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Teaching Methodologies

New England Youth Bridge, Inc.

New England Youth Bridge, Inc. is a Section 501(c)(3) charitable organization with a mission of teaching bridge to school children. Our teachers are volunteers, members of the American Contract Bridge League who have chosen to pass along to a younger generation a pastime that our teachers have found personally rewarding.

Our teaching methodologies are based upon a few underlying principles, observations, and experiences* ... many of which are unique to teaching young students rather than adults:

- We keep lessons short and interactive. Typically, lessons last the first 10-15 minutes of a 45-60 minute class, with the remainder of the class time being spent playing**. We find that the study attention span of young students is short; students need to “do it” and “see it” in order to learn.
 - We tend to focus the lesson section on items that can be taught quickly, such as card combinations; or advice that will likely be frequently repeated, such as “lead honors from the short hand first” or “count your winners and compare to the number of tricks for which you have contracted”.
 - We generally refrain from focusing the lesson section on items that can take extended time, such as multiple themes appearing in a complete pre-dealt hand.
 - We also find that creating questions to ask the students that relate to the lesson plan keeps the students interested and attentive.
 - We use visual tools such as flowcharts, rather than handouts (which might look like homework), to assist learning.
- We focus lessons on card play before bidding. Our students learn mini-bridge (bridge without bidding) before they learn to bid. Our approach is based upon the principle that students should learn how to win tricks before learning the partnership language for projecting the number of tricks contracted to be won.
- We tend to overlook all mistakes in the play portion of the class, unless such mistakes relate to prior lesson plans. Young students won’t try to “digest” material that is over their heads. They’ll become irritated, either with the teacher or themselves, and class control problems can result.
- Without diminishing the need for the lessons to be fun to the students, we do subscribe to the objective of improving the quality of play of our students – we hope that the students become duplicate players at the clubs and tournaments. We try to focus the student on the task at hand and to reinforce lessons already learned by interjecting appropriate questions and frequent referencing to the flowcharts. We seek to provide positive enforcement to students, but selectively and in a non-gratuitous manner. Who knows? Maybe the students will learn some lessons independently!
- We do keep played cards in front of the player, duplicate style.
- We anticipate that students might not recognize that they have to study to learn a game. They might say, “Why can’t we just play?” We realize, and accept, the fact that some students are interested only in learning how to play, and not interested in learning to play well.
- We fully expect the pace of play to be, well, glacial. And for the noise (and energy) level to be high. Young students are energetic, playful, and inventive. Try to recognize and guide the energy.

- We believe that students are not afraid to make mistakes. They are willing to take a chance because they MIGHT be right. They also like for their cards to be secret and we are willing to embrace that preference.
- We introduce scoring and duplicate boards early and, as soon as lessons turn to bidding, we introduce bidding boxes. Kids love keeping score and they love gadgets. For similar reasons, we look for opportunities for students from one school to compete against students from other schools.
- We do teach ethics and appropriate table behavior as important elements of the game.
- We seek a safe and productive class environment. We demand that each of our teachers be CORI certified, treat students respectfully, receive respect from students, be attentive to medical issues such as food allergies, and communicate as needed with school administration and/or parents.
- While we recognize that a bridge club is a social/recreational event for which the standard of behavior and attentiveness are less strict than in a school classroom, we expect students to adhere to three rules: respect the school (by not abusing school property); respect the teacher (by not talking over verbal lessons, except, of course, to ask bridge-related questions); and respect fellow students (by avoiding criticism or chortling).
- We seek involvement of school faculty and administration. We value their support and their advice. Our teachers, after all, are more likely to excel at knowledge of bridge than to excel at knowledge of educational methodologies conducive for children to learn. And the faculty members can be the most successful recruiters of new students!

The teacher should consider asking each student to bring to the first class a cardholder (often an empty box that used to contain a box of aluminum foil, with the serrated edges taped for safety). (Holding 13 cards can be difficult for small hands.) All other items will be supplied by the teacher.

* Many of the methodologies are excerpted from the ACBL School Bridge Lesson Series Program Teacher Manual.

** If the size of the class and the locale of the club permit, we seek to supplement the teacher with bridge players who can act as Table Supervisors during the play segment of a club meeting. See Guidelines for Table Supervisors, included at the end of this Manual.

Components of Teaching Manual

New England Youth Bridge, Inc.

The materials that follow in this document represent the integration of two distinct sets of documents:

- A series of flowcharts that are to be shared with students and used by teachers and students as: (a) learning tools for the duration of the instruction time; and (b) guidelines to be used by students to help them for the duration of the playing time. Many of the flowcharts are layered: As a new lesson is taught, the flowchart that was used during the previous lessons is updated, so that the flowchart retains the information that was learned during the previous lessons and also highlights the new information that is learned in the current lesson.
- A series of lesson plans – accompanied by illustrations of card combinations, card layouts, or charts, intended for the teacher to help the teacher “flush out” some teaching points that can be derived from sharing the new information highlighted on each flowchart.

The individual lesson plans that follow are intended to take only the first 10 to 15 minutes of each class. Even that limited time is intended to be spent in interactive instruction. Each lesson plan adopts a particular construct. Each lesson plan first states the overall Objectives of the lesson plan and then suggests individual Teaching Steps* to achieve the Objectives. (The Teaching Steps are intended to help the teacher identify key instructional elements of the material; they are not intended to “script” the way such elements are raised to the class. What works best with one class can differ from what works best with another set of students.) If the teacher wishes, the Objectives of the lesson can be converted into bullet points highlighted on an easel or blackboard. Of course, each teacher can assess how adequately their students are achieving the Objectives and adjust how much of an Objective should be deferred until the next lesson or advanced from the next lesson.

When presenting the lesson plans, the teacher should attend to distinguishing the very few rules of bridge (such as following suit) to the very plentiful guidelines (such as “second hand low”), so that the students understand the difference and recognize that each hand has to be analyzed on its merits.

The general sequencing of lessons is for students to learn as follows:

- the concepts of winning tricks and following the inviolable rules of Bridge such as playing in clockwise order, following suit, counting tricks by the partnership, etc.
- the concept of having a contract for a specified number of tricks and the roles of declarer, dummy, and the defenders
- the fundamentals of mini-Bridge, including the counting of HCP to identify the declarer and the level of the contract, the scoring for making or defeating a contract, and the achieving of potential bonuses by contracting for games or slams
- the importance of formulating a plan for the play of a contract
- techniques to develop more winners
- the concept of suit contracts, using trumps, including techniques to eliminate losers
- defensive play and legal partnership communications, to include signaling by the choice of cards you play
- and, finally, bidding (we teach 2/1, but with few conventions other than Stayman), with a focus on finding a combined major suit fit of eight or more cards, and discovering whether the combined strengths of the two hands merit bidding for a game bonus.

The number of lesson plans included probably exceeds the number of sessions of class. The teacher will have to decide which lesson plans can be skipped. Some suggestions for the priority order of lessons to be taught:

- Declaring, Defending, and Leading in Notrump Contracts (lessons 1-9, 15)
- Declaring, Defending, and Leading in Trump Suit Contracts (perhaps the declaring lessons can be limited to the introduction to trumps and the lesson on ruffing?) (lessons 10-11, 24-25, 12-14?)
- Opening the Bidding and Responding to an Opening Bid (lessons 29-35)
- Stayman Convention (lessons 36-37)
- Competitive Bidding (lessons 38-42)
- Partnership Defensive Agreements (lessons 16-23, 26-28)
- High Level Opening Bids and Overcalls (lessons 43-44)
- Bidding Follow Ups after Responder's First Bid (lessons 45-51)

Following the lesson plans, the students play hands at tables of four, using duplicate boards. To produce specific hands that reinforce the lesson plans, the bridge teacher might want to consider using deal-generator software.

* Many of the teaching steps in card play are derived from Fred Gitelman's "Learn to Play Bridge" software program that is available as a free download from the [Bridge Base Online](http://www.bridgebase.com) website. Many of the pre-sorted hands are derived from bridge author Eddie Kantar www.kantarbridge.com and are used with his permission. Many of the teaching steps in bidding are derived from Audrey Grant's ACBL Bridge Series "Bidding in the 21st Century".

PLAY AND DEFENSE

Lesson 1 – Winning Tricks and the Rules of Bridge

Objectives:

- to welcome the students
- to introduce the concepts, rules, and language of bridge:
 - to learn that a bridge hand consists of 13 cards
 - to learn the suit of each card
 - to learn the rank of each card
 - to learn that the objective of bridge is to win tricks
 - to learn that each player must, if possible, follow suit to the card that is led to a trick ... or else discard
 - to learn that each player plays one card to a trick, and in clockwise order
 - to learn that each deal has 13 total tricks
 - to learn that bridge is a partnership game; a trick won by your partner is just as valuable as a trick won by you
 - to learn to keep track of the number of tricks won by each partnership
 - to learn that the player who leads to a trick is the player who won the previous trick

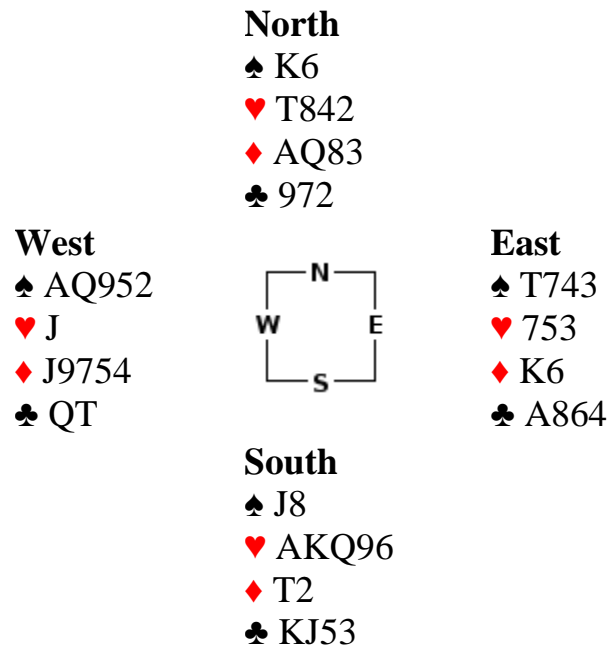
That tricks can be won by trumps will be introduced later; here (and for quite a few lessons thereafter), tricks are in notrump.

The teacher should keep the questions and answers flowing; interactivity is important.

Teaching steps:

- The teacher can begin by welcoming the students to the bridge club and talking about why they might enjoy learning to play bridge:
 - Bridge is fun. If you like other card games or games of puzzles like crosswords or Sudoku or chess, you will enjoy playing bridge.
 - Bridge is a good exercise for your brain and will improve your problem solving skills.
 - Bridge also improves your abilities to work together with a partner toward a common goal.
 - Bridge is an activity you can share with your friends; all you need is one other player to be your partner and two more players to be your opponents. That, and a deck of playing cards.
 - Bridge is easy to learn to play – there are only a few absolute rules in bridge and you will learn most all of them by the end of today's lesson, so that you will actually be playing a form of bridge before the end of this first class.
 - Yet playing bridge *well* is something that is incredibly complex. You will never actually *master* playing bridge; instead what you will learn is to play bridge better and better as each class progresses.

- The teacher can allow that students will come to the bridge club with varying objectives:
 - Some might be looking to learn an activity to enjoy socially with friends and family.
 - Some will be looking to compete in bridge against others and to achieve the intellectual challenge of growing bridge skills as much as possible.
 - The bridge club will help accomplish either objective, or an objective in between.
- The teacher will configure the classroom for tables of four players:
 - Because bridge is a game for four people, ask the students to arrange desks so that there is room for four players to sit around the desks, as if each of the four players were the point on a compass.
 - Also ask each student to turn their chair so that the student is looking toward the teacher.
- The teacher will describe a bridge hand.
 - As students arrange their tables and chairs as described, give each student a pre-sorted bridge hand from a duplicate board. [See below for a construct of the four hands.] South should be the player closest to the teacher.
 - Announce that the bridge hand given has been pre-sorted; normally one player would have to shuffle a deck of cards and distribute the cards to each of the four players.
 - Possible pre-sorted bridge hand to be distributed:



- See exhibit for above deal.
- Note that the bridge hand given has thirteen cards. That will always be the case at the beginning of each bridge hand. The number 13 is a key number in bridge.
- Show how to hold the thirteen cards in a way so that the player can see each of the thirteen cards. For many people this is hard. If it is hard to hold or “fan” cards so that all thirteen of the cards can be seen, do not worry. For next class, consider bringing an empty aluminum foil box with the top lid positioned so that cards can be placed between

the top lid and the side. Just be sure to tape over the serrated edge, so that no one is injured by being cut.

