



Module 2

More Terminology, Card Play and Scoring

by

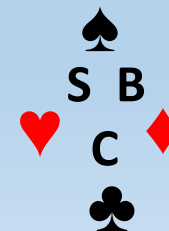
Bob Alderdice

This week's Paddy's Pearl

Kkeep
It
Simple
Stupid

30/09/2014

Winning bridge relies on helping partner avoid mistakes !!!!



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.
4. **Giving up the lead to establish winners.** Always do this before you cash your winners and when you have stops/control in all other suits

KISS





Card Play and Nomenclature

Trick: When each player plays 1 round of cards.

Winner of trick. Is the player who plays:

- The highest card of the trump suit
- The highest card of the suit led

Following suit: One must play a card in the suit led *unless you don't have any.*

- **Discard:** when you don't have a card in the suit led and play an unwanted card from another suit.
- **Ruff:** In a suit contract if you don't have any card in the led suit you can win the trick by **ruffing** with the trump suit. If a second player can **ruff** he/she can only win the trick with a higher trump **ruff**.

Next Person to lead: The person who won the last trick.

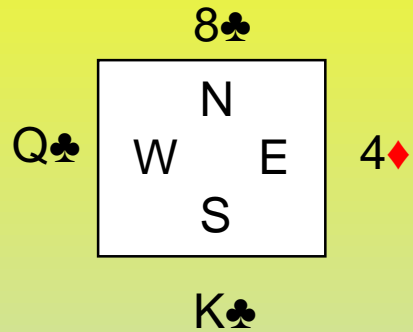
Following suit:

While you **must** play a card from led suit **if you have one**

Ruffing is **optional** not compulsory e.g. you may not be able to-over-ruff or perhaps you wish to retain a high trump for some reason

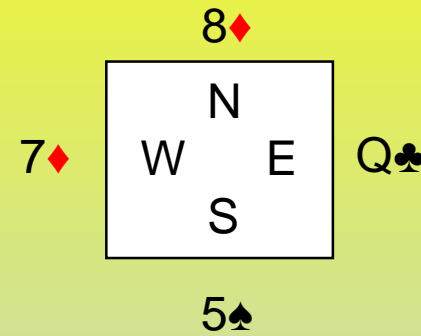


Winning of Tricks



Clubs are trump
W is in lead

Who wins the trick and why?



In No Trump
W in lead

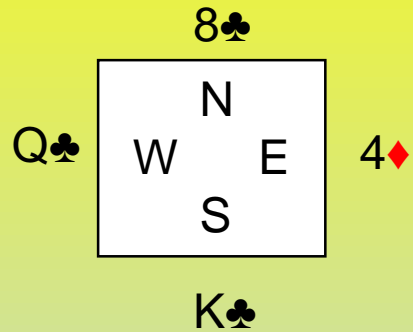
Who wins the trick and why?

Clubs are trump
W is in lead

Who wins the trick and why?



Winning of Tricks

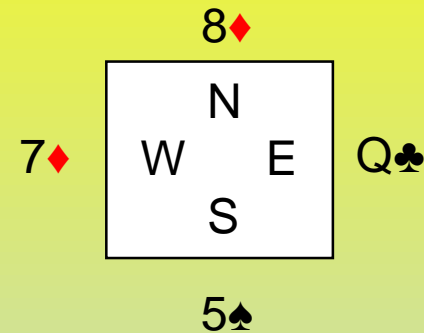


Clubs are trump

W is in lead

K♣ wins the trick since it is the highest card in the led suit (trumps)

