



# Swansea Bridge Club Basic Bridge Training

*by*  
**Bob Alderdice**

## Module 1

### Introduction to Bridge Nomenclature, Schematics and Point Count

*To bid or not to bid: that is the question:  
Whether 'tis nobler in the mind to suffer  
The calls and passes of an outrageous partner,  
Or to make bids against a sea of doubles?*

These modules are based on Welsh Bridge Union Training Modules and material from SBC  
Keep up to date on Welsh Bridge at [www.wbu.org.uk](http://www.wbu.org.uk)





# Outline

1. The purpose of these lessons is for you to enjoy bridge and learn to love the game.
2. Bridge is a partnership game
3. Look in the mirror because that is who your partner is seeing
4. Bridge is to be enjoyed not endured
5. Make sure you are remembered for your good ethics and manners
6. Everyone is at different stages of knowledge, so please understand if I don't answer questions which I think are beyond the level of understanding of the majority, or say we will cover in a later lesson. If possible I will try to answer privately.

**KISS: Keep It Simple Stupid**





# Structure of Modules

1. A short resume of previous week's module
2. A short talk on either bidding or card play  
Initially it is likely to be mainly card play and very simple opening bids.
3. A few hands discussed to illustrate the talk
4. A quiz to illustrate the points discussed.
5. 4-6 hands of play
  - a) For a number of weeks these will mainly be about card play
  - b) In later modules it will concentrate on bidding
6. We will judge together the speed with which we concentrate more on bidding once we understand the level of understanding of all in the class.

We must be open and honest with each other.

*If I am going too fast let me know.*

If you feel it is "beneath" your expertise let me know

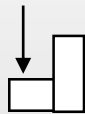




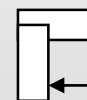
# Duplicate Bridge

1. Each **board** is played several times by different partnerships and the results **compared**.
2. Each player keeps their cards **in front of them** rather than mix them at the middle of the table
3. Cards from tricks you have won are placed with the **short** side towards you.
4. Cards from tricks won by your opponents are placed **lengthwise**
5. When the play of the board is completed the hand is **placed in the slot** for the next players to play

Trick lost



Trick won



Trick won

Trick lost









Dealer:  
Vulnerability:

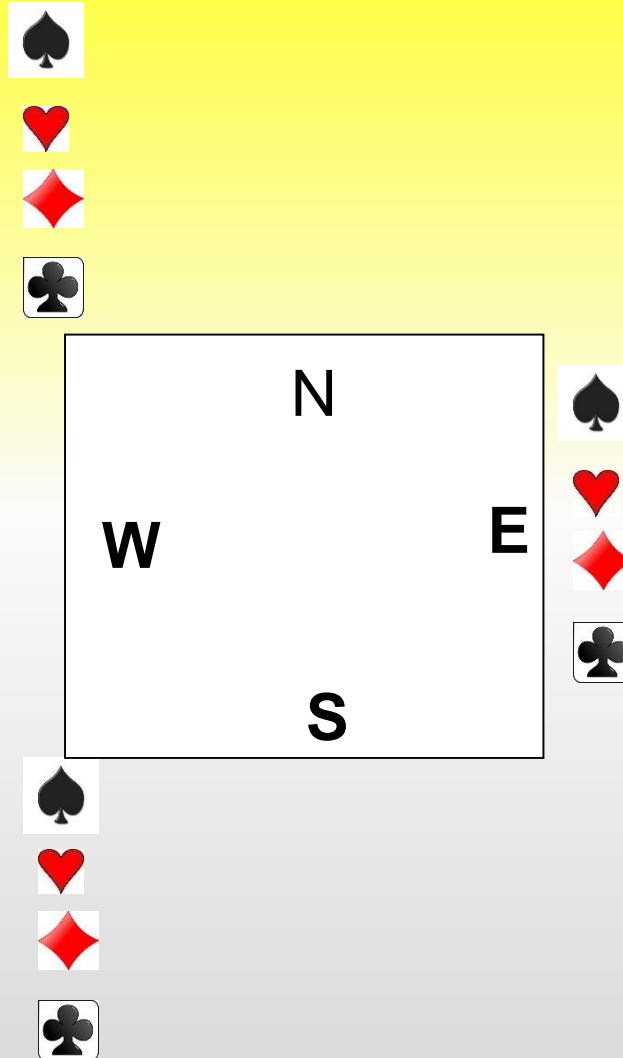
# Schematic of how hands represented

## Explanatory Issues

- Suit Designation
- Points of Compass
- Honour Cards
- 10's
- Minor or "spot" cards

