



Module 3

Leads, Defending Hands and First Opening Bids

by

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This week's Paddy's Pearl

**My partner and I had a misunderstanding
I presumed he knew what he was doing!!!**



Kkeep
It
Simple
Stupid

11/6/2014

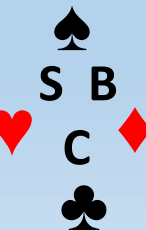




First “Rules” of Defence

1. **“Don’t waste an Ace”**: Use honour card to overtake honour cards.
2. **Lead your long suit against NT Contracts**: When there are no more card left your small cards in that suit will become tricks. Declarer **and** defenders always try to establish their long suits in NT contracts⁷
3. **Leads**
 - a) Top of a sequence of honours e.g. **AK, KQJ, QJ10, J1098 etc.**
 - b) A small card promises an honour in your hand. E.g. Q83, K42, K742 etc.
 - c) A high card (not an honour) denies an honour e.g. 8642, 973, 863 etc.
The same applies during play when defender leads a card in a new suit
4. **Third hand always plays high**: Third hand always does what he/she can. By forcing out a high card from 4th hand you may promote a high card in partners hand.
5. **Return your partner’s led suit**

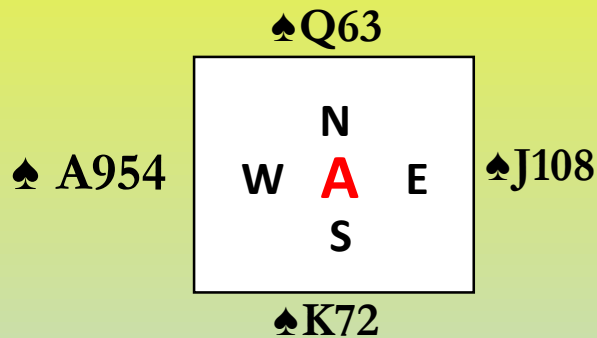
The most important thing in leads and defence is that you and your partner have a consistent method and understand what each card led indicates about other cards in the suit.



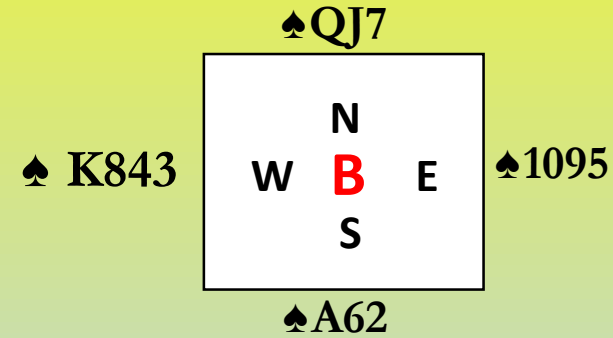


Why don't you “Waste and Ace”?

(nor lead an unsupported honour)

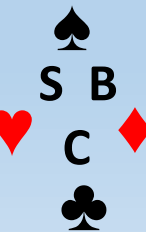


Leading the A will give opponents two tricks
Lead another suit
Best if partner leads ♠J later in play and the ♠A takes the ♠K

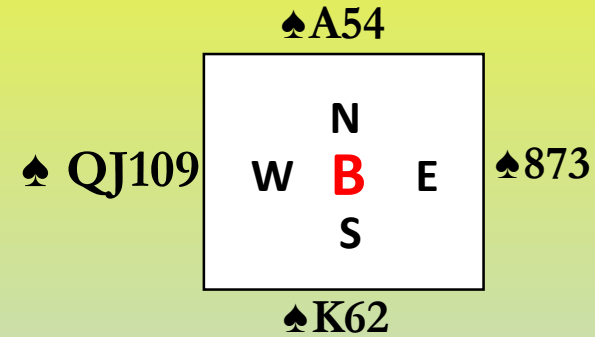
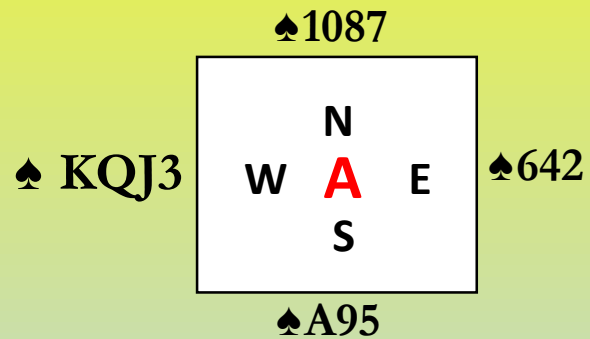


