	♠ 86	♠ 107543
♥ 10	♥ AQJ5	♥ 864
♦ AK975	♦ 104	♦ QJ2
♣ 9653	♣ KQJ82	♣ 104
	7	
	♠ KJ9	
	♥ K9732	
	♦ 863	
	♣ A7	

N	E	S	W
1C	P	1H	2D
2H	P	3H	P
4H			

## SPECIAL SIGNAL

Lead ♦A  
East should play the ♦Q to show either ♦J or a singleton.

West can now lead ♦9 to the ♦Q.

The high diamond asks east to lead spades



Bog  
**STANDARD  
BRIDGE**

## NO IT'S NOT!

This has gone far too far and I don't want to know.

My partner could never get this right.

Let's do something my partner can understand PLEASE!

## GETTING IT RIGHT

## LEADING ACES

If partner leads an ACE, assume that it's from AK.

"What sort of signals *should* I play?  
I have been told that my partner  
shouldn't lead singletons with his  
left hand, (even though I alert)?  
That nice Mr. Robson sometimes  
says Hi-Hate and Lo- Like but at  
other times he says Hi - Aye and  
Lo-No? It's all VERY confusing".



♠ AQ86  
♥ 1073  
♦ AQJ3  
♣ 83

♠ 107  
♥ AK865  
♦ 95  
♣ J964

♠ J53  
♥ 94  
♦ K10862  
♣ 1072

4♠

?

You Play

## COUNT SIGNALS

The old Hi-Lo will tell partner that you only have two hearts and that you can ruff the 3rd round.

♠ AQ86  
♥ 1073  
♦ AQJ3  
♣ 83

♠ 107  
♥ AK865  
♦ 95  
♣ J964

♠ J5  
♥ J42  
♦ K10862  
♣ 1072

4♠

DO NOT play ♥4 thinking

that it's MUD.

You are following suit

not leading!

MUD is only A LEAD!\*

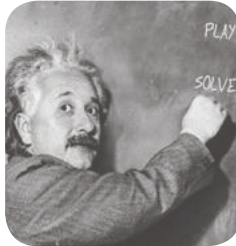


## COUNT SIGNALS

With three cards, play the cards normally 'up the line'. Follow with ♥2. Partner now knows ♥K will drop declarer's ♥Q

## SUIT PREFERENCE SIGNALS.

McKenney suit preference signals are worth learning. The throw of ♥9 (a high card) says "lead the higher rank, of the other two suits. - (It's obvious once you know!)"



♠ AQ86  
♥ 7  
♦ KJ3  
♣ KJ542

♠ 107  
♥ AK865  
♦ 95  
♣ 9643

♠ J53  
♥ 942  
♦ AQ106  
♣ 1087

4♠

?

## McKENNEY SWITCH

Dummy has a singleton so it *doesn't* matter how many hearts you have or how good they are. Tell partner that you would like a switch to diamonds.

## PARTNER LEADS AN ACE - THEN THE KING

On ♣K, make a discard signal for a diamond by throwing from a suit you do not want - spades!

On this occasion that leaves only diamonds but discard a low spade ♠3 to confirm the message.

♠ K10  
♥ KQ987  
♦ K105  
♣ QJ

♠ 942  
♥ 2  
♦ 972  
♣ AK10965

♠ Q87653  
♥ 4  
♦ AQ843  
♣ 4

4♥

?

## McKENNEY DISCARD

When dummy goes down, Partner still has no idea what to do next so he cashes ♣K. This is your chance to tell him "Not spades, not trumps and not clubs! Switch to diamonds please".

## PARTNER STRUGGLES FOR A LEAD

Sometimes partner is really stuck for an opening lead and is he is forced to lead a card which doesn't have what it promises.

♠ Q862  
♥ Q73  
♦ KJ7  
♣ KJ5

♠ 107  
♥ A8  
♦ A9432  
♣ 9432

♠ J5  
♥ K942  
♦ 10765  
♣ 1087

4♠

## ATTITUDE SIGNAL

Partner obviously has not got the king - You have! Tell him, by following with an unnecessary high card (♥9)

## SOMETHING SPECIAL

Ideally, west would like to get partner in to lead a club. Unfortunately east has no obvious entries. UNTIL east plays ♥Q on ♥A. Now west can lead H5 to east's ♥J. Note - You cannot hi-lo from Qx

Advanced

♠ AQ86  
♥ 107  
♦ KJ7  
♣ 652

♠ 107  
♥ AK862  
♦ 94  
♣ AQ9

♠ J5  
♥ QJ4  
♦ 10765  
♣ 1087

4♠

## A SPECIAL SIGNAL

On partner's ♥A lead, play the ♥Q to guarantee the ♥J. West can now lead low to your ♥J. A club switch will set the contract.

