

Module 6 - Revision of Modules 1-5

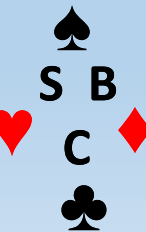
1. Revision of Module 1 & 2 Card Play Techniques
2. Revision of Level 1 Opening Bids (NT and 1 of Suit) and Minimum Responses
3. Quiz on Above
4. Bidding and Play of 6 hands covering Modules 1-5

**How many bridge players are required to change a light bulb?
4, one to do it and 3 to tell him how to do it better!**

KKeep
It
Simple
Stupid



This week's Paddy's Pearl



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





Summarising the basis of Establishing the level of Contracts

Part Scores	1♣ through 3♠, 4♣ and 4♦	<25pts
Game	3NT	≥25pts
	4♥ and 4♠ (8+ cards in trump)	≥25pts
	5♣ and 5♦ (8+ cards in trump)	≥28pts
Small Slam	6♣ through 6NT	min.32/33pts
Grand Slam	7♣ through 7NT	≥37pts

- Trump games can be made with less than 25pts if you have many more than 8 trump and/or have shortages in side suits.
- When we discover we have <25pts and obviously cannot make game stop bidding ASAP. It is much easier to make 1NT rather than 2NT and 1♠ rather than 3♠





The Opening Bid

RULE 1 A hand with 12, 13, or 14 pts with a balanced hand should open 1NT

♠ A85	4pts	
♥ Q984	2	
♦ KQ7	5	Open 1NT
♣ Q63	2	
	13pts	

RULE 2 A hand with ≥ 13 and < 20 pts which is unbalanced and *unsuitable for 1NT* is opener 1 of a suit. You open the longest suit.
 With 2 suits of the same length, open the **higher** ranking first.

♠ QJ1072	3pts	
♥ AK92	7	
♦ 102	0	Open 1♠
♣ A4	4	the longest suit
	14pts	

♠ AQ94	6pts	
♥ K5	3	
♦ K86	3	Open 1♠
♣ K1073	3	the higher suit
	15pts	





No Trump Limit Bids

Openers NT bids are essentially balanced and are all limit bids.
The different point ranges are shown as follows:

Open 1NT	12-14pts
Open long suit at 1 level then bid 1NT	15/16pts
Open long suit at 1 level then bid 2NT	17/18pts
<u>Open long suit at 1 level then bid 3NT</u>	<u>19/20pts*</u>
Open 2NT	21/22pts**
Open 2C (conventional bid) then bid 2NT	23/24pts
Open 2C (conventional bid) then bid 3NT	25/26pts

Out of interest*:** The point ranges for suit bids

13-19pts

1 of suit

≥23pts

2♣ conventional bid

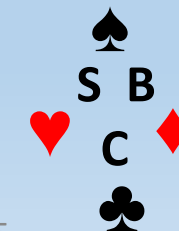
>16pts and very long suit

2♦, 2♥ and 2♠

* Most players only use this for 19pts as partner can pass with 5pts, but until you are experienced it may be convenient to use 19/20pts

** When you use 19pts only for above (*) then 2NT opener becomes 20-22pts

*** All very strong hands are opened at the 2 level





Responding to Opening Bids

Note I have changed minimum responses to 6-8pts NOT 6-9pts as described last week. The latter is “out-of-date”. I would always respond at 2 level over 1 of a major BUT at the 1 level over 1 of a minor e.g. longest suit at 1 level or 1NT

Limit Bids: This is a bid with a clearly defined point range. e.g 1NT opener is 12-14pts
Responsive limit bids are the same. They allow partner to assess the combined point count and whether game is on or not.

First Response to one of a suit

With 4 cards in openers suit, support the suit as you know you have 8+ cards in that suit.
Support with ≥ 6 pts, PASS with < 6 pts.

Minimum Responses to one of a suit

With **6-8pts** make a **minimum response**.
With 4 cards in partners opening suit, bid 2 of that suit, that is a minimum response.
Otherwise bid 1NT
With ≥ 9 pts we have more than minimum and must make a higher/more encouraging response.