Leading the K is equally as bad, indeed worse.
Notice if you lead a small card, promising and honour, you will always make a trick.

Unsupported Aces are for “killing” Kings and Queens,
so “Don't waste an Ace”



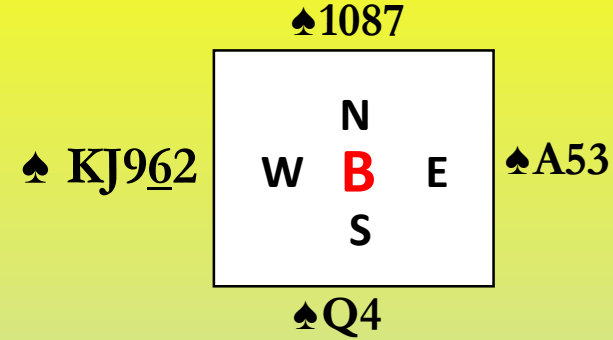
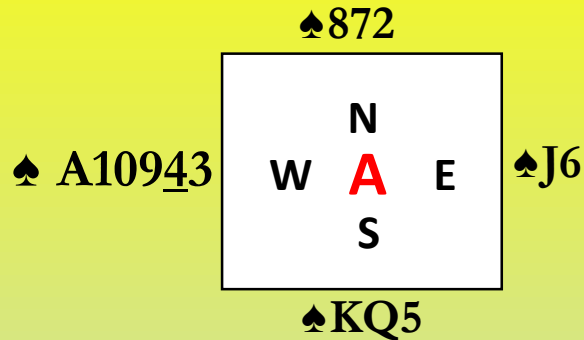
Why is Top of an Honour Sequence Good?



Notice the difference of leading the top of a sequence relative to an unsupported honour. Now you can lead your top card and not give up a trick..

Note Hand B also illustrates the 5th “rule”, **lead back partner’s suit**. When E gets in the lead he Must lead back a ♠ such that partners suit becomes established.

Why lead 4th Highest card against NT?



Against a NT contract you try to establish your longest suit by leading your 4th highest card. You can underlead an Ace against NT, you hope your partner E can get in the lead and play our suit to establish it.

Notice a) 4th Rule applies in A as 3rd hand playing high ♠J means that when you get in and lead the ♠6 your partner makes 4 spade tricks. ***Don't underlead an Ace in a trump contract.***

b) "Rule of 11" If partner leads 4th highest card, in hand B 11-6 tells you there are 5 cards outside W hand above the 6. You see 3 in N and 1 in your own hand, so you already know that when you play the ♠A that South's honour (K or Q) will drop on the next card.

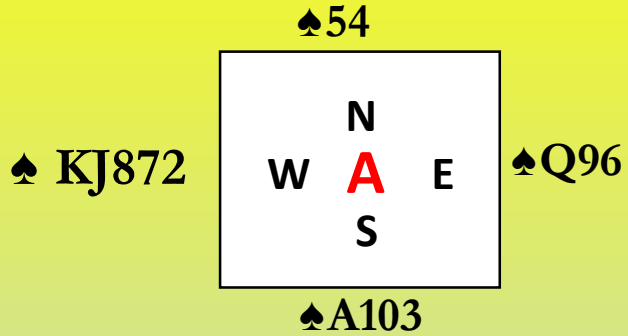
"Rule of Eleven" If partner leads 4th highest, take the number from 11 and you know how many higher cards are in the other 3 hands. Since you see dummy and the number in your own hand You know how many are in declarer's hand, and often which card is best to play.