## GETTING IT RIGHT

## LEADING KINGS

When partner leads a KING, against a suit contract, assume that it's from KQ.

"My partner would never forgive me if I overtook her ♥K with my ace. Why would I do such a silly thing? If I play ♥4, partner will lead another heart and I will make my ace separately. Why waste it?"



♠ AQ86  
♥ 973  
♦ AQJ3  
♣ 853

♠ 1074  
♥ KQ865  
♦ 75  
♣ J94

♠ J5  
♥ A4  
♦ 109862  
♣ A762

4♠

?

Declarer

## ANSWER

BECAUSE partner cannot get in again to cash ♥Q. You would only make ♥A, ♥K and ♣A.

## UNBLOCK &amp; GET A RUFF

Overtake ♥K and return ♥4.  
Partner wins ♥Q and gives you a ruff.  
That is three tricks!  
Cash ♣A to set the contract.

## LEADING FROM DOUBLETON AK

Although it is normal to play the highest card from sequences, ace king doubletons, should be played the other way round i.e. king followed by ace.

## ADVANCED

IF partner notices, he can give a McKenney signal on ♥A. Here ♥9 would ask for a diamond switch.

A 3rd heart from east will set the contract.

♠ AQ86  
♥ J873  
♦ KJ4  
♣ KJ

♠ 1074  
♥ A K  
♦ 10953  
♣ 8654

♠ J5  
♥ 9542  
♦ A862  
♣ 1072

4♠

?

Declarer



## ON PARTNER'S KING LEADS AGAINST NTs, THROW ANY HONOUR OR GIVE COUNT!

## REMEMBER

KING leads against NT contracts are SPECIAL



Top of Sequence leads against NT contracts must be from 3 card sequences. KQJ or at worst KQ10

♠ AQ86  
♥ 83  
♦ AQJ  
♣ Q1084

♠ J53  
♥ KQ1094  
♦ 862  
♣ K7

♠ K92  
♥ 762  
♦ 109743  
♣ 63

1  
3NT

♠ 1074  
♥ AJ5  
♦ K5  
♣ AJ952

Partner (west) leads ♥K.

Oh Dear!

Which card should I play now?  
7, 6 or 2 and what would it mean?

Declarer will duck ♥K!

IF partner continued hearts on this hand, declarer would make both heart honours ♥A & ♥J - AND his contract.

♥ 83  
♥ KQ1094 2 3NT ♥ J72  
♥ A65

♥ A83  
♥ KQ1094 3 3NT ♥ 762  
♥ J5

♥ A83  
♥ KQ1094 4 3NT ♥ 72  
♥ J65

"Am I really supposed to throw my ♥J?" "YES!"  
"OK" Let's try it."

"I'm not sure why it matters but with three cards I must follow suit normally up the line".

"I'm not sure why it matters but with only two cards I am supposed to play them Hi - Lo".

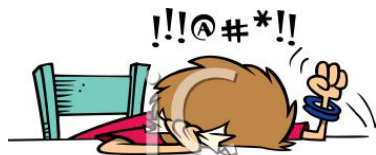
## HERE IS WHY!

1. Play ♥2 - A count signal. West must switch, knowing declarer hold ♥AJx
2. Play ♥J - Throw your honour so that west knows there is only ♥A to force out.
3. Play ♥2 - A count signal showing three cards. West now can see that declarer must hold ONLY ♥Jx. West can continue with ♥Q.
4. Play ♥7 - A count signal showing two. West must switch, knowing declarer hold ♥Jxx

## GETTING IT RIGHT

## TAKEOUT DOUBLES

"My partner doesn't seem to understand that a takeout double is for TAKEOUT".



After opening 1♠, opponents overcall 2♦ and partner passes. I keep the bidding alive with a takeout X. (Called, a reopening X)

Me	E	Partner	W
1♠	2♦	P	P
X	P	?	P

♠ AKJ95  
♥ A73  
♦ 64  
♣ KQ6

♠ 1087  
♥ 964  
♦ 52  
♣ J9852

His correct bid is 2♠

Partner passed the takeout X saying - "I couldn't bid, I only had 1 point" and then critically asks - "Why did you not just rebid your five card spade suit"?

"Because PARTNER, you might have held this hand."

♠ 72  
♥ K94  
♦ KJ1075  
♣ KJ2

His correct bid is PASS

Partner said -  
"I would have doubled if I had the opponents diamonds!" Wrong!

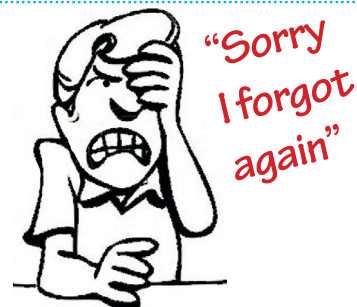
If partner had doubled, he would have been showing a hand like this:

Another takeout X called a negative X, it shows the other two suits  
Particularly 4 of the other major.  
Will he ever remember this?!\*!