Bidding and Playing Hands based on Modules 1- 5

While the hands are based on previous modules there are a few “quirks”:

- If outside the point range for a specific limit bid what is the logical limit bid.
- To what extent might distributions mitigate against limited points?
- Bid hands on the basis currently taught. *While the contracts will be correct, in later tutorials I will discuss conventional bids that will assist ensuring they are played from the best hand.*





Quiz 6

Revision

Q1 (i) What would you bid on the following hands?

a)

♠ AK43
 ♥ Q52
 ♦ KJ1097
 ♣ 2

.....

b)

♠ AK864
 ♥ 53
 ♦ KQ1065
 ♣ 5

.....

c)

♠ 4
 ♥ KQ973
 ♦ AQ652
 ♣ 74

.....

d)

♠ AJ43
 ♥ KQ975
 ♦ K4
 ♣ 32

.....

8

(ii) What would you rebid in the above hands if responder bid the following?

1♥

2♥

1♠

2♣

2♣

2♣

2♣

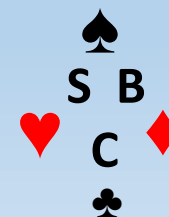
2♦

1♠

1NT

2♦

1♠





Quiz 6

Revision

Q1 (i) What would you bid on the following hands?

a)

♠ AK43
 ♥ Q52
 ♦ KJ1097
 ♣ 2

.....1♦.....

b)

♠ AK864
 ♥ 53
 ♦ KQ1065
 ♣ 5

.....1♠.....

c)

♠ 4
 ♥ KQ973
 ♦ AQ652
 ♣ 74

.....1♥....

d)

♠ AJ43
 ♥ KQ975
 ♦ K4
 ♣ 32

.....1♥.....

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(ii) What would you rebid in the above hands if responder bid the following?

1♥1♠ ...

2♥2♠...

1♠ ...2♦.....

2♣ ...2♥.....

2♣2♦...

2♣2♦...

2♣ ...2♦.....

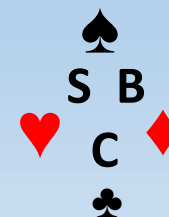
2♦ ...2♥.....

1♠2♠...

1NT ... 2♦...

2♦ ...3♦.....

1♠ ...2♠.....





Quiz 6

Revision

Q2 (i) What would you bid on the following hands and why?

a)

♠ 9853
♥ AQ4
♦ KQ5
♣ KJ3

.....

b)

♠ 7632
♥ KQ9
♦ AQ10
♣ AQJ

.....

c)

♠ Q1086
♥ J106
♦ AQ3
♣ AK4

.....

d)

♠ KQ6
♥ 8643
♦ KJ10
♣ AJ4

.....

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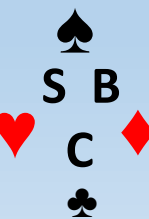
(ii) Why?

a)

b)

c)

d)





Quiz 6

Revision (cont.)

Q2 (i) What would you bid on the following hands and why?

a) ♠ 9853
♥ AQ4
♦ KQ5
♣ KJ3

.....1♣.....

b) ♠ 7632
♥ KQ9
♦ AQ10
♣ AQJ

.....1♠.....

c) ♠ Q1086
♥ J106
♦ AQ3
♣ AK4

.....1♠....

d) ♠ KQ6
♥ 8643
♦ KJ10
♣ AJ4

..... 1NT.....

11

(ii) Why?

- a) One point too strong for 1NT and the spades are not really good enough. Therefore artificial “prepared” 1 club bid. What could you rebid if responder bids 2clubs, diamonds or hearts?
- b) Still too strong for 1NT BUT although spades are equally as bad the rest of the hand is strong enough to rebid?
- c) This is biddable and within normal Acol expectations. Rebid NT unless responder bids spades.
- d) 12-14 pts balanced hand. Natural 1NT.





Quiz 6

Revision

Q3 What response would you make if partner opens 1♠?

a) ♠ Q763
♥ J3
♦ 109742
♣ K3
.....

b) ♠ KJ93
♥ K43
♦ 65
♣ K942
.....

c) ♠ 109854
♥ 32
♦ KQ1076
♣ 4
.....

d) ♠ KJ94
♥ 5
♦ QJ96543
♣ 4
.....