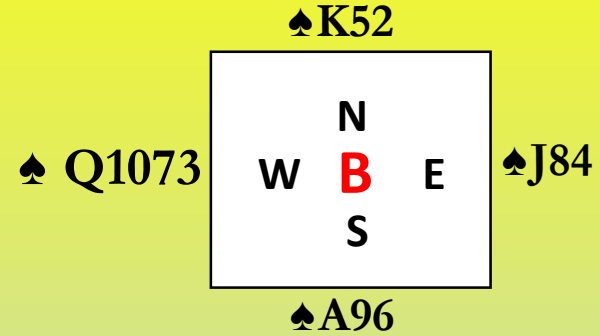


Why 3rd Hand plays High?

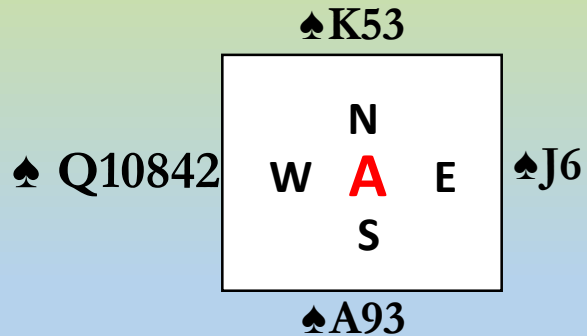
(3rd hand does the best he can)



West leads a small ♠, E must always play ♠Q

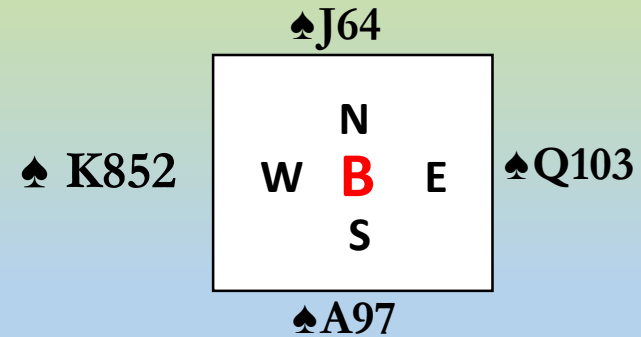


Playing a small ♠ allows N/S to make **3 tricks**
 Playing the ♠J limits them to **2 tricks**



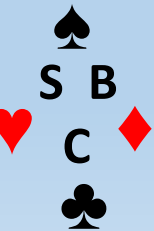
If dummy plays low E should always play the J

3rd Hand always does what he can!



Are you bright enough?

Since you can see the ♠J you play the lowest card that forces an honour, e.g. if N plays low you can play ♠10





Quiz 3 Leads

1 Which card would you lead from the following hands?

a) QJ102

b) K863

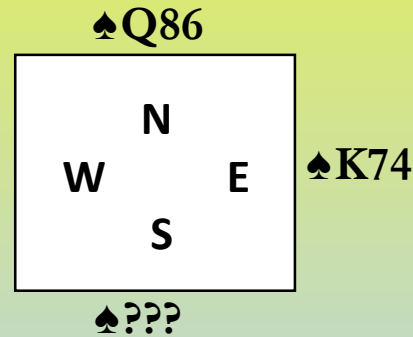
c) 975

.....

.....

.....

2. S is playing a contract in NT and your partner W leads the ♠J, S asks dummy to play the ♠6. What do you play as E?.



.....

3. S is in a NT contract, What do you lead as W in the following hands?

♠ J8

♥ Q9763

♦ AK2

♣ 985

.....