S leads to next trick since he/she won the "last" trick



In No Trump

W in lead

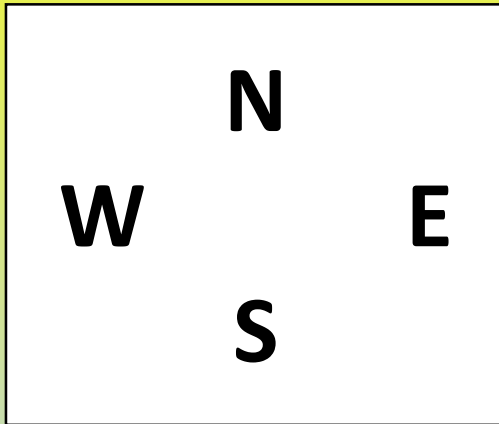
N wins since 8♦ is highest card in led suit *and will then have the lead for the next trick.*

Clubs are trump

W is in lead

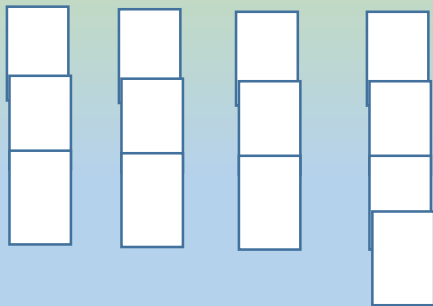
E would win this trick as having no ♦ has "ruffed" with Q♣ which is the highest trump played. *E will now have the lead to the next trick*

Declarer



Defender
who **Leads**

Dummy



↑
Trump Suit

Declaring side is the pair who bid and play the contract

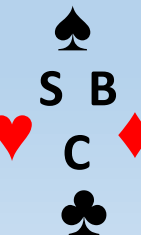
Declarer is the person who first named the suit or no trump which was the basis of the s final contract suit or NT. In this diagram North is declarer

Dummy is declarer's partner who lays down his cards on the table *after the defender first puts down his/her lead and no one has any questions about the bidding.* Since N s declarer then S is dummy

Dummy lays his hand down in suits with cards in *each suit in descending order.* Suits are normally placed in alternate colours but in a Suit contract the trump suit is placed on the RH side

Lead. This always the defender on the **immediate left/next in clockwise direction** to the declarer e.g. in this case E leads to N. This is placed *faced down* and declarer in lead asks if there are any questions e.g. explanation of the bidding.

When told there are no/ no more questions he turns it face up.





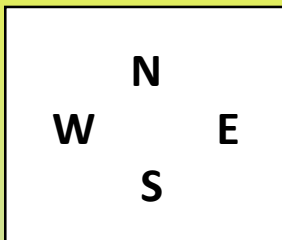
Dealer:
Vulnerability:

Giving up the Lead to establish a suit

5pts

- ♠ 973
- ♥ 854
- ♦ QJ8
- ♣ Q1095

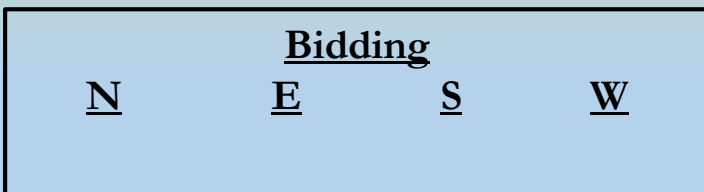
- ♠ K42
 - ♥ K62
 - ♦ 743
 - ♣ AK87
- 13pts



- ♠ A6
 - ♥ QJ109
 - ♦ AK62
 - ♣ 643
- 14pts

- ♠ QJ1085
- ♥ A73
- ♦ 1095
- ♣ J2

8pts



N/S have 13pts/ E/W have 27pts
E/W should be in game in NT

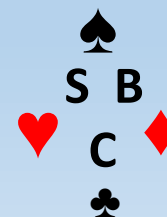
E plays the hand and S should lead ♠Q

E can see six top tricks (2♠, 0♥, 2♦, 2♣) BUT
He can see 3 ♥ tricks if he can drive out the ♥A

East must play ♥ suit and eliminate the Ace before
cashing his remaining top tricks

Message

*If you have to lose the lead to establish a suit,
do so before cashing your other winners while
you still have stops in the other suits*