Q4 Partner has opened 1NT (12-14pts). What do you respond in the following hands and Why?

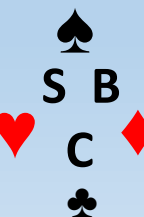
a) ♠ Q76532
♥ 7
♦ 842
♣ K73

b) ♠ Q76
♥ KJ9
♦ A3
♣ QJ985

c) ♠ 7
♥ AQ109632
♦ QJ53
♣ 4

d) ♠ KQ10985
♥ 7
♦ AQ4
♣ KJ9

- a)
- b)
- c)
- d)





Quiz 6

Revision

Q3 What response would you make if partner opens 1♠ and why?

a) ♠ Q763
♥ J3
♦ 109742
♣ K3
2♠

b) ♠ KJ93
♥ K43
♦ 65
♣ K942
3♠

c) ♠ 109854
♥ 32
♦ KQ1076
♣ 4
4♠

d) ♠ KJ94
♥ 5
♦ QJ96543
♣ 4
3♠

Simple Limit Bid Stronger Limit Bid but <4♠ Pre-empt based on shape Best spade contract

Q4 Partner has opened 1NT (12-14pts). What do you respond in the following hands and Why?

a) ♠ Q76532
♥ 7
♦ 842
♣ K73

b) ♠ Q76
♥ KJ9
♦ A3
♣ QJ985

c) ♠ 7
♥ AQ109632
♦ QJ53
♣ 4

d) ♠ KQ10985
♥ 7
♦ AQ4
♣ KJ9

- a) 2♠ A simple weakness take-out into a long suit.
- b) 3NT 13pts balanced opposite 12-14pt balanced hand should make 3NT (25-27pts)
- c) 4♥ Game in a very long suit with little outside. *Later I will explain transfer bids such that opener plays in 4♥*
- d) 3♠ Long Suit asking partner to choose his game, 3NT or 4♠. *Later transfer bids will give alternatives*



Dealer: North

Vulnerability:

1. Drive out opponents High card to establish your suit
2. Keep your only stop as late as possible.

13pts

♠K63

♥A54

♦Q1085

♣A76

	N	
W		E
	S	

♠A82

♥763 10pts

♦KJ62

♣Q109

♠QJ104

♥82

♦973

♣KJ43

7pts

♠975

♥KQJ109

♦A4 10pts

♣852

N/S with 23pts compared to E/W 17pts should play in part score

Bidding: As dealer with 13pts and balanced hand N should open 1NT
Remaining 3 pass

Lead: East should lead ♥K (top of sequence promising at least QJ as well)

Card Play: N assesses he/she has only 4 top tricks 2♠, 1♥, 1♣ and must make 3 tricks provided the ♦A can be removed. The key card plays are:

- When in lead immediately play diamonds until ♦A is out.
- Don't take ♥A until trick 3 such that W may not be able to lead hearts again if W had ♦A. Since E has ♦A so doesn't matter in this case.

N/S should only make 7 tricks unless defence makes a mistake.

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

Deal 6.1



Dealer: East
 Vulnerability:

Give up Lead to establish your side suit AFTER removing trumps.

E/W with 27pts should expect to be in a game

Bidding: With 16pts and unbalanced hand E should open longest suit, 1♣
 West with more than minimum response (6-8pts) should bid an additional level and support clubs, bidding 3♣.

East with 16pts, 5 card suit and single diamond should bid 5♣. 5th cards in ♠ and ♣ worth equivalent of 3pts OR singleton ♦ 3pts

Lead: South should lead ♦Q (top of sequence promising at least J10 as well)

Card Play: Initially East can see a minimum of tricks, 2♥ and 5♣ BUT provided the A spade is driven out he/she can get 3 spade tricks so the 11th trick can only come from a ruff in hearts.

Hence; declarer must take the first heart trick, and take away trumps, and then lead spades until A is eliminated. The third heart can be discarded on the 4th spade to provide the additional ruff.