♠ Q107

♥ K54

♦ QJ105

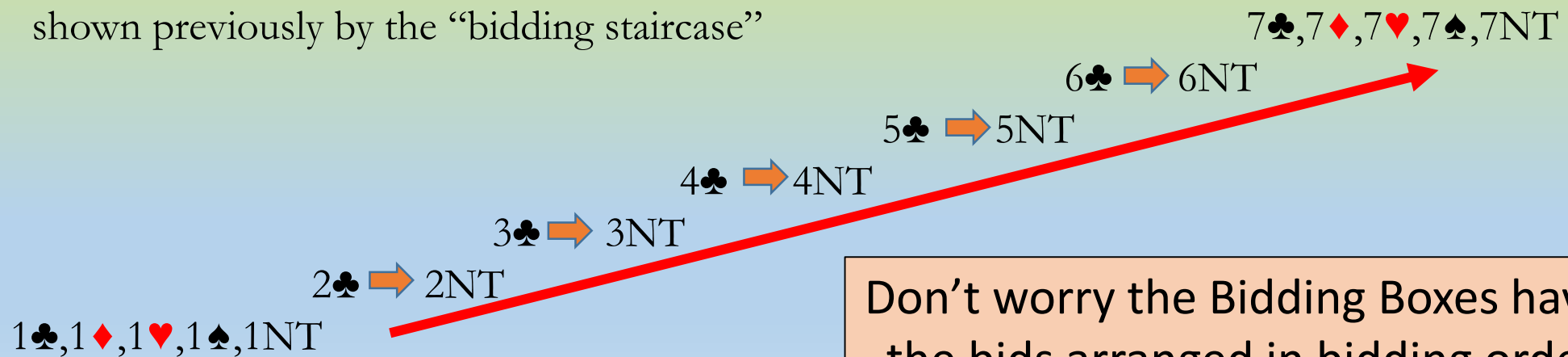
♣ 1098

.....

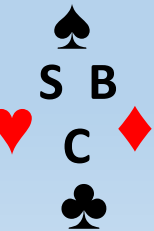


Bidding at Bridge

1. The Bidding Auction at Bridge is what makes bridge ***different***, but not ***difficult***.
2. Like all auctions ***the highest bid wins***.
3. Partnerships bid to find the best denomination for them to play a contract.
*Usually an 8+ card suit **fit** will be played as trump, or a balanced hand as no trump*
4. All bids must be higher than the previous bid. The order of significance of bids is as shown previously by the “bidding staircase”



Don't worry the Bidding Boxes have the bids arranged in bidding order

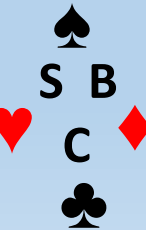




Opening 1NT and 1 of a Suit

There are various types of opening bids showing different strengths and distribution of hands.

1. **Opening bids** require at least 12 points for NT and probably 13+ for an opening suit.
2. **1NT Opener: 12-14pts** and an even distribution i.e.
4-3-3-3, 4-4-3-2, 5-3-3-2. *Never have a singleton or void.*
 - a) This is termed a **limit bid** as it describes the hand completely and only when responder (partner) makes certain bids will opener rebid.
3. **1 Level Suit Opener:** 13+ points with long suit/s or could be 15+ with a NT type hand
 - a) 13+ Single suit. Such a hand will normally have at least a 5 card suit or 2 x 4 card suits with a singleton or void making it unsuitable for a NT bid.
 - b) **All 1 level suit bids promise a rebid.** If your suit/s are not good enough for a rebid then it requires to be good enough to open 1NT or is not good enough to open.





Acol Weak NT (12-14pts)

There are many different 1NT opening systems but for simplicity I suggest we base our lessons on the Acol Weak NT. 1NT is a **Limit Bid** and does not promise a rebid

Typical 1NT openers are:

♠ KJ4
♥ AQ73
♦ Q109
♣ 975

12pts

4-3-3-3

Good intermediate cards

♠ QJ5
♥ K1097
♦ A8
♣ K1082

13pts

4-4-3-2

Good intermediate cards

♠ QJ5
♥ K43
♦ K8762
♣ AJ

14pts

5-3-3-2

Good intermediate cards

With an average of 13pts opening, we have a reasonable expectation of partner having ave. of 9pts so, we can expect to have an average of 22pts and therefore make at least 7 tricks.