- Note also that the thirteen cards given are sorted two ways.
 - The first way the cards are suited is by *suit*. [Show the four suits in a deck of cards.] Because two of the suits are black – spades and clubs – and two of the suits are red – hearts and diamonds – a player typically sorts his hand by alternating suit colors, so that two black are not next to each other and two red suits are not next to each other. Alternating the suit colors makes it easier to not confuse one suit with another.
 - The second way the cards are suited is by *rank*. Each of the four suits has 13 cards – ah, there is that number 13 again. [Show the thirteen cards in a suit arranged in order from highest to lowest.]
 - The highest card in each suit is the Ace. Then the king, the queen, the jack, and the ten. These top five cards in a suit are collectively referred to as *honor cards*.
 - The rest of the cards in a suit, the cards from a nine to a two, are referred to as *spot cards*.
- Note that each of the other four players at the table are also dealt 13 cards, so that all 52 cards in a deck (jokers aren't used) have been dealt. If the cards had not been pre-sorted, one player would have dealt out 52 cards, one card at a time to each of the four players, face down. Before play begins, each player could check to see that he was dealt exactly 13 cards. Only when each player has counted to 13 cards would that player actually look at the face side of his cards and sort them by suit and by rank.
- The teacher can introduce the concepts of four players playing as two partnerships:
 - Students were asked to organize tables so that each player was aligned as if sitting at a point on a compass. In bridge, we actually refer to each player by a position on the compass. In this case, the player sitting closest to me is the South player. The player sitting across from the South player is the North player. The player sitting to the left of the North player is the East player. And the player sitting across from the East player is the West player.
 - Who is sitting across from you is important, because that player is your partner. At a bridge table, one partnership, the *North-South partnership*, is competing against another partnership, the *East-West partnership*. You and your partner are working together toward the same goal.
- The teacher can demonstrate how a trick is played and who wins a trick:
 - The teacher can ask each student to place all thirteen of the student's cards on the table at a position immediately in front of the student; not at the center of the table, but right in front of the student; i.e, playing "open handed".
 - The teacher can tell the students that when they are really playing bridge, rather than being shown this illustration, the student will not show cards to the opponents or to partner. But playing "open handed" now will help demonstrate some key elements of bridge.

- The teacher can tell the students that bridge is a game of *tricks*. Ask the students if anyone has played other trick-taking card games such as hearts or spades or euchre, or even War. Even if the student has not played a trick-taking card game before, very soon the student will understand what is meant by a trick when the first trick is demonstrated.
- The objective in bridge is to win lots of tricks. Because bridge is a partnership game, what should be said is that the objective in bridge is for your partnership to win lots of tricks; it makes no difference how many of those tricks are won by you and how many by your partner.
- The teacher can begin to teach the technical rules of bridge by illustrating the first trick.
 - The teacher can ask the South players to take the ace of hearts from their thirteen cards and place the ace of hearts (duplicate style) just slightly in front of the rest of their cards, toward the center of the tables, but not at the center of the table. In bridge language, South has *led* the ace of hearts to the first trick.
 - One rule of bridge is that the **play progresses in the clockwise direction**. Thus the player who plays a card to the first trick after South has played the ace of hearts is the West player. Then the North player plays a card and then the first trick is completed by the East player playing a card. Always, one card at a time to a trick and always in the clockwise order.
 - Given that South has led the ace of hearts to the first trick, what card should West play to the first trick? Well, another rule of bridge is that each of the other three players needs to *follow suit*; that is, play to a trick a card of the same suit as the suit that was led to that trick. Because the card that was led by South was a heart, each of the other three players has to play a heart to the trick. What card will West play to this trick? [Await answer.] Because West has only one heart, West has to play the Jack of hearts to the first trick.
 - North is the next player to play to the first trick and North also has to follow suit by playing a heart at Trick 1. Which heart should North play? Well, North's partner, South, has played the ace of hearts and since that card is the highest ranking heart in the deck, North knows that his partner South is going to win the trick. Accordingly, North would choose to play his lowest-ranking heart, the heart that is least likely to win a trick later in the hand. What heart should North play to this trick? [Await answer.] North plays the two of hearts.
 - Now East has to play. What card do you think East should play to Trick 1? [Await answer].
 - That completes Trick 1. Which partnership won Trick 1? Why? [Await answer]. Given that Trick 1 is completed and that the NS partnership won the first trick, each of the four players should turn over their card played at Trick 1 and turn that card so that the long sides of the card are pointed toward the NS partnership and not toward the EW partnership.

- Another rule of bridge is that **the player who won the last trick leads to the succeeding trick**. Since South won Trick 1, this means that South gets to lead to Trick 2. Playing the top ranking heart of the ace of hearts worked pretty well for the NS partnership at Trick 1, so let's have South, from the twelve cards he can lead from now, lead another card that is highest-ranking heart at Trick 2. What is the highest-ranking heart not yet played through Trick 1? [Await answer.] OK, South, please now lead the King of hearts at Trick 2, placing it face up next to the face down card played at Trick 1.
 - Whose turn is it to play next? [Await answer.] What suit must West play to Trick 2? [Await answer.]. Correct, West must play a heart. Just one problem with that; what is the problem? [Await answer that West has no hearts among his remaining twelve cards.] West still has to play a card to Trick 2, but because he has no heart cards to play to Trick 2, he has to play a card in another suit. In bridge language, we call the play of a card to a trick that is in a different suit from the suit that was led to that trick a **discard**. If a player has to discard on a trick, that player will not win the trick; instead the trick is won by the player who plays the highest-ranking card in the suit that was led to that trick; here that suit is hearts. West has twelve cards remaining, any one of which he could choose to discard. What do you think about West maybe discarding the ace of spades? Is that a good idea? [Await answer.] Because the ace is the highest ranking card in the spade suit, the ace of spades is sure to win a trick whenever a spade is led to a later trick. So, West should want to keep the ace of spades. What do you think about West maybe discarding the two of spades instead? [Await answer.]
 - What card might North play to Trick 2? [Await answer.] How does North feel about playing the eight of hearts on this trick? [Await answer that North is happy to play the eight of hearts, because his partnership is going to win this trick.] What card might East play to Trick 2? [Await answer.]
 - Who won Trick 2? [Await answer.] Now that Trick 2 is over, what are you going to do to the card that you played to Trick 2? [Await answer.]
 - How many tricks will there be in a hand by the time each and every card has been played? [Await answer.] There's that number 13 again! If the NS partnership wins 8 of the tricks, then how many tricks were won by the EW partnership? [Await answer.]
- Have the students turn their seats so as to face the center of the bridge table.

- Distribute a duplicate board with unsorted hands to each table.
 - Ensure that each student takes the cards out of the board keeping them face down.
 - Next ensure that each player counts to make sure he was dealt exactly thirteen cards, and next sorts his hand by suit (alternating red and black suits) and, within suit, by rank.
 - Ensure that each student holds his cards so that all thirteen can be seen by the holder (if possible), but not by other players. The cards are not to be open-faced.
 - Designate the player to the left of the dealer to be the opening leader.
 - There will be no dummy hand
 - There will be no contract
 - Each pair will still act as a partnership in winning and counting tricks
 - Play will be in notrump
 - Ensure thereafter that play proceeds in clockwise order, and that each student follows suit if he can.
 - See if the students can determine who wins each trick and turns the trick in the proper direction.
 - As each trick is completed, be sure the students correctly determine who leads to the next trick.
 - After the last card has been played, ask one person from each partnership to count the number of tricks won by his side. And check that the total number of tricks won equals 13.

♠ K 6

♥ 10 8 4 2

♦ A Q 8 3

♣ 9 7 2

♠ A Q 9 5 2

♥ J

♦ J 9 7 5 4

♣ Q 10



♠ 10 7 4 3

♥ 7 5 3

♦ K 6

♣ A 8 6 4

♠ J 8

♥ A K Q 9 6

♦ 10 2

♣ K J 5 3

Lesson 2 – Contract for Tricks: Roles of Declarer, Dummy, and Defenders

Objectives:

- to understand the objective of the bridge club, including:
 - overall goal of the bridge club
 - the standard itinerary for each session
 - expectations for class conduct
- to introduce all student and adult members, if necessary
- to understand that bridge includes not only technical rules but also a code of ethics and good behavior
- to understand what means a bridge contract
- to understand that one partnership (the declarer partnership) has an objective of winning the number of tricks to satisfy the contract and that the other partnership (the defenders partnership) has an objective of winning the number of tricks to ensure that the contract is defeated. This is a change from the prior objective of winning as many tricks as possible.
- to understand the concept of dummy, and thus to redefine how the opening leader is determined.

Note that contracts are defined as number of tricks, and not yet as $X+6$.

Note that all contracts will continue to be notrump contracts, with suit contracts not to be introduced until later.

Teaching steps:

- Share the overall goal for the bridge club: for students to enjoy learning and playing bridge
- Discuss the standard itinerary for each session: first will be a short lesson, usually no longer than ten-fifteen minutes in duration; and following the lesson plan, the students will play bridge at tables of four, typically with a monitor present to remind them to follow the basic rules and to reinforce the content of past lesson plans.
 - Each lesson plan is designed to help you learn to select each card to play with a purpose, to help you develop a plan to win more tricks and teach you techniques to fulfill that plan. Most lesson plans are presented with a visual aid [show one]. You will later be given a folder organizing the visual aids so that you can, if you choose, reference the aid in choosing an action during the play portion of the bridge club session.
 - For the play portion of the bridge club session, students will break into tables of four, where you will have the help of a table supervisor. Recognizing that you have differing amounts of experience at bridge, you will be asked to seek out a table of four with similar experience. That way, if you want to do something that will be covered by a lesson that has not yet been presented – say, playing in a suit contract or using bidding – you can, without overwhelming a player who does not yet have that experience. One caveat: we will not tolerate exclusionary behavior when it comes time to break out to tables of four. No player should be rejected by other members of that table. Not always will the number of students be divisible by four and so sometimes five students will have to rotate in and out at a table of four.

- Discuss how students are expected to conduct themselves
 - Bridge club is an after-school activity and not a during-school activity. You are here to have fun and there is no homework and no grades. Mostly, what is asked of you is respect.
 - Respect the school property and the bridge club property. Leave the classroom in at least as good a condition as it was when the session began: place desks and chairs in their previous locations; avoid any actions that will make the classroom less effective for the school teacher who teaches in the classroom.
 - Respect fellow students by avoiding criticism, chortling or exclusionary actions
 - Respect the adult volunteers. During the lesson portion, this means avoiding non-bridge distractions (conducting non-bridge discussions, using mobile devices, etc.). During the play portion, this means listening to the directions and advice of the table supervisors.
- Introduce the students and adult volunteers.
- Review the basic technical rules learned the previous lesson: objective of winning tricks as a partnership, how a trick is won (remembering following to the suit that is led and the rank of cards in the suit led to a trick – that’s why when you sort your hand you separate one suit from another and you place your cards within a suit in rank order), and who plays next when a trick is won.
- In addition to following technical rules, bridge players must also follow ethical rules:
 - You cannot communicate with your partner by something that you say or by facial expression or other gesture. That would be a violation of ethics, and bridge is a game that abides by ethics. As ethics are being violated, acknowledge that maintaining good ethics is hard, but it is important to ensure that the game is being played fairly. You might consider referring to the ethics of other games, such as sports, in order to present better known analogies.
 - A good partner is one who is supportive of his partner and who is respectful to members of the opposing partnership.
- Last week you played deals of bridge where you counted the number of tricks won by each partnership. You might have noticed that the partnership likely to have won the most tricks was the partnership that was lucky enough to have been dealt more than their fair share of honor cards (aces, kings, queens, jacks, and tens). Today, you will learn how to limit the impact of luck.
- Rather than focus just on how many of the 13 available tricks each partnership can win, we are going to give one partnership a target. Let’s say that on one particular deal, the NS partnership was dealt more high cards than was the EW partnership. Let’s set a target is for the NS partnership to take 9 of the 13 tricks. In bridge language, we say that the NS partnership has a **contract** to win (or “take”) nine tricks.
- The NS partnership will have a plus score on a deal (don’t worry now about how the score is calculated) if NS wins at least 9 tricks. The EW partnership will have a plus score on a deal if NS makes fewer than 9 tricks. How many tricks must EW win in order to keep NS from winning 9 tricks? [Await an answer.]
- Some more bridge language comes about when there is a contract. For the partnership that is trying to defeat a contract – EW in our example – we call each of the partners a **defender**. For the partnership trying to make a contract – NS in our example – we call one of the partners the

declarer and the other of the partners the *dummy*. In a few moments you will learn why the term dummy is used; it has nothing to do with how smart or articulate is that partner. On this deal, let's say that North is the declarer, and thus that South is the dummy.