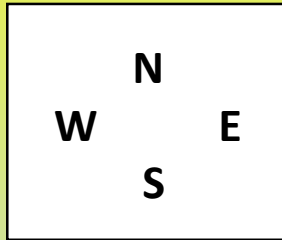
Dealer:
Vulnerability:

Giving up the Lead to establish a suit

13pts

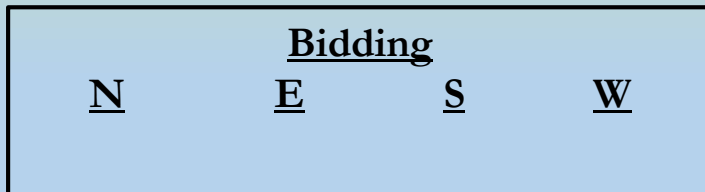
- ♠ AK5
- ♥ 1043
- ♦ 432
- ♣ AQ109

- 8pts
- ♠ 87
 - ♥ KJ86
 - ♦ KJ9
 - ♣ 6432



- 10pts
- ♠ QJ1096
 - ♥ Q97
 - ♦ Q108
 - ♣ K8

- 9pts
- ♠ 432
 - ♥ A32
 - ♦ A765
 - ♣ J75



N/S have 22pts/ E/W have 18pts
N/S should play part score in NT

N plays the hand and E should lead ♠Q

North can see five top tricks (2♠, 1♥, 1♦, 1♣)

North can see 7 tricks by driving out the ♣K before cashing the winners in other suits. Cash ♣A and play another club. This ensures three club.

Message (again)

If you have to lose the lead to establish a suit, do so before cashing your other winners while you still have stops in the other suits





Dealer:
Vulnerability:

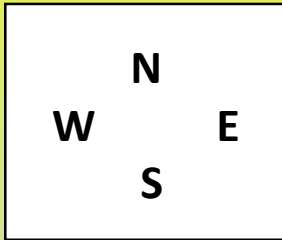
Giving up the Lead to establish a suit

10pts

♠ J92
♥ AJ32
♦ A106
♣ 1042

6pts

♠ 764
♥ 865
♦ 983
♣ KQJ7

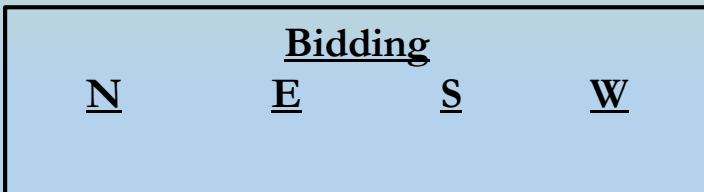


♠ A83
♥ Q109
♦ J752
♣ 855

7pts

♠ KQ105
♥ K74
♦ KQ4
♣ A93

17pts



N/S have 27pts/ E/W have 13pts
N/S should play game in NT

S plays the hand and E should lead ♣K

S can see six top tricks (0♠, 2♥, 3♦, 1♣)

S can see 3 tricks in spades by driving out the ♠A before cashing the winners in the other suits.

S makes (3♠, 2♥, 3♦, 1♣)

Further Message on Card technique

I would always leave taking the ♣A until the third club is lead by W before playing the ♠K to drive out the ♠A.

Why

- W may have more than 4 clubs and the only way of making the contract is if E has ♠A. and has no clubs to lead back.*
- If W had longer clubs and ♠A then you cannot make.*
- In this case if you wait until trick 3 before taking ♣A then E no longer has a club to lead back.*





Dealer:
Vulnerability:

Giving up the Lead to establish a suit

10pts

♠ J10962

♥ A108

♦ J42

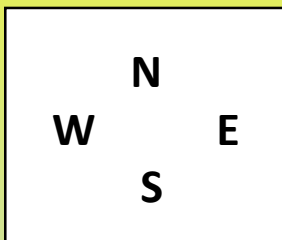
♣ A9

♠ AK5

♥ QJ632

15pts ♦ A10

♣ J32



♠ Q74

♥ 94

♦ 9875 7pts

♣ KQ106

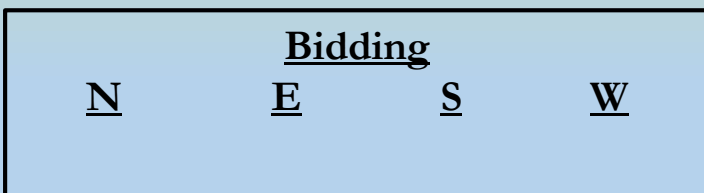
♠ 83

♥ K75

♦ KQ63

♣ 8754

8pts



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

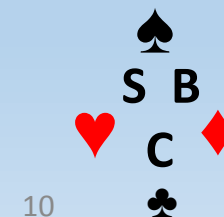
E/W should play part score in NT

W plays the hand and N should lead ♠J.

W can see 4 top tricks (3♠, 0♥, 1♦, 0♣)

W can see another 3 tricks in clubs by driving out the ♣A before cashing the winners in the other suits.

S makes (3♠, 0♥, 1♦, 3♣)





Scoring

Basic Points for each trick above 6 for Contracts **Bid and Made**

Minor suits, ♦♣, 20pts per trick.

Major suits, ♠♥, 30 points per trick

No Trump, 40pts for 7th trick, and 30pts for subsequent tricks.

Bonus Points

Part Score Contracts A bonus of 50 points is given for all contracts **BID and MADE** when final contract is below game level.

Game Contracts: A bonus is given when you **BID and MAKE** a game contract

- 300pts when non-vulnerable
- 500pts when vulnerable

Game Level Contracts are:

- 9 tricks in No Trump
- 10 Tricks in a major suit, ♠♥
- 11 Tricks in a minor suit, ♦♣

Bonus Points for Slams

Game bonus (300/500pts) plus slam bonus (500/750 for small and 1000/1500 for grand)

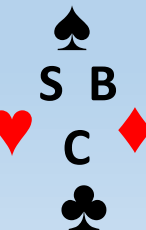
	<u>No Tricks</u>	<u>Vulnerable</u>	<u>Non-Vulnerable</u>
Small Slam	12	800pts	1050pts
Grand Slam	13	1300pts	2000pts

When Contracts are NOT made

- For each **undertrick** -50pts

Don't worry about scoring as the points gained or lost are shown at the back of the bidding cards.

There are other modifications to bonuses and penalties which will be explained in a later module. This happens when defenders double the contract. This too will be explained better.



The Bidding Staircase

GRAND SLAM ZONE

You collect an **ENORMOUS** bonus

An additional 1000pts non-vulnerable, 1500 points vulnerable

(Since you need to take 13 tricks rarely arises)

7NT

7♠

7♥

7♦

7♣

SMALL SLAM ZONE

You collect an **LARGE** bonus

An additional 500pts non-vulnerable, 750 points vulnerable

(You need to take 12 tricks so still difficult to attain)

6NT

6♠

6♥

6♦

6♣

5NT

5♠

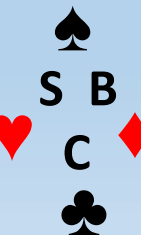
5♥

5♦

5♣

GAME!!! In Minor Suit

Collect a **GAME** bonus (400pts non-vulnerable, 600pts vulnerable as 3NT)





The Bidding Staircase (cont)

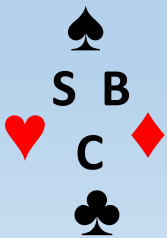
GAME in a Major Suit
Collect a Bonus

4NT (Score as 3NT plus an overtrick)
 4♠ (If you make 10 tricks you score 420 or 620)
 4♥ (If you make 10 tricks you score 420 or 620)
 4♦ (4 of a minor suit is still only a part-score)
 4♣ (if you make 10 tricks you score 130pts)