Note partner should pass with ≤ 10 pts and a balanced hand



Acol Weak NT (12-14pts)

The following are **NOT** 1NT opening bids

A ♠ A64
♥ A873
12pts ♦ Q43
♣ Q52

B ♠ A104
♥ KJ83
15pts ♦ AJ10
♣ Q107

C ♠ K94
♥ AQJ97
14pts ♦ J63
♣ K5

A **PASS.** 12pts BUT no intermediates; hence poorer hand which tends to be only of value if partner can open or to defend if opponents open.

B **Open 1♥.** 1NT is a limit bid saying you have 12-14 pts. If partner responds 1♠ you then bid 1NT. This describes your hand completely as 15/16pts NT distribution with 4 hearts. A responsive bid of 1NT should be passed because partner should only have 6-8pts and a flat hand. If partner bids 2♣ or 2♦ they promise 9+ pts and at least 4 of their suit, so bid 3NT (15/16pts and 4♥)

Bidding of this nature will be described in later modules

C **Open 1♥** and rebid 2♥. Another limit bid but only promises heart suit. The 3 other suits are too wide open to open 1NT *Bidding of this nature will be described in later modules*



Acol 1 Level Suit Opener

1. This requires 13+ points and promises a rebid. At this stage the hand is unlimited. Whereas a 1NT opening hand is **limited** and does not promise a rebid.
2. It has either:
 - a 5+ card suit. It will be a 6 card suit or a very good 5 card suit. e.g. Hand A
 - >14points, flat hand a subsequent NT bid e.g. Hand B
 - A second biddable suit. E.g. Hands C and D
3. Subsequent bidding will allow the hand to be described further both in terms of strength and distribution

A ♠ KJ9642
♥ A65
♦ 7
♣ KJ4
12pts

B ♠ A104
♥ KJ83
♦ AJ10
♣ Q107
15pts

C ♠ KJ842
♥ AQ965
♦ Q10
♣ 9
12pts

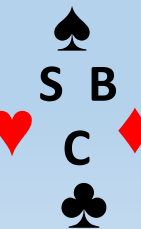
D ♠ K76
♥ A
♦ KQ106
♣ AQJ97
19pts

Open 1♠
Rebid 2♠

1♥
NT at level appropriate
to responders bid

1♠
2♥
Pass or convert

1♣
3♦
Very Strong. Bid Again





Opening 1 of a Suit (with 2 suited hand)

1. Two suits of equal length and strength

Open the higher ranking suit and rebid the lower ranking suit at the level appropriate to responder's bid.

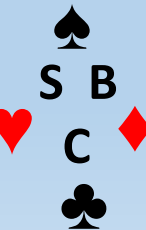
2. Two suits of unequal length

Open the longer suit and subsequently bid the shorter suit. *Be careful* if the shorter suit is a higher ranking suit e.g. Spades and Hearts a subsequent bid of 2♠ after 1♥ suggests a “reverse bid” i.e. >15 points. Hence you would rebid 2♥ if <16pts because unless partner can rebid or bid ♠ you will not have a spade fit nor a game contract.

3. Two suits of equal length but different strength

Bid the stronger first and again only bid the weaker suit if it is a lower ranking suit.

These will be the basis for a bidding module on suit contracts in a few weeks



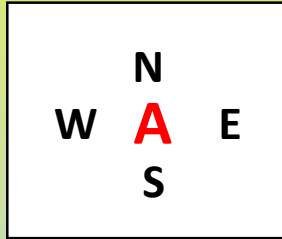


Point Count Construction

Points are not everything **BUT** they are a starting point to bidding:

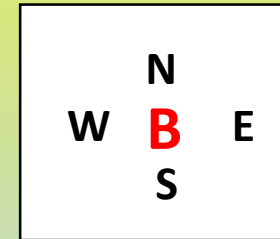
The Ace (A) is really overvalued as 4pts unless it is a control, otherwise it needs intermediate cards to have its full value. Look at the hands below.