- Knowing which player is declarer also determines which player makes the lead to Trick 1; that is, who is the *opening leader*. The opening leader is the defender who is to the left of the declarer.
- Let's get back to the partner of the declarer, the dummy. The way you are learning now, the dummy actually places all of his cards on the table – so that they can be seen by the other three players – before the opening lead is made. This means that each of the other three players can now see not only the 13 cards that are in their hand but also the 13 cards that are in the dummy hand.
- Once the opening lead is made by the player to the left of the declarer, the next card is played, in normal clockwise progression, from the dummy hand. But dummy does not determine which card is played to the trick. Instead the declarer tells the dummy which card to play and the dummy is obligated to play that card. That continues throughout the play – the dummy acts solely to obey the directions of the declarer. Now you understand why that hand is called the dummy.
- For this week, a note on the duplicate board will tell you what is the contract and who is the declarer. That will change next week.
- Have the students break into tables of four players. Distribute a duplicate board with unsorted hands to each table; the duplicate board should include a note naming the contract (e.g., win nine tricks) and identifying the declarer.
- See Guidelines for Table Supervisors.

Lesson 3 – Introduction to Mini-Bridge and Bridge Scoring

Objectives:

- to learn to count HCP
- to learn mini-bridge rules:
 - to determine who is declarer
 - to determine the level of the contract
- to learn that bridge is scored, with bonuses for contracting for nine tricks (game), twelve tricks (small slam), and thirteen tricks (grand slam) ... and then making at least the contracted number of tricks
- to learn the bridge language for contracts (for example, that a contract to take 9 tricks with no trump suit is referred to as 3NT).

Teaching steps:

- Last week, you learned about declarer having a contract for a specified number of tricks. The contract and the declarer were noted on the duplicate board.
- This week, you will learn how to determine the contract and identify the declarer on your own.
- Before that happens, tell the students that bridge players customarily refer to contracts not by the number of tricks needed to make a contract (say, nine tricks) but rather by linking two words:
 - The first word is the number of tricks contracted for, minus 6. Thus, a contract to win nine tricks is not called “nine” but is rather called “three”. The “minus 6” is because the first six tricks won in a contract are called the “book”. Accordingly, contracting to make “one” is contracting to win the book of 6 tricks, plus one, or 7 of the 13 possible tricks. We call this number – one in this example – the “**level**” of the contract.
 - The second word is the trump suit. Because for now all of the contracts are contracts with no trump suit – trumps will be introduced later – a contract to make nine tricks with no trump suit is simply called 3NT. We call this word – notrump in this example – the “**suit**” of the contract, although a more appropriate, but lesser used, word is the “**strain**” of the contract.
 - How many tricks would you have to win to make a contract of 1NT? [Await answer.]
To make a contract of 6NT? [Await answer.]
- **Reference the mini-bridge Table #1.** You know that aces are more powerful than kings which are more powerful than queens, etc. We can approximate measuring that power by assigning points (“**high card points**”) to each high card in the deck (A = 4; K = 3; Q = 2; J = 1; all others = 0)
 - How many HCP in each suit (10)?
 - How many HCP in a deck (40)?
 - How many HCP for one partnership to own more HCP than the opposing partnership (21 or more)?
- Notice on the mini-bridge table that certain contracts are emboldened. Contracting for, and then making, an emboldened contract earns your partnership a big scoring bonus. Sometimes, you might even choose to contract for *more* tricks than is shown in the mini-bridge table, just for the chance to earn a higher score by achieving one of the bigger scoring bonuses. The bigger scoring bonuses include a bonus for a game (3NT = nine tricks at notrump contract), a small slam (6NT =

twelve tricks) or a grand slam (7NT = all thirteen tricks). Of course, if you contract for a bonus level contract and then you do not make your contract, you will earn a minus score: that is part of the reward and risk of bridge!

- You can calculate your score by referring to the Duplicate Bridge Scoring flowcharts.
- Have the students break into tables of four players. Distribute a duplicate board with unsorted hands to each table.
- See Guidelines for Table Supervisors .

Mini-BridgeTable #1

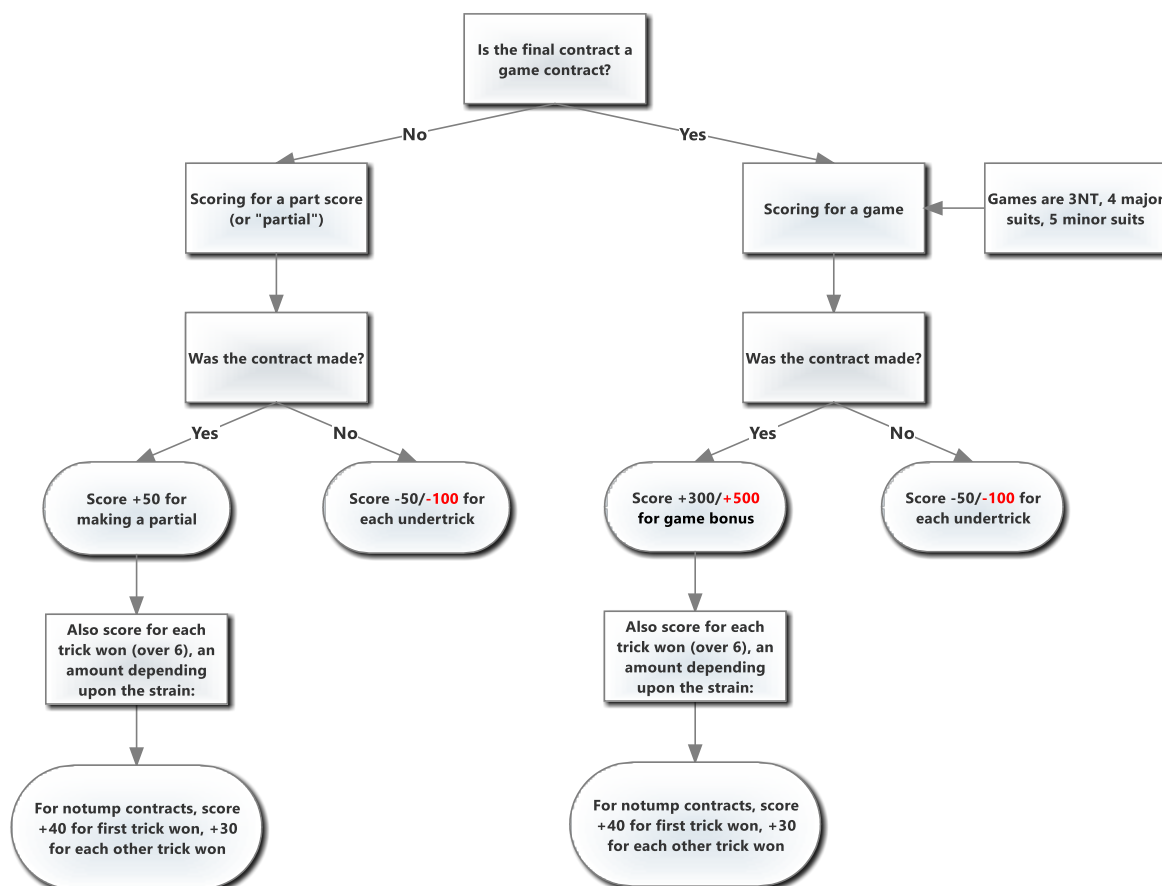
- Deal all 52 cards in clockwise order, beginning on dealer's left. (Or receive 13 cards from a duplicate board.)
- After the cards are dealt, each player should count their cards face down, checking that total is 13.
- Each player should sort their cards by suit, alternating red and black suits, and by rank.
- Each player should announce their HCP (High Card Points), in clockwise order, and accumulate the HCP, checking that the total for all 4 players is 40.
- The partnership with the highest combined HCP will be the declaring partnership. The declaring partnership should use the chart below to denominate the final contract.
- The player named as declarer will be the member of the declaring partnership with the higher number of HCP.
- Dummy is displayed *before* the opening lead is made.
- After viewing dummy for the first time, declarer has the option to increase the contract level to the next bonus level (game or slam)

Counting HCP
Ace = 4 HCP
King = 3 HCP
Queen = 2 HCP
Jack = 1 HCP

Combined HCP						
Contract (with bonuses for games and slams in bold)						
20-21 HCP 1NT	22-24 HCP 2NT	25-27 HCP 3NT	28-29 HCP 4NT	30-32 HCP 5NT	33-36 HCP 6NT	37+ HCP 7NT

Remember: the number of won tricks required for declarer to satisfy ("make") a contract is 6 plus the number in the contract. For example, to make a contract of 3NT, declarer must win at least 9 tricks (6+3).

Duplicate Bridge Scoring for Undoubled NT Part Scores and Game Contracts (Not Vulnerable/**Vulnerable**)



Lesson 4 – Winning Notrump Tricks with Top Cards

Objectives:

- to understand how to win tricks with top cards in a suit
- to understand importance of counting tricks
- to understand how to avoid blocking a suit
- to understand the importance of entries to a hand with good tricks awaiting

Teaching steps:

- Tell the students that to date, you have been learning the rules for how to play mini-bridge. But we hope you aspire to a more ambitious goal: not only to learn the rules of play, but also to learn to play well.
- To play well, you need to begin every bridge hand that you declare with a plan. When dummy is displayed, declarer needs to determine how he expects to win the number of tricks for which he has contracted; that is, how he expects to make his contract. (Similarly, the defenders need to determine how many tricks declarer can win, so that they can develop a plan to keep the declarer from making his contract. For teaching/learning purposes, the focus will, at this time, be on the planning from the perspective of declarer.)
- The first step in declarer's plan is to count the number of top tricks declarer's side can win. A "top trick" is defined as a trick declarer can win without giving up the lead. To learn to count the number of top tricks, you will be shown some "**card combinations**". Using card combinations is an approach that will be used regularly to illustrate techniques for taking more tricks with the cards you are dealt.
- The teacher should layout the following card combinations in a suit and ask the students how many top tricks the partnership can win with (while explaining that "x" is bridge notation for a small spot card):
 - AKQ opposite xxx
 - AQx opposite Kxx
 - AKQ opposite Jxx
 - AKQ opposite x
 - AK opposite Qx
 - KQJ opposite xxx
 - See exhibit for above card combinations.
- As each new card combination is shown, point out why the number of top tricks differs from one to the next or, if the number does not differ, why.
- Present the two 26-card layouts that follow, introducing the concepts (and bridge language) of carefully using **entries**: here, to avoid **blocking** a suit and generally playing a suit in an order such that the high cards from the shorter hand in that suit are played before the high cards from the longer hand in that suit are played.
 - For the first hand, this means playing the ♠Q before playing the ♠AKJ
 - For the second hand, this means not only playing the ♣AKQ early but also winning the first trick with the ♠A, so that a spade entry to dummy is preserved to enable you to cash the ♣JT.

- Have the students break into tables of four players. Distribute a duplicate board with unsorted hands to each table. [See Kantar, Introduction to Declarer's Play, p.7(a), www.kantarbridge.com]. (Have diamonds split 4-0.)

Dummy

♠ KQ3

♥ AJ

♦ AJ76

♣ K432

Declarer

♠ A4

♥ KQ

♦ KQ832

♣ A765

- See Guidelines for Table Supervisors.

Winning Top Tricks

AKQ xxx

AQx Kxx

AKQ Jxx

AKQ x

AK Qx

KQJ xxx

How many top tricks can your partnership win when you and your partner hold each of the above card combinations?

♠ A K J 2

♥ 4 3 2

♦ 4 3 2

♣ 4 3 2

N
W E
S

♠ Q 3

♥ A 7 6 5

♦ A K 6 5

♣ A K 5

You are sitting South, declaring a contract of 3NT (enough for a game bonus). The opening lead is the ♥Q.

1. How many tricks do you need to make your contract?
2. Count your top tricks, suit by suit. Compare the count to the number of tricks needed to make the contract.
3. What special care is required to ensure that you can win all of your top tricks in the spade suit?