Game in NT (Only bonus points for 3NT)

3NT (This is the **LOWEST GAME** contract 400 or 600pts)
 3♠ (You need to make 9 tricks if you bid to this level)
 3♥ (You only get the part score bonus of 50pts.)
 3♦ (Making 9 tricks scores the same as 1♠+2 or 2♠+1)
 3♣ (♠♥ scores 30pts and ♦♣ 20pts per trick)

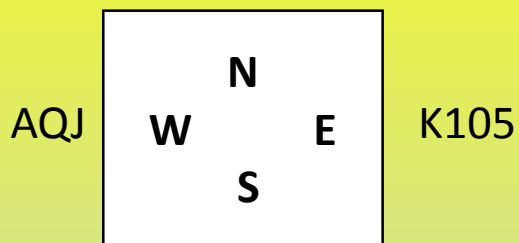
	2NT	At the 2 level the objective is to make 8 tricks
	2	At the 1 level the objective is to make 7 tricks
	2	2NT makes 8 tricks scoring 120pts (40+30+50)
	2	2♠♥ making 8 tricks scores 110pts (30+30+50)
	2	2♦♣ making 8 tricks scores 90pts (20+20+50)
1NT		1NT making 7 tricks scores 90pts (40+50)
1		1♠♥ making 7 tricks scores 80pts (30+50)
1		1♦♣ making 7 tricks scores 70pts (20+50)





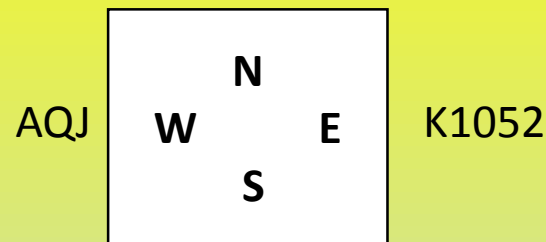
Quiz for Module 2

1. West is declarer and the denomination is No Trump.



How many tricks can W make ?
(together with East)

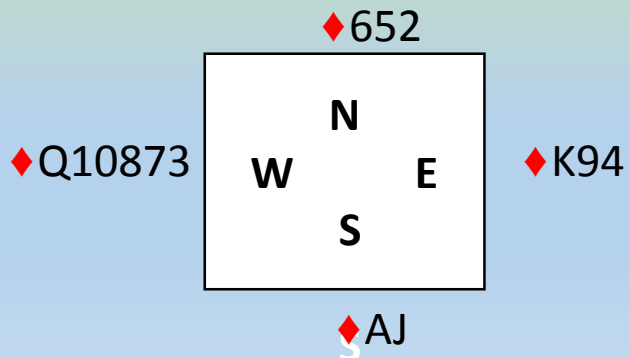
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In what order should west take his
Four tricks? (together with East)

.....

2. The board is being played in no-trump. South is declarer



W leads the $\spadesuit 3$
S the declarer asks north to play the $\spadesuit 2$

Which card should E play?

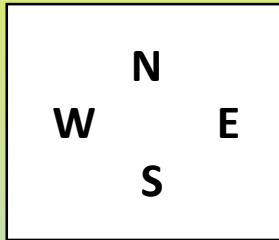




Quiz for Module 2 (cont.)

3. South is declarer in no-trump

♠ 852
♥ A6
♦ 7543
♣ Q1096



♠ A64
♥ 8752
♦ A62
♣ AKJ

W leads ♥Q

How many tricks can declarer make ?

.....



Next Week's Module 3

1. Key Card Play techniques
 1. First Principles of *Defence*
 2. Simple concepts/rules on *Leads*
 3. Importance of *3rd hand plays high, finessing, drawing trumps.*
 4. Concept of *suit establishment*

Remember Paddy's Pearl this week

Winning bridge relies on helping partner avoid mistakes !!!!



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