18pts
♠ A4
♥ A5
♦ AQ10432
♣ A52



♠ K63
♥ Q1096
♦ J5
♣ 9864
6pts

20pts
♠ A4
♥ A5
♦ AQ10432
♣ KQJ



♠ K63
♥ Q1096
♦ J5
♣ 9864
6pts

Hand A has a spade led against 3NT. Declarer clears ♦ and defence clears ♠. Defence can cash 9 tricks BUT look at Hand B. There are 2 extra points with KQJ replacing A52 in ♣. The contract can go down, losing 3♠, 1♦ and 1♣. Hence in this case the value of the A as a control is enormous

But

Intermediate Cards can make a difference

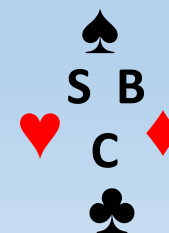


Point Count Construction (cont.)

♠ A543	<table border="1"><tr><td></td><td>N</td><td></td></tr><tr><td>W</td><td>A</td><td>E</td></tr><tr><td></td><td>S</td><td></td></tr></table>		N		W	A	E		S		♠ Q86	12pts
		N										
W		A	E									
		S										
♥ A82	♥ Q653											
♦ K85	♦ A62											
♣ K84	♣ A93											

♠ A5	<table border="1"><tr><td></td><td>N</td><td></td></tr><tr><td>W</td><td>B</td><td>E</td></tr><tr><td></td><td>S</td><td></td></tr></table>		N		W	B	E		S		♠ KQ7	14pts
		N										
W		B	E									
		S										
♥ Q43	♥ AJ62											
♦ Q864	♦ J107											
♣ QJ43	♣ K106											

Hand A here with 26pts will be lucky to make 9 tricks in NT and may only make 6, yet Hand B with 25pts will usually make 9 in all circumstances. This illustrates that A's are overvalued in hand A and the value of Intermediate cards well illustrated in Hand B



Why Intermediate Cards can be Important

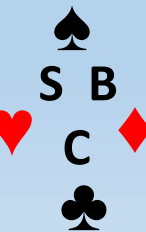
Let us look at 2 hands

<u>Hand A</u>		Possible tricks				<u>Hand B</u>		Possible tricks	
		Min	Max			Min	Max		
19pts	♠ K654	0	1		18pts	♠ QJ104	1	2	
	♥ KQ	1	1			♥ AK	2	2	
	♦ AK62	2	2			♦ AJ109	2	3	
	♣ KJ5	<u>0</u>	<u>2</u>			♣ K105	<u>0</u>	<u>1</u>	
		<u>3</u>	<u>6</u>			<u>5</u>	<u>8</u>		

Hand A has 19pts whereas hand B with only 18pts on average take 2 more tricks.

This type of hand again shows the values of intermediate cards in NT essentially because here is no trump contract.

In NT the third, fourth and even fifth card may be cashable whereas in a trump contracts they can be ruffed.



This week's Paddy's Pearl

**My partner and I had a misunderstanding
I presumed he knew what he was doing!!!**



The following hands should be bid simply using Mini-Bridge techniques

- Bid if you think you have a legitimate opening bid
- Pass if you don't or as responder you think you don't have game.
- Bid game if you think it is likely.

Kkeep
It
Simple
Stupid

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Dealer: North
Vulnerability:

14pts

♠ KQ52

♥ A43

♦ K654

♣ Q6

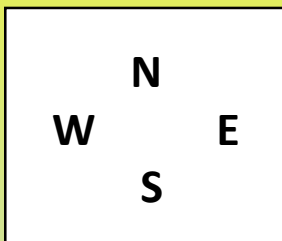
♠ A86

♥ J97

♦ 1098

♣ A743

9pts



♠ 973

♥ Q105

♦ A73

♣ KJ52

10pts

♠ J104

♥ K862

♦ QJ2

♣ 1098

7pts

<u>Bidding</u>			
<u>N</u>	<u>E</u>	<u>S</u>	<u>W</u>
1NT	P	P	P

North has 14pts, 4-4-3-2 and “stops” in all suits

North should open 1NT, limit bid and no promise of a rebid.