  Major Suits  
  Minor Suits

 **AKQJ**  
 10  
 98765432  



# Counting

## Bridge is a counting game

- During play you count the number of cards played in each suit
- To evaluate the worth of a hand we count High Card (Milton) Points

### 1. High Card Points

A.....4pts

K.....3pts

Q.....2pts

J.....1pt

10's are very useful especially in no trump so can sometimes be considered  $\frac{1}{2}$  pt. if you have other intermediate cards.

**But this is discussed in later modules.**

### 2. Distributional Points

This only relevant in suit contracts and **will be discussed in later module**



AKQ743



KJ3



Q74



2

If opening then in addition to using the Milton Point Count “declarer” can count an additional point for each card over four in the bid suit, and any additional suit >4 cards.

Hence this hand can be considered 17 pts, so long as the contract finishes in Spades





## Rough Point Count for Different Levels of Contracts

1. There are 40 pts in the pack, 10 pts in each of 4 suits. Therefore each player will have on average 10 points.
2. Each level of bidding suggests you will make a certain number of tricks above average e.g.
  1. 1♥ suggests you will make 7 tricks with hearts as trumps
  2. 2♥ suggests you can make 8 tricks with hearts as trumps
3. Roughly each trick above 6 requires 3 points. Hence an opening hand at the 1 level usually requires 13 points. (This presumes your partner will have the average of the remaining points i.e. 9pts)
4. The combined point count for different numbers of tricks are roughly:

9 tricks	25/26pts	{game in no trump (NT)}
10 tricks	26/27pts	{game in a major ♥,♠}
11 tricks	28/30pts	{game in minor suit ♣,♦}
12 tricks	31/33pts	{ in a major suit}
	32/33pts	{ in NT}
13 tricks	≥37pts	in any suit



These are purely guides and *will be discussed in many future modules*



# Rough Logic of Point Distribution

<u>N</u>	<u>Ave. of other hands</u>			<u>Comments</u>
	<u>E</u>	<u>S</u>	<u>W</u>	
10pts	10	10	10	Points potentially balanced
13pts	9	9	9	More likely to have balance of points
16pts	8	8	8	Potentially game going but only if partner is better than average
19pts	7	7	7	More likely to have game so long as partner has at least average

Notice while I said 3 pts means you can bid 1 level

- Recognising that the other hands will have less than average (10pts) the combined partnership's point count for each level is closer to 2 pts per level of bidding

Bidding is not only about Opener showing his/her points BUT also about responder having the opportunity to show whether he/she has less than or more than average and therefore the level of contract to which a partnership may be able to get







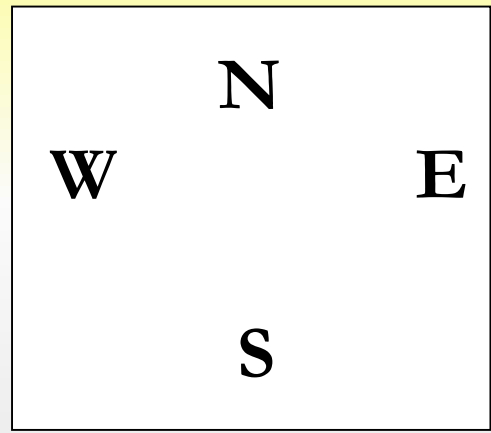
# Representing Bidding

<u>Bidding</u>			
<u>N</u>	<u>E</u>	<u>S</u>	<u>W</u>
p	p	1♣	p
1♥	p	2♥	p
p	p		

**Dealer:** North  
**Vulnerability:** Love all

♠ AK87  
 ♥ Q964  
 ♦ J102  
 ♣ 73

♠ 1065  
 ♥ K10  
 ♦ Q9873  
 ♣ J108



♠ Q932  
 ♥ J85  
 ♦ A65  
 ♣ K92

♠ J4  
 ♥ A732  
 ♦ K4  
 ♣ AQ653



What is the difference between genius  
and stupidity at the bridge table?