Hence play is:

1st ♥ trick, 2♣ tricks (which removes all clubs) ♠KQJ until A removed. Discard 3rd heart on 4th spade. S should hold ♠A till 3rd trick, forcing east to keep an entry in his/her hand to play 4th spade for the heart discard. The entry is likely to be ruff of second diamond. So 11 tricks are 3♠, 2♥, 4♣ and 2 ruffs (1♥ and 1♦)



7pts

♠864

♥876

♦AQ962

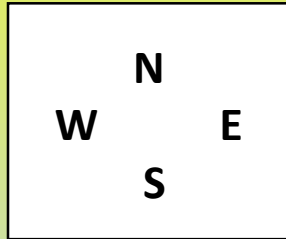
♣93

♠753

♥A95

♦KJ

♣QJ1062



♠KQJ10

♥K42

♦7

♣AK754

16pts

♠A92

♥QJ103 7pts

♦108543

♣8

Bidding

<u>N</u>	<u>E</u>	<u>S</u>	<u>W</u>
	1♣	P	3♣
P	5♣	P	P
P			

Deal 6.2

11pts

Dealer: South
Vulnerability:

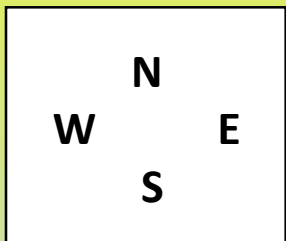
Give up Lead twice to establish your long suit and make contract.

9pts

♠A53
♥K532
♦Q873
♣32

9pts

♠J97
♥QJ108
♦J52
♣A64



♠Q10864
♥96
♦1094
♣K75

5pts

♠K2
♥A74
♦AK6
♣QJ1098

17pts

<u>Bidding</u>			
<u>N</u>	<u>E</u>	<u>S</u>	<u>W</u>
		1♣	p
1♥	p	2NT	p
3NT			

Deal 6.3

N/S with 26pts should expect to be in a game

Bidding: With 17pts and relatively balanced hand S should open 1♣

West with close to minimum response (6-8pts) should bid highest ranking of longest suit at 1 level, 1♥

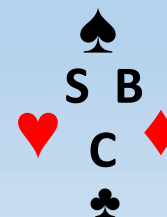
South with 17pts, should show 17pts and balanced hand and bid 2NT (!NT opening is 12-14pts, 1suit then 1NT 15/16pts, but 17/18 is 2NT)

Lead: West should lead ♥Q (top of sequence promising at least J10 as well)

Card Play: South can see 7 tricks (2♠, 2♥, 2♦, 0♣)

West can see 2 additional tricks by driving out A and K♣ from defenders S should take first trick with shorter suit i.e. ♥A in own hand and lead ♣Q Probably taken by ♣K in East. Take heart return (defender should return partners led suit) with ♥K (declarer knows on heart return that W has no more than 4 hearts, since W has at least 2, so he has no more than 2♥ losers, 4 in dummy hand, 3 in declarers hand and a min. of 2 in E). Lead another ♣ and continue until ♣A is taken out to establish your 2 extra club tricks.

Always drive out opponents top cards to establish your suit while you still have stops/controls in the other suits



Dealer: West
 Vulnerability:

Recognising when small cards in long suits are winners and take your top tricks.

12pts

♠KQJ108

♥K3

♦532

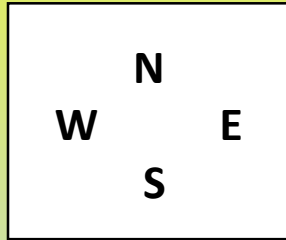
♣K64

♠A974

♥Q85

♦J

♣AQ753



♠632

♥7642 9pts

♦AKQ107

♣8

♠5

♥AJ109 6pts

♦9864

♣J1098

13pts

<u>Bidding</u>			
<u>N</u>	<u>E</u>	<u>S</u>	<u>W</u>
p	1♦	p	1♣
p	1NT	All Pass	1♠

Deal 6.4

N/S with 18pts and E/W have 22pts. E/W should expect to be in a part score, especially since W dealt and has an opening bid.