♠	K	Q
♥	4	3 2
♦	4	3 2
♣	J	10 9 8 7

N	
W	E
S	

♠	A	2
♥	A	7 6 5
♦	A	7 6 5
♣	A	K Q

You are sitting South, declaring a contract of 3NT (enough for a game bonus). The opening lead is the ♠J.

1. How many tricks do you need to make your contract?
2. Count your top tricks, suit by suit. Compare the count to the number of tricks needed to make the contract.
3. What special care is required to ensure that you can win all of your top tricks in the club suit?

Lesson 5 – Developing Notrump Tricks by Promotion from Strength

Objectives:

- to understand how not-quite high cards can be *promoted* into winning tricks, after higher cards in the suit have been played (*promotion from strength*)
- to understand the importance of playing to *develop* tricks before playing top tricks

Teaching steps:

- Layout the following card combinations in a suit and ask the students how many top tricks the partnership can win and how many not-top tricks the partnership can win:
 - QTxx opposite KJxx
 - Qx opposite KJT_x (which card to play first?)
 - QJxx opposite T9xx
 - QJ9x opposite T_x (which card to play first?)
 - See exhibit for above card combinations.
- As each new card combination is shown, point out how the partnership needs to lose some tricks in the suit in order to win the number of tricks. And since you are probably going to lose tricks to the A or AK anyway, why not get a return from the near-inevitable loss of those tricks by establishing your Q's, J's, T's?
- Indicate why (the unavoidable) losing of the top tricks can be attractive by developing not-quite high cards into tricks. This process is called developing more winners by **promotion** or **promotion from strength**.
- For unequally distributed card combinations above (“unequal” meaning that dummy and declarer have a different number of cards in the suit), when there are high cards in each hand, remind the students of the potential benefit of playing high cards from the short hand before high cards from the long hand.
- Present the two 26-card layouts that follow, focusing on the concept (and bridge language) mentioned below.
 - On the first hand, establish the (general) play principle: ***develop tricks before playing top tricks***. Focus on playing the diamond suit, which has no top tricks, so that after the ace of diamonds – an unavoidable loser for declarer – is played by the opponents, declarer has promoted three more winning tricks from the diamond suit. The diamond suit should be played at Trick 2 and continued until the ace of diamonds has been played by the opponents. That way, declarer has established enough tricks to make his contract and retains the top cards in the non-diamond suits. If, instead, declarer plays the top tricks in the suits other than diamonds before developing tricks in diamonds, the opponents might win not only the ace of diamonds but also a long card or more in any of the other suits. (Consider showing an opponent's hand of 4=4=1=4 distribution with the ♦A, to help emphasize how declarer, if playing top tricks before developing tricks, can be held to nine tricks ... while, if developing top tricks before playing top tricks, will win twelve tricks!)
 - On the second hand, focus on the card combination in the spade suit. With declarer's side owning the AJT, the only higher cards are the KQ. Show how, once a spade has been led by the opponents, no matter where lie the KQ, a second spade trick will be

promoted as a winner for declarer (provided that a small card is played from dummy at Trick 1).

- Introduce the document **“Planning the Play in a Notrump Contract”** and recall what was taught in the previous lesson (having a play plan – hopefully one that is formulated before you play Trick 1 from dummy – that includes counting top tricks and comparing that total to the number of contracted tricks; using entries wisely) and integrating the branch that highlights what to do when additional winners need to be developed **“by promotion from strength”** and when the process of developing additional winners should be undertaken. Inform the students that they will eventually learn each of the ways/branches for developing more winners. Thus, the document acts as sort of a road map not only to what is being learned at this session but also what will be learned at future sessions. And how all the items on the document share a common theme of techniques you can use to develop more winners when playing a notrump contract. To help remind you of all the techniques available to you to develop more winners, you can keep a copy of the document at your table.
- Have the students break into tables of four players. Distribute a duplicate board with unsorted hands to each table. [See Kantar, Introduction to Declarer’s Play, p.14(b), www.kantarbridge.com]. (Contract is 3NT. Opening lead is ♠J.)

Dummy

♠ AK5

♥ 32

♦ A765

♣ 5432

Declarer

♠ Q7

♥ QJT9

♦ K432

♣ AK6

- See Guidelines for Table Supervisors.

Winning Tricks by Promotion from Strength

QTxx

KJxx

Qx

KJT_x

QJxx

T9xx

QJ9_x

T_x

1. How many top tricks can your partnership win when you and your partner hold each of the above card combinations?
2. How many not-top tricks can your partnership win when you and your partner hold each of the above card combinations?
3. For the card combinations that are “unequally distributed”, what special care must you often take to win the non-top tricks?

♠ 4 3 2
 ♥ A K 4
 ♦ 5 4 3 2
 ♣ K Q 4



♠ A K Q
 ♥ Q J 2
 ♦ K Q J 10
 ♣ A 3 2

You are sitting South, declaring a contract of 6NT (with small slam scoring bonus!) The opening lead is the ♣J.

1. How many tricks do you need to make your contract?
2. Count your top tricks, suit by suit. Compare the count to the number of tricks needed to make the contract.
3. What suit might help produce extra winning tricks? When should you begin playing that suit?

♠ J 3
 ♥ A 3 2
 ♦ 5 4 3 2
 ♣ A Q 3 2

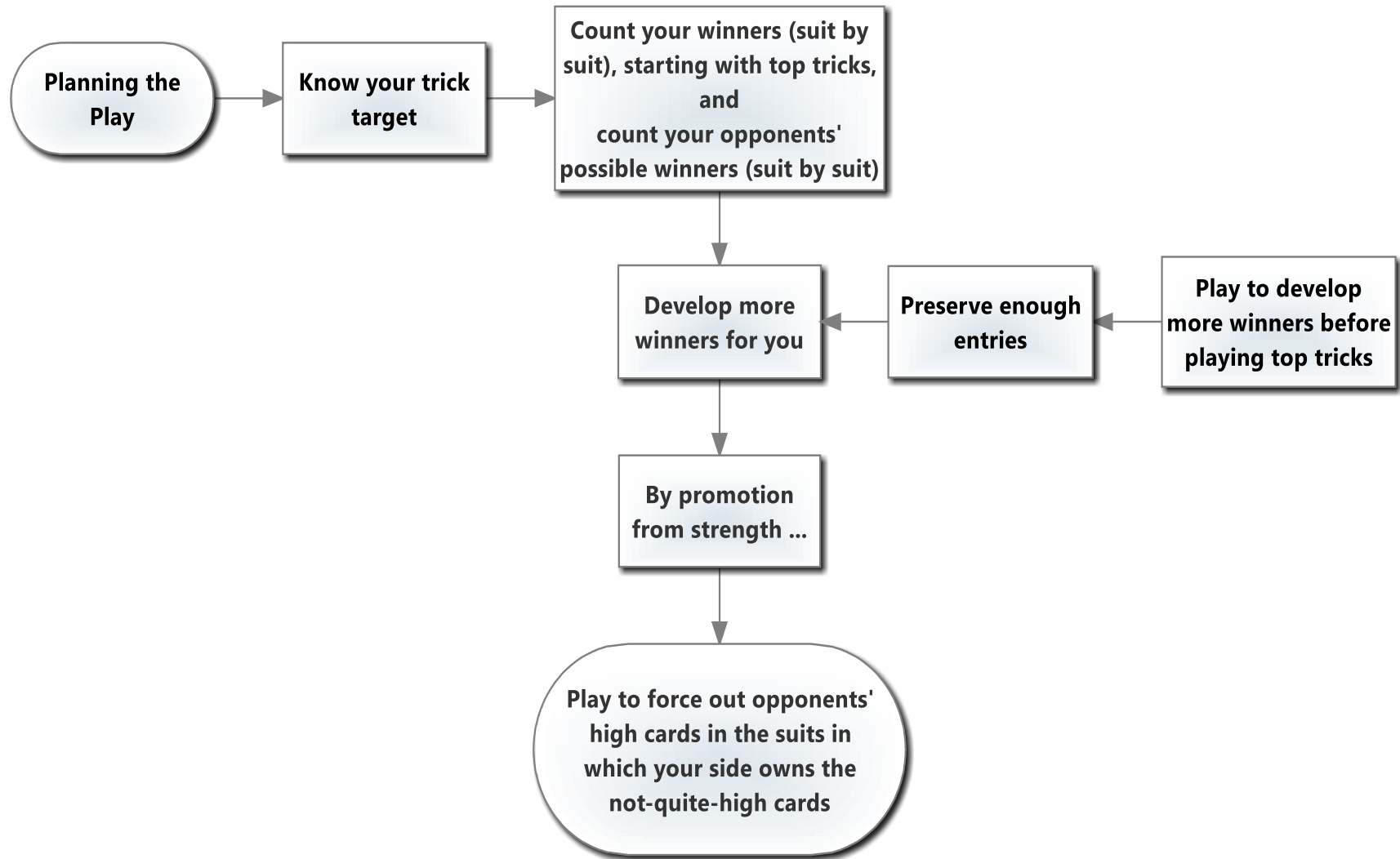
N	
W	E
S	

♠ A 10 2
 ♥ K 5 4
 ♦ A K 7 6
 ♣ K 5 4

You are sitting South, declaring a contract of 3NT. The opening lead is the ♠4.

1. How many tricks do you need to make your contract?
2. Count your top tricks, suit by suit. Compare the count to the number of tricks needed to make the contract.
3. What suit might help produce extra winning tricks? How quickly might a suit begin to produce an extra trick? (Difficult question.)

Planning the Play in a Notrump Contract



Lesson 6 – Developing Notrump Tricks by Establishment of Length

Objectives:

- to understand how small cards can become established as winning tricks (establishment of length), based upon how the cards held by the opponents happen to be distributed
- to understand the importance of counting the cards played in a particular suit
- to understand the importance of ducking a trick in order to preserve an entry

Teaching steps:

- Review past sections of the document “**Planning the Play in a Notrump Contract**”, with a motivation of learning how to declare a notrump contract with a plan, and to choose to play cards purposefully to fulfill that plan:
 - Plan begins before playing from dummy at Trick 1, to include noting the number of tricks needed to satisfy the contract, a count of the number of top tricks that can be won, and a check on wisely using entries to be able to win that number of top tricks
 - Plan continues with ascertaining how many additional winning tricks you need to develop, choosing which techniques (i.e., which branch of the flow chart) to follow to develop the additional winning tricks, and understanding that you need to work on developing the additional winning tricks before you work on winning the top tricks.
 - So far, you have learned one of the techniques for developing additional winning tricks – by promotion from strength --; today you will learn about another technique for developing additional winning tricks – by establishment of length.
- Consider distributing to the students a folder with the document included.
- Layout the following card combinations in a suit and ask the students how many top tricks the partnership can win and how many not-top tricks the partnership can win:
 - Kxxx opposite AQx
 - AKxx opposite xxxx
 - AKxxx opposite xxx
 - KQJx opposite xxx
 - See exhibit for above card combinations.
- As each new card combination is shown:
 - explain why the number of not-top tricks in a suit is dependent upon the distribution of the suit in the opposing hands, demonstrating various ***suit splits*** (or ***suit breaks***)
 - introduce (or review) discussion of the following bridge play concepts:
 - ***counting*** card length in a suit: your side’s original card length, the opposing side’s original card length (“13 minus ...”), the opposing side’s remaining card length
 - *playing high card(s) from the short side before high card(s) from the long side*, when the card length is unequally distributed between your side’s two hands
 - ***ducking*** a trick in order to preserve an ***entry***
 - Anytime either your hand or dummy’s hand has more length in a suit than any other hand at the table, there is a possibility that you can develop additional winning tricks by establishment of length

- Present the two 26-card layouts hands below, focusing on the concept (and bridge language) mentioned below.
 - On the first hand, the concept is a player thinking of not only the winning tricks of the player's side, but also the potential winning tricks of the opponent's side. For this hand, this means not playing diamonds, where you will have to lose the lead three times in order to possibly establish an extra diamond trick (and even then only if the eight has fallen in three rounds in order to establish South's seven as a trick) and the opponents might have won not only three diamond tricks but also some tricks with their long spades ... but rather playing clubs, where you can hope that the missing six cards are split 3-3 and thus that you will have to lose the lead only once (on the third round of clubs) before establishing by length a winning trick of the ♣6 (while preserving the ♠A as an entry to cash the winning trick of the ♣6). With respect to question 3, about when the club suit should be played, review the need to play to develop tricks before playing top tricks. With respect to question 4, about which suit is least attractive for declarer to attack had the opponents led hearts, the answer is spades: because spades is the suit most likely to establish winning tricks by length *for the opponents*.)
 - On the second hand, the concept is "**ducking**" to take advantage of a favorable suit break in order to win extra tricks from long cards in a suit when there are not many entries to the hand with the long cards in the suit. With respect to question 3, about when the club suit should be played, review the need to play to develop tricks before playing top tricks.
- After the hands are presented, relate the establishment of small cards as winners to the frequent strategy for winning tricks in a notrump contract (and making the opening lead in defense of a notrump contract); that is, that notrump contracts often are decided by who wins the race to establish small cards in their long suit, the defenders or the declarer. Highlight that the race is not to see who can first cash their aces and kings – those tricks will often be there later – but who can establish as winners the small cards in long suits.
- Have the students break into tables of four players. Distribute a duplicate board with unsorted hands to each table. [See Kantar, Introduction to Declarer's Play, p.22a, www.kantarbridge.com]. (Contract is 3NT. Opening lead is ♠J.)