Me	E	Partner	W
1♠	2♦	?	

♠ 87  
♥ KJ94  
♦ 75  
♣ KJ1052

His correct bid is X



OK what do we know on this auction?

Me	N	Partner	S
P	P	P	1♠
P	2♠	P	P
X	P	P *!?!?	

South has 12-15ish and north has 5-8ish.

They have a Fit!

They, (N/S) are in their comfort zone, playing in a fit at the 2 level.

Me	Partner
♠ 65 ♥ A1074 ♦ KQ962 ♣ 76	♠ 104 ♥ Q986 ♦ A843 ♣ KJ4
♠ KJ97 ♥ J32 ♦ 75 ♣ Q1052	
♠ AQ832 ♥ K5 ♦ J10 ♣ A983	

"I have originally passed"? "What does my 2nd round X mean"?  
It means "I WANT YOU TO BID YOUR BEST SUIT PARTNER!"

E/W have a fit it, so **cannot** be for penalties?! Can it?!

The X is a TAKEOUT DOUBLE asking partner to compete by bidding her best suit - Preferably the OTHER MAJOR.

"WHY COMPETE"?

2♠ is an easy make for N/S.

We score -110

3♥ makes for us.

We score +140

3♠ goes one down.

We score +50

and oh yes, 2♠X makes.

We score -470

## GETTING IT RIGHT

## AN ACOL CONVERSATION

*Gentle Reminder*

If your partner opens the bidding with 1NT, they have 12-14 HCPs, and a balanced hand.  
**RESPONDER controls the subsequent auction, making limit bids or forcing bids as necessary.**



Bidding is a *two way* conversation with our partner,

**Opener**

♠ Q103  
 ♥ AK4  
 ♦ QJ863  
 ♣ 42

**Responder**

♠ KJ6  
 ♥ QJ872  
 ♦ K5  
 ♣ J75



"I have a balanced 12-14 pts.  
 I can tell partner this in one bid".

1NT

"Hmm, with my 11 points and partner's 12-14, we *may* have a game here. With five hearts we will play in either 2NT, 3♥, 3NT or 4♥. I'll tell partner that I have five hearts.

2♦

"Partner has five hearts. I wonder whether he has any points. I will complete the transfer."

2♥

"OK, partner now knows that I have five hearts. Now I will tell partner that I have 11/12 pts. and we will see what he has to say now".

2NT

"I have only 12 HCPs to go with partner's maximum 12. Game is not on, but I do have three hearts, and I don't fancy the doubleton club. I think this will play better in 3♥. Partner should respect my limit bid".

3♥

"Shame, partner hasn't the values to bid game, even though he has three hearts".

Pass

Now try bidding these four hands correctly to the best contract. North to open.

♠ Axxx  
 ♥ QJx  
 ♦ xx  
 ♣ AKxx

♠ KQxx  
 ♥ Kx  
 ♦ AQxxx  
 ♣ xx

N S

.....  
 .....  
 .....

♠ xx  
 ♥ AJxx  
 ♦ Kxx  
 ♣ KJxx

♠ KQxxx  
 ♥ Kx  
 ♦ Axx  
 ♣ Qxx

N S

.....  
 .....  
 .....

♠ Jxx  
 ♥ KQJx  
 ♦ Ax  
 ♣ Qxxx

♠ AQ10xx  
 ♥ xxx  
 ♦ KQxxx  
 ♣ -

N S

.....  
 .....  
 .....

♠ Q10x  
 ♥ KJxx  
 ♦ Kxxx  
 ♣ AJ

♠ Kxx  
 ♥ Axxxx  
 ♦ Ax  
 ♣ Qxx

N S

.....  
 .....  
 .....



## GETTING IT RIGHT

## RULES &amp; ETHICS IN THE CLUB

*When your next opponents arrive.*

**STOP** discussing the previous hand.  
**GREET** your opponents and  
**ALWAYS** count your cards.



or arguing about it



*When you start bidding*

**LEAVE** the board in the centre of the table.  
**USE** the STOP card when you jump a level of bidding. e.g. 1NT STOP 3NT **STOP**  
**USE** the ALERT card for conventional bids. **ALERT**  
**ANNOUNCE** partner's Stayman and transfer bids.  
**DON'T** ask the meaning of opponents alerts UNLESS you were going to bid yourself.  
**DON'T** fiddle with the bidding box. Decide what you are going to bid BEFORE reaching for your bid.

*When You are Declarer*

**THANK** partner for the dummy hand. (However bad it is!)  
**SPEND** 10-20 seconds counting top tricks (*or losers*) and plan how to make the others.  
**ALWAYS** tell dummy which card is to be played from dummy.