Bidding: With 13pts and an unbalanced hand W should open longest suit, 1♣ East with close to minimum response (6-8pts) should bid longest suit at 1 level, 1♦

West with 13pts should show min. opener by bidding 2nd suit at 1 level, 1♠ East with 9pts knowing partner has a max of 15pts and doesn't have 4 hearts, bids 1NT (If opener had 4♥ he would have bid them before ♠s)

Lead: North should should lead ♠K (promising at least QJ as well)

Card Play: South can see 6 top tricks (1♠, 0♥, 4♦, 1♣)

West should not take 1st spade trick. N will continue spades with Q and when S shows out you know you have potentially 4 spade losers and 3 or 4 heart losers if you allow opponents to remain in lead.

Because west has only one diamond you must overtake the J with the A and hope that the diamonds break 4:3 because then the 7 will make your 7th trick

Count your opponents diamonds as they are played.

+



Dealer: North
 Vulnerability:

Count your tricks, plan and if required take your top tricks .

N/S with 28pts and E/W have 12pts. n/S should expect to be in game

19pts

♠AQJ

♥K75

♦K843

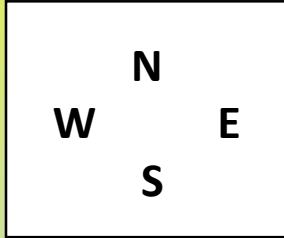
♣AQ5

♠97643

♥A4

♦975

♣J73



♠10852

♥QJ1082

♦A6

♣102

♠K

♥963

♦QJ102

♣K9864

9pts

6pts

5pts

Bidding: North with 19pts and balanced hand opens longest suit, 1♦ intending to bid NT afterwards (1NT 12-14pts, 1Suit then 1NT 15/16pts, 2NT 17/18pts and 3NT 19pts)

South with 9pts, essentially min when you consider singleton K may be worthless makes a minimum response, 2♦

North realises they have 25-28pts bids game of 3NT

Lead: North should should lead ♥Q (promising at least J10 as well)

Card Play: South can see 8 top tricks (3♠, 0♥, 0♦, 5♣)

East takes the ♥A and returns partners led suit. North should not take the ♥K until trick 3 (to ensure that if E has ♦A then a ♥ cannot be led back)

Now you realise you could have 4♥ losers and also ♦A so take your tricks immediately as the ♥K was the 9th trick to make the contract.

You may have 28pts and think you should make 3NT easily, but don't be complacent. Assess the situation and make the contract when you can, rather than risk going back.

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Bidding

<u>N</u>	<u>E</u>	<u>S</u>	<u>W</u>
1♦	p	2♦	p
3NT	All Pass		

Deal 6.5





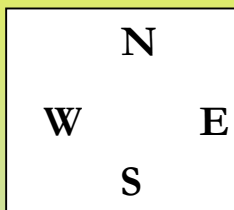
Dealer: East
Vulnerability:

DON'T BLOCK YOUR SUIT: Cash honours in the correct order i.e. short suit first

9pts

♠ 76
♥ 10964
♦ KQJ10
♣ K62

♠ A5
♥ KJ87
♦ 962
♣ J543

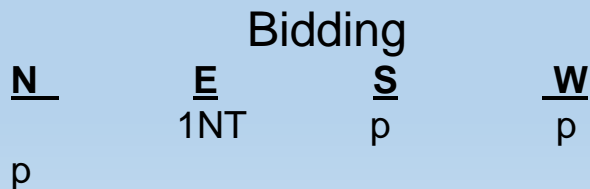


♠ K43
♥ AQ
♦ A753
♣ 10987

13pts

♠ QJ10982
♥ 532
♦ 85
♣ AQ

9pts



N/S have 18pts. E/W have 22pts E/W should choose a part score..

Bidding: East opens 1NT 12-14pts and balanced hand
West passes since game is not on with a max. of 23pts

Lead: S should lead ♠Q (top of a sequence)

Card Play: East can see 7 top tricks (2♠, 4♥, 1♦ and 0♣).
But East must win the first trick with the ♠K as you need the ♠A as an entry to establish your hearts. Immediately cash the ♥AQ then cross to the west hand to the ♠A and cash ♥KJ and finally make the A♦

Message. Do you remember this hand from Module 1? 😊

With this type of hand

Cash honours from the short hand first.

Deal 6.6