Dummy

♠ 32
♥ A43
♦ A9876
♣ 432

Declarer

♠ AK4
♥ K52
♦ K432
♣ A76

- See Guidelines for Table Supervisors.

Winning Tricks by Establishment of Length

Kxxx AQx

AKxx xxxx

AKxxx xxx

KQJx xxx

1. How many top tricks can your partnership win when you and your partner hold each of the above card combinations?
2. How many not-top tricks can your partnership win when you and your partner hold each of the above card combinations?
3. How many extra tricks might your partnership win by establishment of length?
 - a. What “suit split” will allow your partnership to win the extra tricks?
 - b. How do you determine how the suit has split?

♠ A 4 3
 ♥ 4 3 2
 ♦ J 10 9
 ♣ 6 5 4 3

N
W E
S

♠ K 2
 ♥ A K Q J
 ♦ 7 6 5 4
 ♣ A K 2

You are sitting South, declaring a contract of 3NT. The opening lead is the ♠J.

1. Count your top tricks, suit by suit. Compare the count to the number of tricks needed to make the contract.
2. What suits might help produce an extra winning trick? Is there a reason to choose one of those suits over the other?
3. When would you begin to play the suit that you hope might produce an extra winning trick?
4. Let's say that the opponents had led a heart instead of a spade. Which suit would be least attractive for you to try to develop extra winners?

♠	4 3 2
♥	3 2
♦	3 2
♣	A K 6 5 4 3

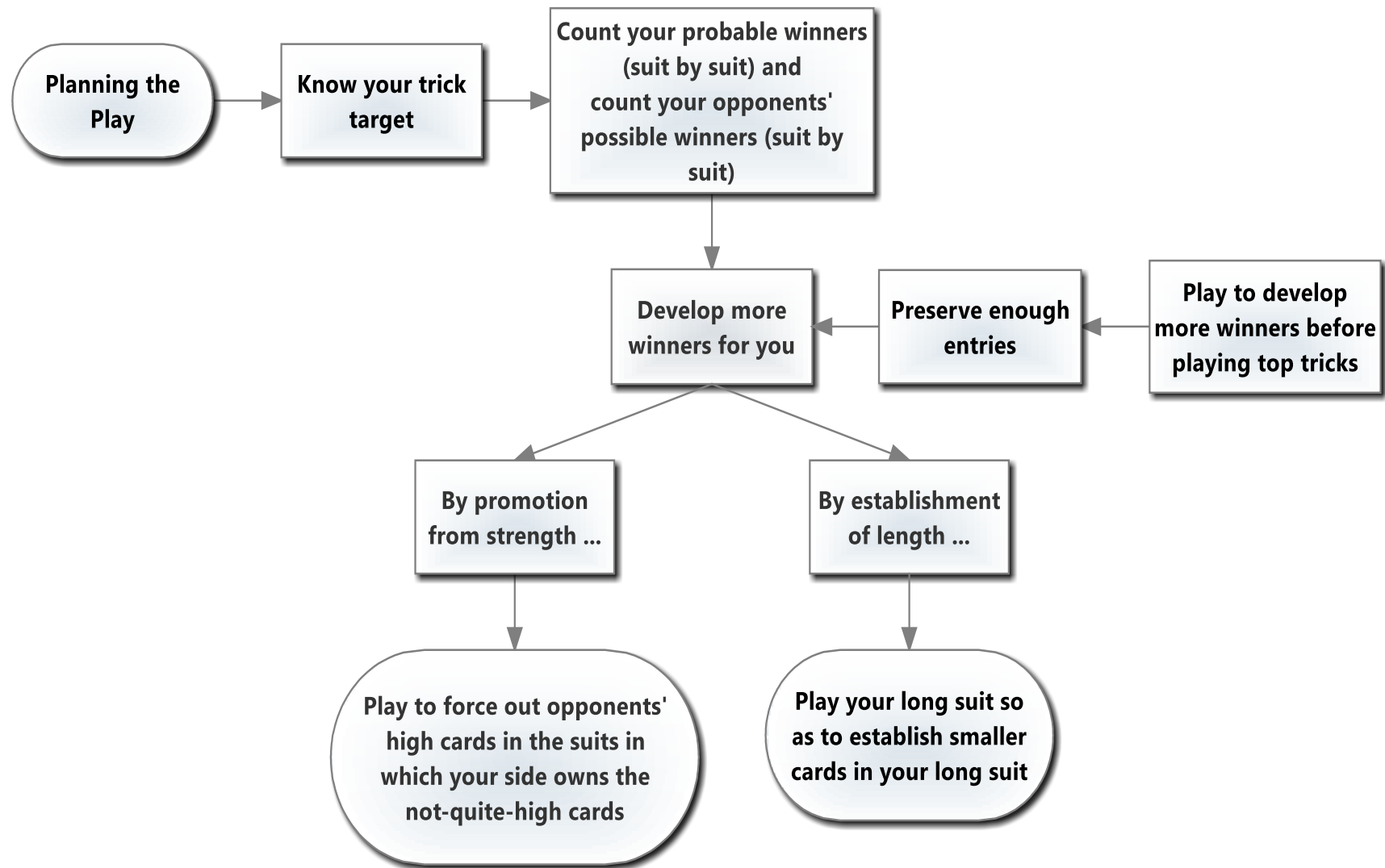
N	
W	E
S	

♠	A K
♥	A 7 6 5 4
♦	A 8 7 6
♣	8 7

You are sitting South, declaring a contract of 3NT. The opening lead is the ♠Q.

1. Count your top tricks, suit by suit. Compare the count to the number of tricks needed to make the contract.
2. The long club suit seems to offer some opportunities for developing extra winners by establishment of length. Considering the lack of entries to the North hand, how should you play that suit to develop extra winners?
3. When would you begin to play the club suit?

Planning the Play in a Notrump Contract



Lesson 7 – Developing Notrump Tricks by Finesses, Part 1

Objectives:

- to understand finesses, how the placement of cards between hands of the opponents can affect the number of winning tricks from a specific card combination
- to understand how *finesses* can work only if the lead is *toward* the high cards, *through* the *hoped-for* key missing honor(s) held by the opponents. And how having the lead in one hand is dependent upon there being *entries* to that hand

Teaching steps:

- Layout the following card combinations in a suit and ask the students how many top tricks the partnership can win and how many not-top tricks the partnership can win:
 - Three card combinations at once, in this sequence:
 - AK opposite xx
 - KQ opposite xx
 - AQ opposite xx
 - Note that since the third card combination is not quite as good as the first but is better than the second, one might expect the number of total expected tricks of the third card combination to lie between the first and second card combinations. And how it does, demonstrating the effect of the placement of the missing K in the opponents' hands.
 - AQJ opposite xxx
 - Axx opposite Qxx
 - See exhibit for above card combinations.
- As each new card combination is shown:
 - demonstrate the effect of placement of the missing king.
 - identify the two core elements for developing an extra winner by finessing:
 - *hope*: *hoping* for a particular position of the key high card held by the opponents (in these cases, the missing king)
 - *position*: leading from the hand opposite the hand with honor cards; that is, leading *through* the hoped-for high card of the opponent and *toward* the high cards of your side.
 - introduce (or review) the following bridge play concepts:
 - having an *entry* to the hand that must be on lead
 - repeating a finesse
- Present the 26-card layout below, focusing on the concepts (and bridge language) of hoping for the missing spade king to have been dealt to East and leading *toward* the South hand – the hand with the honors – and thus leading *from* the North hand. Since you need to promote two extra winning tricks from the spade suit by leading from the North hand two times, you need to lead spades from the North hand each of the two times you are in the North hand. The spade suit offers a repeatable finesse. Also, note the playing to develop extra winners before playing top tricks.

- Highlight sections of the document “**Planning the Play in a Notrump Contracts**”. The technique you have just begun to learn is developing more winners “**By finessing**”. You have now learned a third technique for developing more winners, adding “finessing” to “promotion by strength” and to “establishment by length”. Although each of these techniques are shown separately on this document, quite often multiple techniques apply to one particular hand, or even one particular suit!
- Have the students break into tables of four players. Distribute a duplicate board with unsorted hands to each table. [See Kantar, Introduction to Declarer’s Play, p.33b, www.kantarbridge.com]. (Contract is 3NT. Opening lead is ♠Q.)

Dummy

♠ A54
♥ J76
♦ Q32
♣ A765

Declarer

♠ K76
♥ Q5
♦ AKJ4
♣ Q432

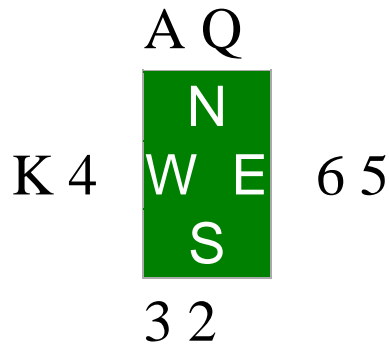
- See Guidelines for Table Supervisors.

- | | |
|-------|----|
| 1. AK | xx |
| 2. KQ | xx |
| 3. AQ | xx |

How many tricks can you win from card combination 1?

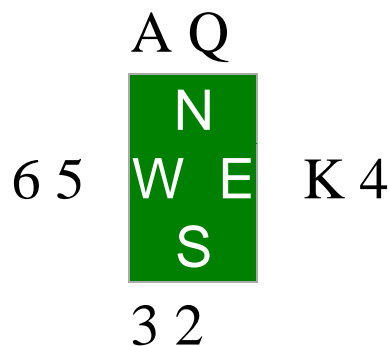
How many tricks can you win from card combination 2?

Card combination 3 appears to be a little weaker than 1 and a little stronger than 2. By extrapolation, how many tricks might you expect to win from card combination 3?



Assume you lead this suit from the South hand.

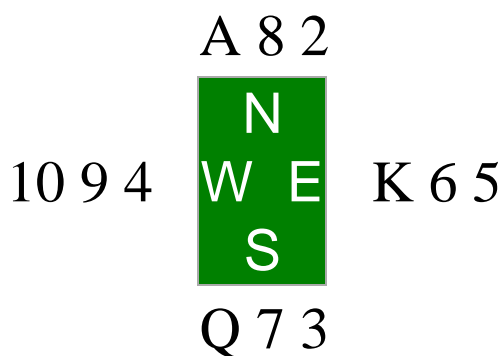
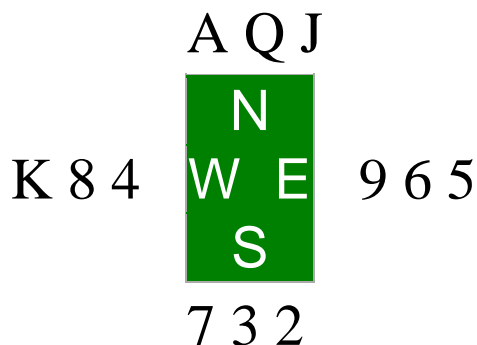
- How many tricks will you win in the suit if West plays the 4?
- How many tricks will you win in the suit if West plays the K?



Assume you lead this suit from the South hand.

- How many tricks will you win in the suit if West plays the 5 or 6 and you play the Q from North?
- How many tricks will you win in the suit if West plays 5 or 6 and you play the A from North?

Winning Tricks by Finessing



In the first layout, do you *hope* the king is held by West or by East? Why?

What *position* do you need to be leading from in order to try to take advantage of your hope?