*When You are Dummy*

**MAKE** sure the trumps are on the left (from declarer's perspective.)  
**NEVER** play a card before declarer has told you *which* card to play.

*When You are Defender*

**ALWAYS** make your opening lead face down. (The card, not you)



**BIDS OUT OF TURN**  
**LEADS OUT OF TURN**  
**INSUFFICIENT BIDS**  
**REVOKES**

*BECAUSE bridge is such a complicated game, the rules, are impossibly difficult for mere mortals like us. That is why DIRECTORS are used for all duplicate bridge events. If any of these situations occur, ask for the director's help (but only after explaining to your opponents in a friendly way that this could be the best course of action).*

### HESITATIONS



For beginners this is the most frequent problem when playing in a bridge club.

If, during the auction, partner hesitates (*Yes thinking counts as hesitating*) **AND THEN PASSES**, the 'thinking' suggests that partner was considering a bid.

That hesitation is unauthorised information to you.

If you *now* make a bid, an opponent may say to you "I reserve my rights".

They want to confirm that you would have made the same bid if partner had passed smoothly.

If, at the end of the hand, it looks like you may have bid on the basis of partner's hesitation, the director will judge whether s/he feels that 7 out of 10 bridge players would have bid with your hand.

**NOTE** It now doesn't matter whether *you* would *always* have bid with that hand, the director will judge whether 7 out of 10 other bridge players would have bid.

Experienced bridge players will make allowances for your inexperience and will usually ignore such hesitations but try to remember that if you do hesitate and then pass, your partner is limited in what s/he can do.

At bridge clubs, the director is your friend and will always 'Lean over backwards' to support inexperienced newcomers. If you haven't already tried playing in a bridge club it is about time you did!

## GETTING IT RIGHT

## DUPLICATE BRIDGE SCORING



I don't understand this game! We were pair 8 sitting N/S We doubled our opponents in 5♠ and put them THREE DOWN and STILL got a below average score.

Our friends, pair 6, were pushed to 5H and just failed by one trick and they didn't score anything. A complete bottom!

## FAQS

1. **How are your +420s and -170s on the traveller converted into a % score?**

Your scores are converted to Matchpoints. (Hence the name of this type of event - Matchpointed Pairs)

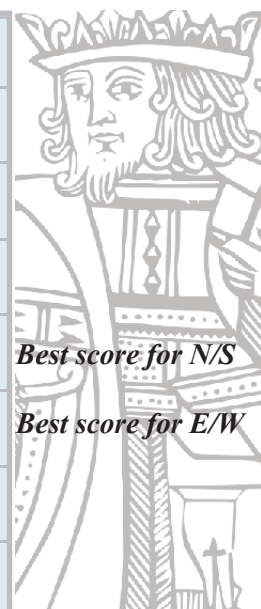
2. **How is your % score arrive at?**

Your Matchpoints on each board are added together. On the example below, (with 8 pairs), 14 Matchpointss is a top. If you played 10 rounds, the maximum score would be 140. If your total matchpoints were 70, your % would be 50 %.

**For each pair you beat, you score 2 Matchpoints**

**For each pair you draw with, you score 1 Matchpoint**

Board								N/S	E/W
N/S	E/W	Vuln.	Contract	By	Tricks	+	-	Matchpoints	Matchpoints
1	9	N/S	3NT	N	9	600		8	6
2	10	N/S	4H	S	10	620		10	4
3	11	N/S	3H	N	10	170		4	10
4	12	N/S	4S	E	8	100		2	12
5	13	N/S	4H	S	11	650		14	0
6	14	N/S	5H	N	10		100	0	14
7	15	N/S	3NT	N	10	630		12	2
8	16	N/S	4Sx	E	7	500		6	8



Best score for N/S

Best score for E/W

N/S pair 1 scored +600. Better than the scores for N/S 3, 4, 6 and 8. They therefore score 8 (2 for each pair they beat)

N/S pair 2 scored +620. Better than the scores for N/S 1, 3, 4, 6 and 8. They therefore score 10

N/S pair 1 bid and made their game but only get a slightly above average result

E/W pair 12 were two down in 3S but score 12/14 matchpoints. (a 2nd top)

N/S pair 6 had a difficult decision, because E/W bid to N/V 4S. Should they X or bid 5H? - They got it wrong!

E/W pair 16 shows that you can sacrifice over a safe vulnerable game. Even going three off doubled for -500 was better than opponents making a safe vulnerable game for 620.

3. **What Score is likely to win an event?**

A winning score will usually be somewhere between 60% & 70%. Anything over 50% is good!

4. **Why do E/W sometimes have to move up 2 tables?**

Called a skip move, this is to avoid you meeting boards you have played coming in the opposite direction

5. **Why do some clubs use an Arrow Switch on the last round?**

This is to achieve one overall winning pair, rather than awarding a top N/S and a top E/W.