If he had opened 1♦, what sensible rebid would he have had if partner had a 2♣ rebid?

If he had opened 1♠, what sensible rebid would he have had if partner had responded 2♥?

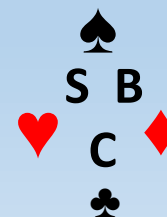
All other hands would have passed

It would have been unfortunate if the clubs had split 5:3
Since on a club lead it would have gone one back after losing 5♣, 1♠ and 1♦

Not all contracts make !!!!

Deal 3.1

11/6/2014



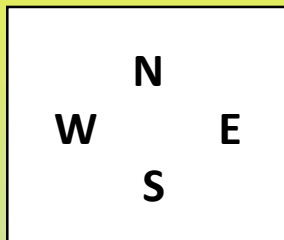


Dealer: East
Vulnerability:

3pts

♠ 653
♥ 94
♦ 9864
♣ K973

♠ 974
♥ AJ106
♦ KJ
♣ AQJ2
16pts



♠ A82
♥ K75
♦ AQ103 13pts
♣ 1086

♠ KQJ10
♥ Q832
♦ 752
♣ 54

8pts

<u>Bidding</u>			
<u>N</u>	<u>E</u>	<u>S</u>	<u>W</u>
	1NT	P	3NT
P	P	P	

East has 13pts, 4-4-3-2 and “stops” in all suits

East should open 1NT, limit bid and no promise of a rebid.

South should pass with 8pts.

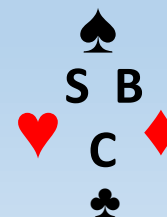
West with 16 pts can “see” 28-30pts with partner therefore Should bid game (which needs at least 25/26pts). 3NT Bid Slam requires >32 pts so West should not be interested.

Remainder pass.

Notice the value of the “Limit Bid” in NT West knows exactly what level to bid

Deal 3.2

11/6/2014





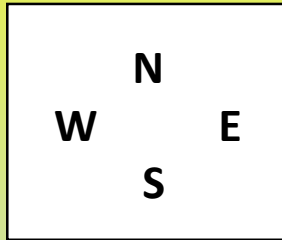
Dealer: South
Vulnerability:

12pts

♠ 32
♥ K952
♦ A103
♣ KQ43

7pts

♠ KJ965
♥ 7
♦ K86
♣ 9872



♠ AQ1074
♥ J103
♦ 972
♣ 105

7pts

♠ 8
♥ AQ864
♦ QJ54
♣ AJ6

14pts

<u>Bidding</u>			
<u>N</u>	<u>E</u>	<u>S</u>	<u>W</u>
		1♥	P
4♥	P	P	P

South has 14pts, 5-4-3-1 and has a rebid in ♦ or ♥.

South should open 1♥

The unbalanced nature makes it unsuitable for 1NT.

East should pass, while having a spade suit it has only 7 points as should West who also has 7pts..

North can assess that together with partner they have a minimum of 26pts and they have at least an 8+ card ♥ fit.; hence a potential game; hence, bidding 4♥

South should assess that by bidding 4♥ north only just assesses they have game assuming partner is close to a minimum opener. Hence should pass unless S has an extremely strong hand.

There are ways in which N can show a stronger hand with at least 4 cards in ♥ BUT that is for much later modules.