What happens if your hope is not realized? What happens if you are not in the right position?

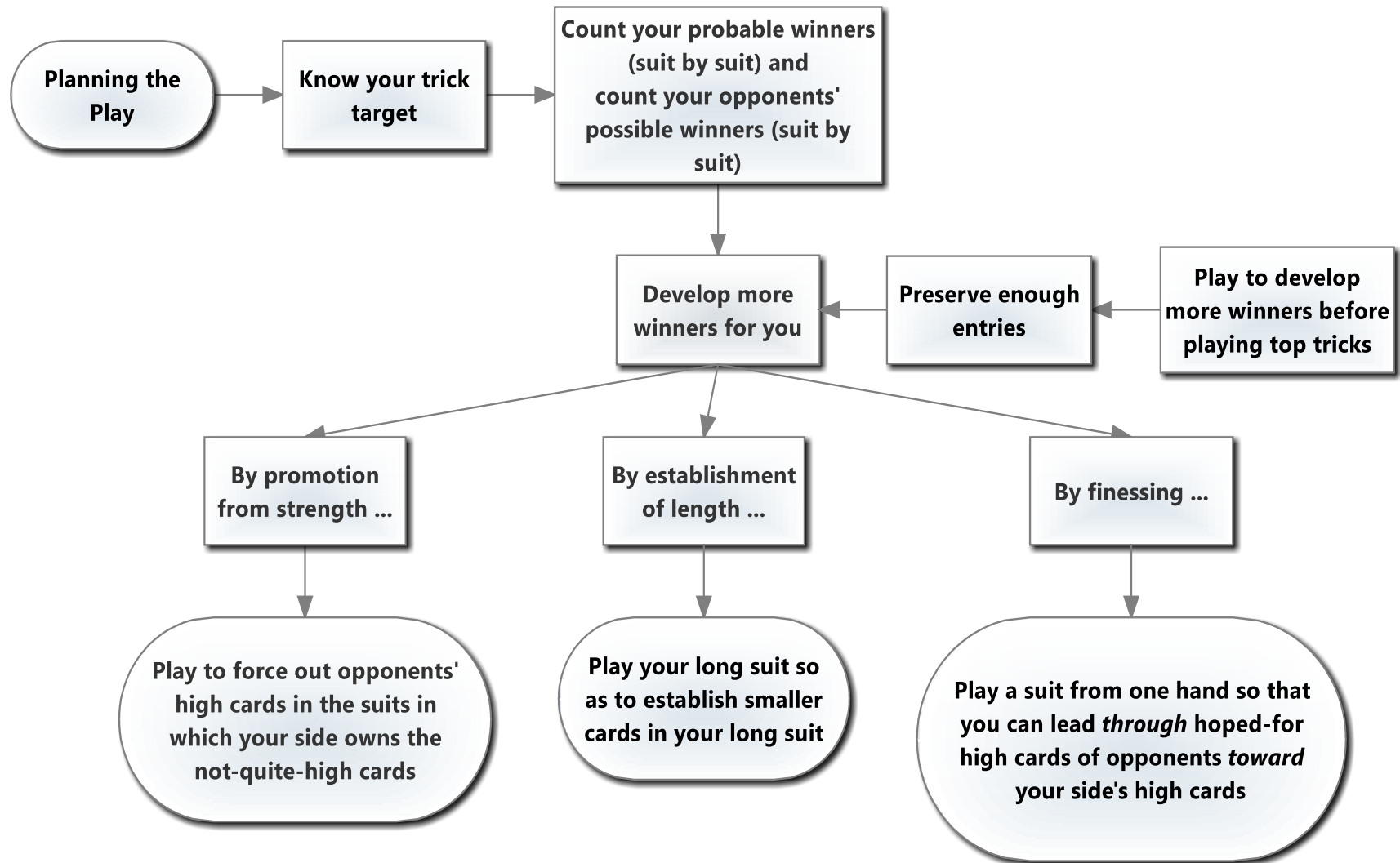
Same questions for the second layout

♠	4 3
♥	A 6 5 4
♦	6 5 4 3
♣	K 5 4
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♠	A Q J 2
♥	K 3 2
♦	A K 2
♣	A 3 2

You are sitting South, declaring a contract of 3NT. The opening lead is the ♣Q.

1. Count your top tricks, suit by suit. Compare the count to the number of tricks needed to make the contract.
2. What suit might help produce the needed extra winning tricks? What key high card in that suit is held by the opponents? Which opponent do you hope holds that key high card?
3. If you choose to win Trick 1, what cards do you play from each hand at Trick 1? What cards do you play at Trick 2, from each hand?
4. Assume that you win Trick 2. What cards do you play at Tricks 3 and 4?

Planning the Play in a Notrump Contract



Lesson 8 – Developing Notrump Tricks by Finesses, Part 2

Objectives (same as in Lesson 7):

- to understand finesses, how the placement of cards between hands of the opponents can affect the number of winning tricks from a specific card combination
- to understand how *finesses* can work only if the lead is *toward* the high cards, *through* the *hoped-for* key missing honor(s) held by the opponents. And how having the lead in one hand is dependent upon there being *entries* to that hand

Teaching steps:

- Layout the following card combinations and ask the students: (1) what card(s) are you hoping to be held by which player?; (2) how many non-top tricks might the partnership win if the hope is granted and the finesse is successful?; and (3) exactly how will you play the card combination to develop extra winners by finessing?
 - AQ opposite xx (refresher from prior lesson) (review that the two core elements to the third question above, the question about how you play the card combination in order to develop an extra winner by finessing: (1) hoping for a particular position of a key card held by the opponents [in this case, the missing king]; and (2) leading from the hand opposite the hand with honor cards; that is, leading *through* the hoped-for high card of the opponent and *toward* the high cards of your side.)
 - Kx opposite xx
 - KQx opposite xxx
 - QJx opposite xxx
 - Ax opposite QJ
 - AJT opposite Qx
 - Axx opposite Qxx
 - Axx opposite Qx
 - Ax opposite Qx
 - See exhibit for above card combinations.
 - See supplement for additional finesses, if time permits
- As each new card combination is shown:
 - identify the key high card of the opponents and the position in which that high card is hoped to be located
 - review the bridge play concepts of:
 - playing the high card from the short side first
 - repeatable finesses
 - leading an honor for a finesse only when holding consecutive honors

- Have the students break into tables of four players. Distribute a duplicate board with unsorted hands to each table. [See Kantar, Introduction to Declarer's Play, p.34d, www.kantarbridge.com, modified as follows: North, 3=4=4=2 distribution with ♥KQJ2 and South, 3=2=4=4 distribution ... the payoff being for finding doubleton ♥A with West.] (Contract is 3NT. Opening lead is ♠Q.)

Dummy

♠ 765
♥ KQJ2
♦ 432
♣ AQ5

Declarer

♠ A43
♥ 76
♦ AKQJ
♣ 6432

- See Guidelines for Table Supervisors.
- For those who are interested, consider issuing a sheet with extra finesse card combinations, combinations that include finessing against lower honors than the king or ace, two-way finesses, and finesses against two cards:
 - AKJ opposite xxx
 - AJx opposite Kxx
 - AJx opposite KTx (a two-way finesse!)
 - AJT opposite xxx (a finesse against two cards, not just against one card)
 - AJx opposite xxx
 - KJx opposite xxx
 - AJ9 opposite xxx (tougher than others, because the two cards being finessed against include a T!)

More Finessing Positions

For each card combination held by North-South:

- Identify the key card(s) held by an opponent (i.e., the card you are finessing against)
- Which opponent – East or West – do you *hope* holds the key card(s)?
- Which hand – North or South – do you want to be in *position* to lead from?
 - ... more than once?



Q J x



x x x

Q J



A x

A J 10



Q x

A x x



Q x x

Q x
N
W E
S
A x x

A x
N
W E
S
Q x

Lesson 9 – Preventing Opponents’ Notrump Tricks by Hold Up Play

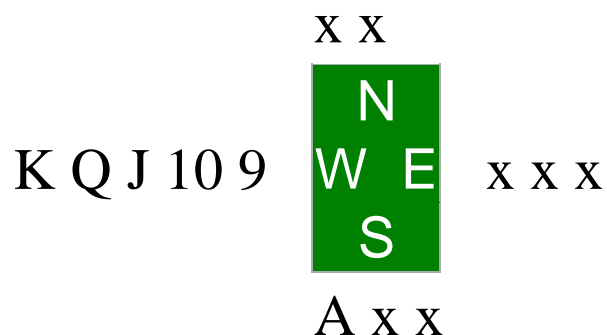
Objectives:

- to understand how holding up the playing of an ace might limit the number of tricks won by the opponents.

Teaching steps:

- You have learned several techniques for developing extra winners as declarer of a notrump contract. Just as important as your developing extra winners is your limiting the winners of the defenders.
- Demonstrate a layout of this card combination held and led and continued by the defenders: KQJT9 opposite xxx, with one member of declaring side owning Axx. Show how **holding up** the ace can reduce the defenders’ winners from 4 tricks to 2 tricks *if* declarer does not lose the lead to the defender with the longer holding in the led suit.
- See exhibit for the card layout.
- Present the two 26-card layouts below, focusing on the concepts (and bridge language) noted below.
 - For the first hand, focus on the reason for *not* holding up the ace, for even one round. What happens if West remains on lead after Trick 1 and then switches to a heart? In that case, you, who would already have lost a spade, might later lose not only the ♣A, but also maybe at least three heart tricks, thus not making your contract. If, instead, you win the ace at Trick 1, you can lead clubs and force out the ♣A in order to promote your other club honors to win nine tricks, while the opponents will have no extra immediate winners at the time that they win the ♣A.
 - For the second hand, focus on the reason for *not* holding up the ace, for even one round. What happens if West remains on lead after Trick 1 and then switches to a heart? In that case, you, who would already have lost a spade, might later lose not only the ♣A, but also maybe at least three heart tricks, thus not making your contract. If, instead, you win the ace at Trick 1, you can lead clubs and force out the ♣A in order to promote your other club honors to win nine tricks, while the opponents will have no extra immediate winners at the time that they win the ♣A.
- Highlight the document “**Planning the Play**” and the section about “**Holding Up an Ace**”. Note that often the alternative language used in bridge can be “ducking” an ace. This technique, you will notice, is not about developing extra winners for your side but rather about something equally valuable: preventing the opponents from developing more winners. Thought of in that manner, you can treat holding up an ace as a counter to the techniques of developing extra winners by promotion or by length. This is the fourth technique you have learned for developing more winners in a notrump contract. Next lesson, you will learn about contracts that are *not* notrump contracts.
- Note that this technique of holding up an ace can be just as effective for the defense as for the declarer. For example, when declarer is attacking a long suit in dummy and dummy has no outside entry, the defenders can sometimes limit the number of tricks declarer can win in the suit by holding up the ace until declarer has no more cards remaining in the suit. This is a subject you will learn more about later.

Prevent Winners for Defenders by Hold Up Play



You are South, declaring a notrump contract.

West leads the K. Assume that East-West continue to lead this suit at every available opportunity.

1. If you win the A on the first round of this suit and later lose the lead (in any other suit), how many tricks will you lose in this suit?
2. If you win the A on the second round of this suit and later lose the lead (in any other suit), how many tricks will you lose in this suit?
3. If you win the A on the third round of this suit and later lose the lead to East (in any other suit), how many tricks will you lose in this suit?
4. If you win the A on the third round of this suit and later lose the lead to West (in any other suit), how many tricks will you lose in this suit?

♠	3 2
♥	A 5 4
♦	A J 10 9 8
♣	K 5 4
<div style="background-color: green; color: white; padding: 10px; display: inline-block; text-align: center;"> N W E S </div>	
♠	A 5 4
♥	K 6 3 2
♦	Q 3
♣	A 6 3 2

You are sitting South, declaring a contract of 3NT. The opening lead is the ♠Q.

1. Count your top tricks, suit by suit. Compare the count to the number of tricks needed to make the contract.
2. The diamond suit seems to be the suit to play to develop the extra winners you need to make your contract. How do you plan to play the diamond suit?
3. When do you plan to play the diamond suit?
4. Assume that West continues with high spades as long as he remains on lead, with East following suit for three rounds only. What is your plan in the spade suit?
5. Assume that East has exactly three spades. How many tricks will you win if East were dealt the ♦K76? How many tricks will you win if West were dealt the ♦K76?