**Genius has its limits !!!!**

## *Paddy's Pearls*



**Purpose of the next two hands is to get used to playing  
duplicate bridge and placing the cards back in duplicate board**

1. These boards to be played mini-bridge style
  1. The pair with highest points playing in NT
  2. The player with highest points being declarer.
2. Hand 1 should be played in No Trump by North, with West leading
3. Hand 2 should be played in No Trump by East, with South leading.
4. After placing dummy cards on the table, dummy can sit beside the declarer and watch play









Dealer:  
Vulnerability:

North

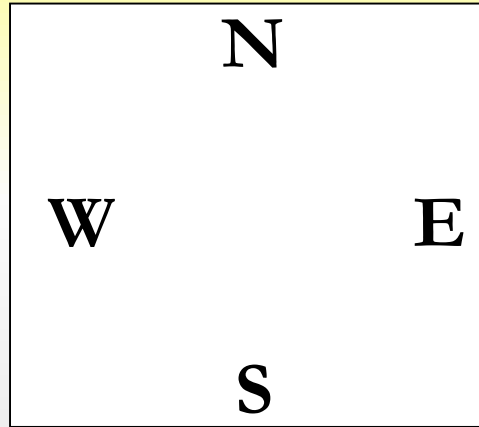
18pts



Bidding  
N E S W

 AK10  
 AKQ2  
 9542  
 52





 J87  
 104  
 QJ106  
 QJ87

7pts



 Q643  
 J976  
 83  
 964

3pts

 952  
 853  
 AK7  
 AK103

14pts



Deal 1.2



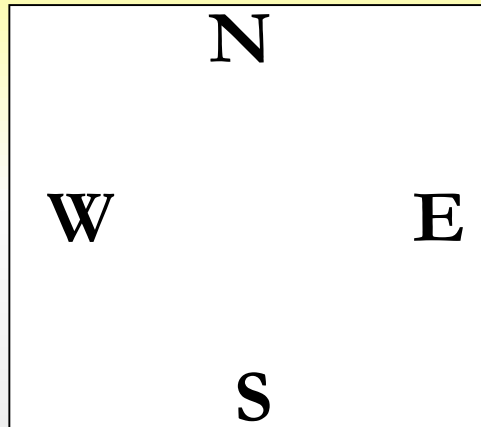
Dealer:  
Vulnerability:

North

2pts

Bidding  
N E S W

J9865  
 108  
 64  
 J975



1072  
 942  
10pts A53  
 AQ86

AKQ  
 A7653  
 K102  
 K3  
19pts

43  
 KQJ  
 QJ987  
 1042

9pts



Deal 1.3



# Quiz for Module 1

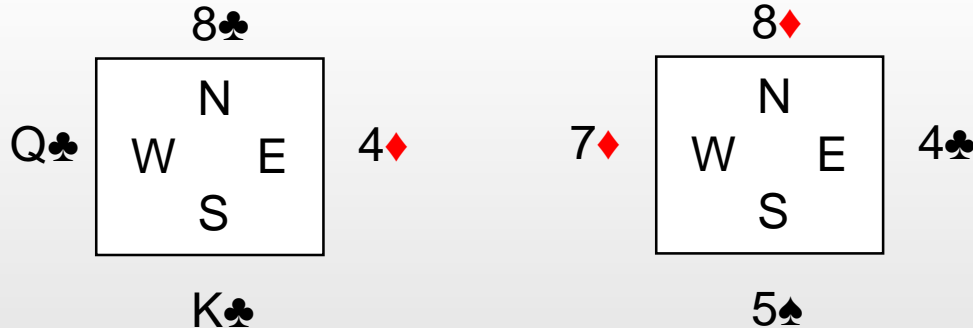
1. What Card is denoted by the letter “K”?  
Which Card is denoted by the letter “J”

2. Write down the name of these in words



.....