Deal 3.3

11/6/2014





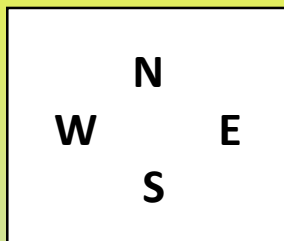
Dealer: West
Vulnerability:

8pts

♠ 98
♥ 1074
♦ AJ8
♣ K9754

♠ AK432
♥ KQ653
♦ 9
♣ A6

16pts



♠ QJ5
♥ J82
♦ 10753
♣ J83

5pts

♠ 1076
♥ A9
♦ KQ642
♣ Q102

11pts

<u>Bidding</u>			
<u>N</u>	<u>E</u>	<u>S</u>	<u>W</u>
P	P	P	1♠

West should open 1♠, the higher ranking of two equally strong Suits

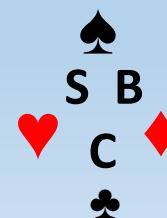
Unfortunately partner, E, has only 5pts and having <6pts should pass recognising that if partner has only 13pts opening they don't have the balance of the points, so keep bidding as low as possible.

South should pass in spite of having 5 diamonds, since an overcall requires S to bid at the 2 level, 2♦

If South bids, West can now bid 3♥ to show a very strong hand with at least 5:5 in the major suits. Now E with the max for his pass can bid 4♠ knowing that with his 4 diamonds his partner is short and all his points are in the other suits. They have at least 20pts of the 30 in the other 3 suits.

You win some and lose some!!!

The correct contract is 1♠





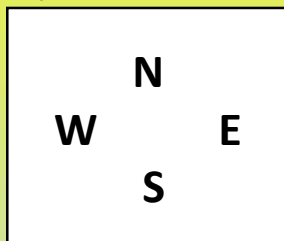
Dealer: North
Vulnerability:

13pts

- ♠ A65
- ♥ AQ5
- ♦ Q1074
- ♣ J107

- ♠ QJ107
- ♥ 108
- ♦ A983
- ♣ 632

7pts



- ♠ 983
- ♥ 43
- ♦ KJ65
- ♣ A984

8pts

- ♠ K42
- ♥ KJ9762
- ♦ 2
- ♣ KQ5

12pts

<u>Bidding</u>			
<u>N</u>	<u>E</u>	<u>S</u>	<u>W</u>
1NT	P	4H	P
P	P		

North should open 1NT 12-14 pts, balanced and limit bid.

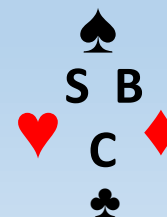
South while only having 12pts, with a 6 card suit + (2 extra distribution points for the 5th and 6th ♥) should consider
The partnership have game oing points. Since partner opened 1NT he/she should have a minimum of a min. of 2 cards in ♥ to an honour

Hence South should bid 4♥

There is a more attractive and secure way of bidding game in ♥
But at this stage it is only important to know that you should bid and make a game in ♥

Deal 3.5

11/6/2014





Dealer: East
Vulnerability:

3pts

♠ QJ1062

♥ 10872

♦ 73

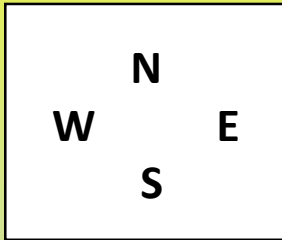
♣ 107

♠ 984

♥ K4

15pts ♦ AK1064

♣ AJ4



♠ 7

♥ AQJ

♦ QJ985 13pts

♣ K832

♠ AK53

♥ 9653

♦ 2

♣ Q965

9pts

<u>Bidding</u>			
<u>N</u>	<u>E</u>	<u>S</u>	<u>W</u>
	1♦	P	5♦
P	P	P	

East should open 1♦. With this hand E can bid 2♣ if responder bids 1♠.

West can assess a minimum of 28pts and 9+ diamonds since E has opened 1♦.

Hence W should bid game of 5♦.

Since E reads W as bidding game on the basis of opener being minimum, E should only be interested in a slam if he/she had more than 17pts.

There are better ways of bidding this hand but at this stage it is only important to know that there is a game on and to bid it.

More advanced players may be able to find, bid and make the small slam (12 tricks in ♦) in this hand. You can “worry” about That when you can make 12 tricks when in game!!!

Deal 3.6

11/6/2014