♠ A 6 4

♥ 7 3

♦ A 8 3 2

♣ K 6 5 4

N
W E
S

♠ K 3

♥ A 4 2

♦ K 6 5

♣ Q J 10 9 8

You are sitting South, declaring a contract of 3NT. The opening lead is the ♠Q.

1. Count your top tricks, suit by suit. Compare the count to the number of tricks needed to make the contract.
2. How many extra winners can you develop by promotion from strength in the club suit?
3. What is your plan at Trick 1?
4. How might your plan differ if the lead were the ♥Q instead of the ♠Q?

- Have the students break into tables of four players. Distribute a duplicate board with unsorted hands to each table. [See Kantar, Introduction to Declarer's Play, p.42, www.kantarbridge.com]. (Give opening leader ♠KQJT9 with no side entry. Contract is 3NT.)

Dummy

♠ 32

♥ A54

♦ KJT92

♣ K54

Declarer

♠ A54

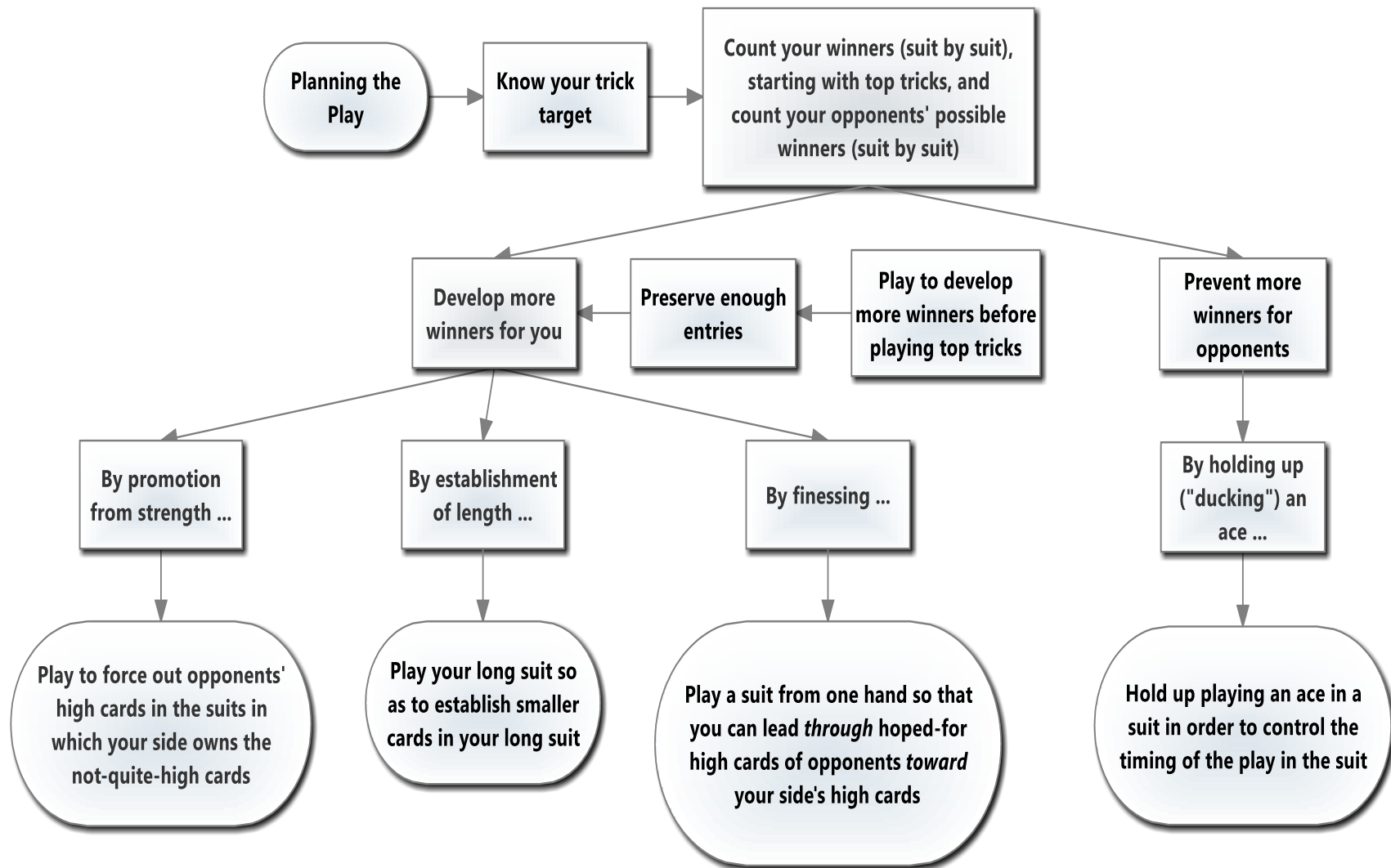
♥ K632

♦ Q6

♣ A632

- See Guidelines for Table Supervisors.

Planning the Play in a Notrump Contract



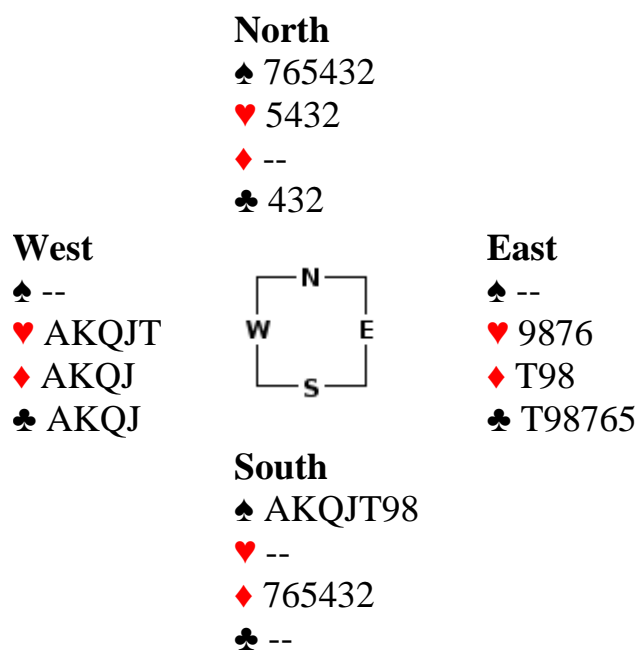
Lesson 10 – Introduction to Trumps

Objectives:

- to understand how a trump suit contract (typically called “suit contract”) differs from a notrump contract
- to understand the attributes of a hand that makes a suit contract more attractive than a notrump contract
- to understand the meaning of the bridge language associated with trump suit contracts: “ruff”, “trump”, “void”, “singleton”, “doubleton”, “short side suits”, “drawing trumps”
- to understand the benefit of drawing trumps
- to understand that ruffing tricks are more valuable when the ruff is taken in the short trump hand than in the long trump hand

Teaching steps:

- The teacher should tell the students that, to date, the player who wins a trick has been the player who plays the highest card in the suit that was led to that trick. Any player who had no cards in the suit that was led to the trick – that is, a player who had to discard on the trick – never won that trick. That’s because all of the contracts we have played to date have been “no trump contracts”. Today, all of that changes. Today you are going to learn the concept of some contracts having one of the suits be named the trump suit for that deal.
- When the suit that has been designated as a trump suit is discarded by one player on a trick, the player that discards a trump will win the trick.
- Use a pre-arranged duplicate board to make (an extreme) illustration of the value of having a trump suit:



- Ask how many tricks can EW win if West is on lead against a notrump contract? And, thus, how many tricks South win?

- Tell students to assume that the contract is a suit contract, and that spades is designated as the trump suit, with South being the declarer.
- Have West lead any card in his hand (HT being most poetic because of the cards left after the lead). Play out the contract on a diamond/rounded suit crossruff until diamonds are set up, asking the following questions:
 - How many trumps have EW?
 - Is there a way that NS can win the opening lead?
 - After either North (if opening lead is a diamond) or South (if opening lead is a club or a heart) discards a trump on the opening lead, ask if there is a suit that can be led from the hand that won Trick 1 upon which the opposite hand can discard a trump? Then, introduce the verb “**trump**” or “**ruff**” to describe the act of discarding a trump on a trick.
 - Continue by crossruffing (five times in North, four times in South), reaching a four-card end position where South has SAK and D76.
 - What can you tell me about South’s hand at this point (four cards remaining)
 - How many tricks did South win?
- So ... you can see that the trump suit has a lot of power, having moved NS trick total from 0 in a notrump contract (the type of contract you have been playing to date) to 13 in a suit contract with spades as the trump suit (“spade contract”).
- What does the hand suggest about declarer identifying the key attributes for declarer to win more tricks at a suit contract than at a notrump contract?
 - Having lots of trumps owned by declarer and dummy (usually at least 8 of the 13 cards in the trump suit; the more, the merrier).
 - Having short side suits (define “**side suits**”, and terms “**void**”, “**singleton**”, and “**doubleton**”)
- Key points:
 - Players still have to follow suit led if they can; that remains an inviolable rule.
 - *But*, a discard of a trump can win the trick in a trump contract but cannot win a trick in a notrump contract.
 - In effect, when, say, spades are trump, the ♠2 can be more powerful than the ♥A! (when the player with the ♠2 has no more hearts)
- Note that the defenders can win tricks by discarding a card in the trump suit, too, just as can declarer.
- Use the word “trump” as a verb, and explain that the word “ruff” is also used as a synonym for the verb form of the word “trump”.
- Present the 26-card layout below, focusing on the concepts (and bridge language) mentioned below:
 - Your thirteenth trick can come from trumping (or ruffing) a club in the North hand.
 - Notice that when you were counting the top tricks, you counted only six spade tricks. After ruffing a club dummy, you still have those six spade tricks. Contrast that to ruffing a diamond in the South hand: after ruffing a diamond in your hand, you have only five spade tricks remaining. In other words, you gained no extra winners by ruffing in the “**long trump hand**”; you just substituted a ruffing winner for a top trick winner. On the other hand, you did gain an extra winner by ruffing in the “**short trump hand**”. So ... not all ruffing of losers are equal; typically you develop an extra winner only by ruffing in the “short trump hand”.

- At the next class, we will discuss much more about ruffing, and you will be introduced to an approach for planning the play of suit contracts that will make much easier your understanding the advice about ruffing tricks usually helping declarer only when the ruffs were with trumps held by the short hand.
- If you play your second high club at Trick 2 and then ruff your small club at Trick 3, what happens if either opponent was dealt only two clubs and was dealt a trump higher than dummy's ♠8? [Await answer]. Right, that opponent will play the ♠T or 9 and defeat (or “set”) your grand slam. What a pity!
- What if you, instead of playing a second high club at Trick 2, played the ♠A and then continued playing high spades until the opponents were exhausted of trumps? In bridge language, we call that “**drawing trumps**”. How many trumps will you have to play in order to exhaust the opponents of trumps?
- An important principle for playing hands in a suit contract is often to draw the opponents' trumps. There are many reasons to delay drawing the opponents' trumps, but unless you are sure you have a valid reason not to, it is a good idea to draw the opponents trumps.
- Next lesson you will learn more about winning tricks by ruffing and you will be introduced to a new “**Planning the Play in a Trump Suit Contract**” flow chart. The new flowchart retains some similarities to the flow chart presented for planning the play in a notrump contract, but also contains many new techniques – or at least new applications of already learned techniques – that are peculiar to trump suit contracts. You are being welcomed to a whole new and expanded part of the World of Bridge!.
- As you break into tables of four to play, I want you to notice that you will have a new mini-bridge table to use, one that lists trump suit contracts as well as notrump contracts. You also will have a new scoring table to use, one that shows you how to calculate the scores for trump suit contracts as well as for notrump contracts.

		♠ 7 6 5 4 3 2	
		♥ 5 4 3 2	
		♦ —	
		♣ 4 3 2	
♠ —			♠ —
♥ A K Q J 10			♥ 9 8 7 6
♦ A K Q J			♦ 10 9 8
♣ A K Q J			♣ 10 9 8 7 6 5
		♠ A K Q J 10 9 8	
		♥ —	
		♦ 7 6 5 4 3 2	
		♣ —	

How many tricks can East-West win if West is on lead against a notrump contract?

How many tricks can North-South win if West is on lead against a notrump contract?

(Demonstrate) how many tricks can North-South win if West is on lead against a suit contract where spades has been designated as the trump suit?