3. Clubs are trump, West has just won a trick, and leads to the next one.  
You can see all four cards in the trick. Who has won the trick?



4. This time we are playing the same tricks in no trump. Who has won now?





## *Paddy's Pearls*

Learn from the mistakes of others.

*You won't live long enough to make them all yourself.*



1. Play these four hands aiming to make the maximum number of tricks
2. If you think you know enough about bidding then you can play the hands duplicate bridge style. Record the number of tricks you made.
3. The less experienced can play mini-bridge whist style with the person with the most points playing. Bryn and I will assist them start, You should also record the number of tricks made
4. All record privately your thoughts on what could have been played better
5. We will discuss the play of the four hands afterwards to better understand what we can do better.

Remember *Paddy's Pearl's*: The purpose is for us all to improve, not highlight anyone's mistakes





Dealer: North  
 Vulnerability:

21pts

♠ AK2

♥ A543

♦ AKQJ

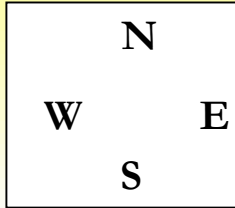
♣ 32

♠ 7543

♥ Q2

♦ 987

♣ KJ97



♠ 86

♥ J10987

♦ 1062

♣ 1084

1pt

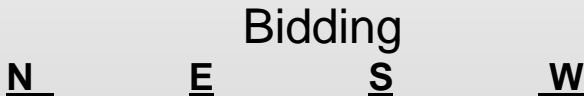
♠ QJ109

♥ K6

♦ 543

♣ AQ65

12pts



Observations

N/S have 33 pts, E/W have 7 pts N/S should play game in No Trump  
 East should lead J♥ (top of a sequence)  
 North should asses the hand before playing and sees 11 top tricks (4♠, 2♥, 4♦ and 1♣)

North can cash 4 spade tricks, discarding A club loser, but in the end will lose two Heart tricks.

East must keep his hearts to stop North making more tricks

Message.

*Cash your top tricks with this type of hand*

Deal 1.4







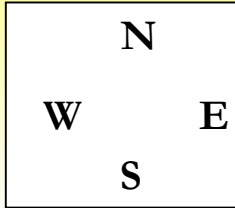
Dealer: North  
 Vulnerability:

10pts

♠ A32  
 ♥ 92  
 ♦ QJ1052  
 ♣ K75

♠ KQJ  
 ♥ KQJ1076  
 ♦ 987  
 ♣ 6

12pts



♠ 974  
 ♥ 543  
 ♦ 64  
 ♣ AQ932

6pts

♠ 10865  
 ♥ A8  
 ♦ AK3  
 ♣ J1084

12pts

N      E      Bidding      S      W

### Observations

N/S have 22pts. E/W have 18pts  
 I would prefer N/S to play a part score in NT.  
 West should lead K♥ top of a sequence  
 South can see 7 top tricks (1♠, 1♥, 5♦ and 0♣)  
 South should take his A♥ and immediately take his 5 immediately take his 5 diamond tricks by taking AK of diamonds and leading 3 to dummy's other 3 diamonds and then his Ace of spades.

### *Cash your top tricks*

**Note:** *In an actual game W is likely to bid 2H over 1NT and should make 7 tricks, and if N/S defended poorly could even make 9 or 10 tricks*

Deal 1.5





Dealer: North  
 Vulnerability:

9pts

♠ 76

♥ 10964

♦ KQJ10

♣ K62

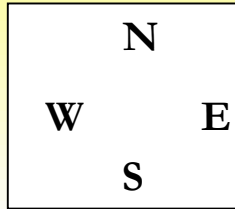
♠ A5

♥ KJ87

♦ 962

♣ J543

9pts



♠ K43

♥ AQ

♦ A753

♣ 10987

13pts

♠ QJ10982

♥ 532

♦ 85

♣ AQ

9pts

### Observations

N/S have 18pts. E/W have 22pts

E/W should choose a part score in NT.

S should lead ♠Q (top of a sequence)

East can see 7 top tricks (2♠, 4♥, 1♦ and 0♣).

East must win the first trick with the ♠K and immediately cash the ♥AQ then cross to the west hand to the ♠A and cash ♥KJ and finally make the A♦

**Message.** With this type of hand

*Cash honours from the short hand first.*

Bidding  
 N E S W

Deal 1.6





Dealer: North  
 Vulnerability:

8pts

♠ 32

♥ KQJ1076

♦ Q65

♣ 75

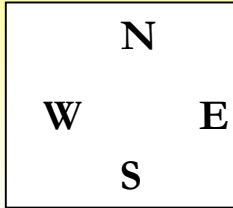
♠ AQ

♥ 432

♦ J874

♣ AKQ6

16pts



♠ KJ74

♥ A

♦ 10932

♣ J932

9pts

♠ 109865

♥ 985

♦ AK

♣ 1084

7pts

Bidding

N

E

S

W

### Observations

N/S have 15pts. E/W have 25pts  
 E/W should choose a game in NT.  
 W should lead ♥K (top of a sequence)

South can see 9 top tricks (4♠, 1♥, 0♦ and 4♣).

South wins the ♥A and immediately play a ♠ and take the ♠AQ. West can get back to dummy with a small club to the ♣J and cash the ♠KJ, and take the remaining 3 clubs. The ♣J is a vital card as you need it as an entry to the E hand.

**Message. Again** With this type of hand

Cash honours from the short hand first first to avoid blocking the suit.

**Note:** *Although NS only have 18 points they always can make 7 tricks with hearts as trump and if N/S defended badly they will make 9 or 10 tricks with hearts as trump.*

*This shows the extra value of a long trump suit.*





Dealer: North  
 Vulnerability:

17pts

♠ AK2

♥ AQ3

♦ A642

♣ 1086

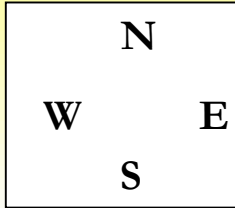
♠ 763

♥ 9865

♦ KQ10

♣ KQ3

10pts



♠ QJ9864

♥ 74

♦ 98

♣ A72

7pts

♠ 10

♥ KJ102

♦ J753

♣ J954

6pts

N                      E                      S                      W  
 Bidding

**Observations**

N/S have 23pts. E/W have 17pts  
 E/W should choose a part score in NT.  
 E should lead ♠Q (top of a sequence)

North can see 7 top tricks (2♠, 4♥, 1♦ and 0♣).

After N wins with the ♠A and immediately take the ♥AQ and then lead the 3 to take the remaining hearts. Before taking the ♦A and the ♠K.

**Message. Again** With this type of hand

**Cash honours from the short hand**  
**first first to avoid blocking the suit.**

**Note:** *Although NS only have 17 points they always can make 8 tricks with spades as trump. This again shows that long suits are worth extra values sp long as they are trumps.*





# Summary

## Basic Lessons on Card Play

1. **Before playing assess dummy and decide how you will play to make your contract**
2. **Cash your top tricks:** After defender leads count your top tricks. If you assess that opponents can put you off if they get in the lead then take your top tricks
3. **Don't block your winners.** Make sure you have an entry to establish your long suits and take your top honours from the short suited hand to avoid blocking the suit.

**KISS**





# Swansea Bridge Club

	<u>Times</u>	<u>Playing standards</u>
Mon afternoon	1.30pm – 4.30pm	Varying Standard
Tue. Evening	7pm-10pm	Intermediate Standard
Wed. Morning	10.30am-1230pm	Beginners/Improvers Lessons
Evening	7pm-10.30pm	Varying/Competitions
Thurs evening	7pm-9.50pm	Improvers/Intermediate
Fri mornings	10am-1230pm	Improvers/Intermediate Lessons (Themes and Conventions)
Sat. evenings	1 <sup>st</sup> and 3 <sup>rd</sup> of month 7pm-10pm	Varying Standard

## WBU Training Lessons on computer

Best to Google “Welsh Bridge Union Training Scheme Teaching Course”