Key Attributes Favoring a Trump Suit Contract over a Notrump Contract

- Having lots of trumps owned by declarer and dummy
- Having short side suit(s)

♠ 8 7 6 5

♥ A 4 3 2

♦ K 3 2

♣ 3 2



♠ A K Q J 3 2

♥ K 5

♦ A 4

♣ A K 5

You are sitting South, declaring a contract of 7♠!
The opening lead is the ♣Q.

1. Count your top tricks, suit by suit. Compare the count to the number of tricks needed to make the contract.

2. How can you develop an extra winner to make your contract (and earn the bonus for a grand slam!)?

3. You win the club lead in your hand with the ♣A (or K). What is your plan at Tricks 2 and 3?

♠ 8 7 6 5

♥ A 4 3 2

♦ K 3 2

♣ 3 2

♠ 9 4

♥ J 10 6

◆ 09

♣ Q J 10 9 6 4



♠ 10

♥0987

♦ J 10 8 7 6 5

♣ 8 7

♠ A K O J 3 2

♥ K 5

◆ A4

♣ A K 5

If you win the opening club lead with the ♣A, cash the ♣K, and then ruff the ♣5, what happens?

- Have the students break into tables of four players. Distribute a duplicate board with unsorted hands to each table. [See Kantar, Introduction to Declarer's Play, p.73, www.kantarbridge.com, modified by giving North only two top diamonds and a fourth heart.] (Give opening leader ♥AKQJT.)

Dummy

♠ Q853

♥ 7632

♦ AK

♣ A75

Declarer

♠ AKJ92

♥ 84

♦ 962

♣ KQ4

- See Guidelines for Table Supervisors.

Mini-BridgeTable #2

- Deal all 52 cards in clockwise order, beginning on dealer's left. (Or receive 13 cards from a duplicate board.)
- After the cards are dealt, each player should count their cards face down, checking that total is 13.
- Each player should sort their cards by suit, alternating red and black suits, and by rank.
- Each player should announce their HCP (High Card Points), in clockwise order, and accumulate the HCP, checking that the total for all 4 players is 40.
- The partnership with the highest combined HCP will be the declaring partnership. The declaring partnership should use the chart below to denominate the contract.
- The player named as declarer will be the member of the declaring partnership with the higher number of HCP.
- Dummy is displayed *before* the opening lead is made.
- After viewing dummy for the first time, declarer has the option to increase the contract level to the next bonus level (game or slam)

Counting HCP
Ace = 4 HCP
King = 3 HCP
Queen = 2 HCP
Jack = 1 HCP

Longest combined suit length	Combined HCP						
	Contract (with bonuses for games and slams in bold)						
8 or more cards in a major suit (♠, ♥)		20-22 HCP 2♥ or 2♠	23-24 HCP 3♥ or 3♠	25-27 HCP 4♥ or 4♠	28-31 HCP 5♥ or 5♠	32-35 HCP 6♥ or 6♠	36+ HCP 7♥ or 7♠
9 or more cards in a minor suit (♦, ♣)		20-22 HCP 2♣ or 2♦	23-24 HCP 3♣ or 3♦	25-27 HCP 4♣ or 4♦	28-31 HCP 5♣ or 5♦	32-35 HCP 6♣ or 6♦	36+ HCP 7♣ or 7♦
Neither of above (meaning no trump suit)	Up to 21 HCP 1NT	22-24 HCP 2NT	25-27 HCP 3NT	28-29 HCP 4NT	30-32 HCP 5NT	33-36 HCP 6NT	37+ HCP 7NT

Remember: the number of won tricks required for declarer to satisfy ("make") a contract is 6 plus the number in the contract. For example, to make a contract of 3NT, declarer must win at least 9 tricks (6+3).

Lesson 11 – Eliminating Losers in Trump Suit Contracts, by Ruffing

Objectives:

- to understand how to count losers in a trump suit contract
- to understand how to eliminate losers by ruffing the losers
- to understand when declarer or defender might want to draw trumps

Teaching steps:

- When playing a notrump contract, you were asked to count your top trick winners. And if the count of top trick winners was not enough to make your contract, you were asked to develop extra winners using several techniques.
- When playing a trump suit contract, it can be useful to also count your top tricks and to develop extra winners. However, in a trump suit contract, *it is absolutely critical to count your losers*. So, counting losers and looking at how to eliminate some losers will be the subject of this lesson.
- To count losers in a trump suit contract, declarer looks at both hands, but declarer's focus is on the long trump hand first. Layout this hand as an example; it is a hand that you saw last week:

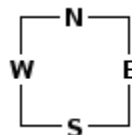
North

♠ 8765

♥ A432

♦ K32

♣ 32



South

♠ AKQJ32

♥ K5

♦ A4

♣ AK5

- You begin counting losers by looking at the trump suit. Here, realizing that you have ten spades and thus the opponents have only three spades, all of which can be drawn by your top spades, you look at your hand and count no spade losers.
- Next you look at each of the other three suits, again focusing on the long trump hand of South. You have only two hearts and since, between the two hands, you have the top two hearts, you have no heart losers. Similarly, you have no diamond losers. But when you look at the club suit, you see that the long trump hand has three clubs and the ♣2 is a loser.
- As you learned last week, you can eliminate the club loser by trumping the ♣2 in the North hand, the short trump hand. (And you also learned last week to draw trumps first, if you can afford to do so.)
- See exhibit for above deal.

- Present the two 26-card layouts below, focusing on the concept (and bridge language) mentioned below.
 - On the first hand, you have ruffed the third round of clubs (which does not develop an extra winner because you ruffed the club in the long trump hand). You want to eliminate two heart losers in the South hand (the long trump hand) by ruffing the losers in the North hand (the short trump hand). Focus first on the threshold question in any trump suit contract: consider whether to delay drawing the non-master trumps of the opponents. Here, if trumps split 2-1, you will have drawn the opponents' trumps in two rounds. Accordingly, draw the two rounds of trumps before ruffing a heart with North's third trump. You can then get back to your hand with the ♦A and ruff your last losing heart with North's fourth (and last) trump. Do you want to draw more than two rounds of trumps? Well, if you do draw a third round of trumps, then how many trumps will remain in the North hand to be able to ruff your two heart losers?
 - The second hand is similar to the first hand except that North has only three trumps rather than four trumps as in the first hand. How many trumps will be left in the North hand if South first draw all the trumps of the opponents (takes two rounds of trumps if trumps split 2-2)? So, does that leave North with enough trumps to ruff (or trump) the two losing diamonds in the South hand? No, it does not. The solution is: (1) to draw only one round of trumps early (with the ♠K); (2) then to ruff South's losing hearts with North's two remaining trumps as in the first hand (by playing the ♥A and ruffing a small heart, and then playing a diamond to get back to your hand of South, then ruffing your last heart; and (3) only then to draw the rest of the trumps held by the opponents (by ruffing a club to your hand and then drawing all the remaining outstanding trumps).
- Reemphasize a part of the prior lesson: trump contracts are most valuable when your side has lots of trumps and shortness in some/several side suits.
- Let's take a look at the new flowchart, titled "**Planning the Play in a Trump Suit Contract**". Notice that this flowchart looks similar to the one you have seen for Planning the Play in a Notrump Contract, but also has some differences. One set of differences relate to an emphasis on counting losers and eliminating losers instead of counting winners and developing more winners. We just did that. Another difference is the box asking "Consider whether there is any reason to delay drawing the trumps held by the opponents". Well, in our first example, there was no reason to delay drawing trumps held by the opponents and so we did so by playing two rounds of trumps. But in the second example, drawing two rounds of trumps would have left North with only one trump when a trump was needed in North to eliminate each of the two heart losers in South's hand. Accordingly, there was a reason to delay drawing trumps.
- Let's say that you do decide to draw all of the trumps held by the opponents. Generally, you will want to draw all the trumps of the opponents, so that the opponents do not have any trumps with which they can ruff your winners. (However, as you saw in a couple of hands, there can be reasons not to draw all of the trumps held by the opponents.) Once you have drawn all of their trumps, will you want to play more trumps? (No, not usually, because if you continue to draw trumps when only your own side owns trumps, you might find that you no longer have any trumps with which to ruff any losers.) In fact, you should generally stop drawing the opponents' trumps when the only remaining trump of the opponents is the highest outstanding trump: that high trump is going to be a loser for declarer anyway, so why waste one of your smaller trumps to draw it? That is why the actual wording of the box is is "**Consider whether there is any reason to delay drawing the non-master trumps of the opponents**".

- How can you tell how many trumps of the opponents are not drawn? And how can you tell whether the only trump of the opponents that is not drawn is the “**master trump**” (the highest ranking trump not yet played)? You have to be **counting** how many trumps are retained by the opponents at each stage of the play. Counting is a great bridge habit to begin; being able to count the distribution of each suit held by the opponents is pretty much the first step to becoming a really good bridge player. Counting the trump suit is especially important.
- Have the students break into tables of four players. Distribute a duplicate board with unsorted hands to each table. [See hand record that follows.]
- See Guidelines for Table Supervisors.

Eliminating Losers in a Trump Suit Contract, by Ruffing

♠ 8 7 6 5

♥ A 4 3 2

♦ K 3 2

♣ 3 2

N
W E
S

♠ A K Q J 3 2

♥ K 5

♦ A 4

♣ A K 5

This is the same hand you saw last week. The contract is 7♠. The opening lead is the ♣Q.

Determine which hand – North or South – is the long trump hand.

Count the losers, suit by suit, in the long trump hand (remembering that high cards in the short trump hand can cover losers in the long trump hand). Compare the count to the number of losers you can afford and still make your contract.

How can you eliminate any extra losers?

Is there any reason to delay drawing trumps before you try to eliminate any extra losers?

♠ K Q 3 2

♥ 6

♦ 6 5 4

♣ 8 7 6 5 4



♠ A J 10 6 5 4


♥ A 3 2

♦ A 2

♣ 3 2

You are sitting South, declaring a contract of 4♠. The opening lead is the ♣A. The opening leader continues with two more high clubs, his partner following suit on only the first club trick. (Questions: How many clubs do the opponents have? How are those clubs split?) You ruff (or trump) the third round of clubs with a small trump in the South hand.

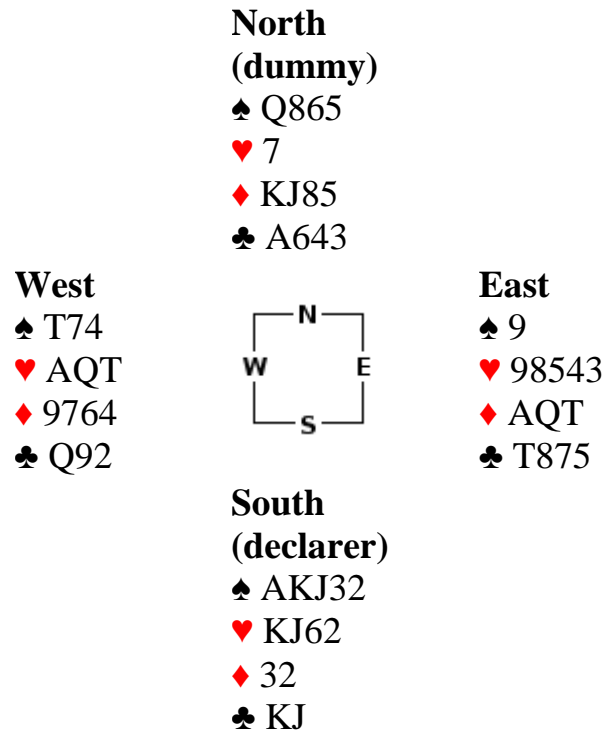
1. Which hand is the “long trump hand”?
2. Count your losing tricks in the “long trump hand”, first in the trump suit and then in each other suit. (Remember to include the two club tricks you have already lost.) Compare the count to the number of losers allowed if you are going to make your contract.
3. Which losers might be eliminated? (Hint: this is a lesson on ruffing losers with trumps!)
4. Is there any reason to delay drawing the trumps of the opponents (assume the three missing trumps are split 2-1)?
5. After you have drawn the trumps of the opponents, should you continue playing all the rest of your side’s trumps?

♠ K Q 2
 ♥ 6
 ♦ 6 5 4 3
 ♣ 8 7 6 5 4

 ♠ A J 10 6 5 4
 ♥ A 3 2
 ♦ A 2
 ♣ 3 2

Again, you are sitting South, declaring a contract of 4♠. The opening lead is the ♣K. The opening leader continues with two more high clubs, his partner following suit on only the first club trick. You ruff (or trump) the third round of clubs with a small trump in the South hand.

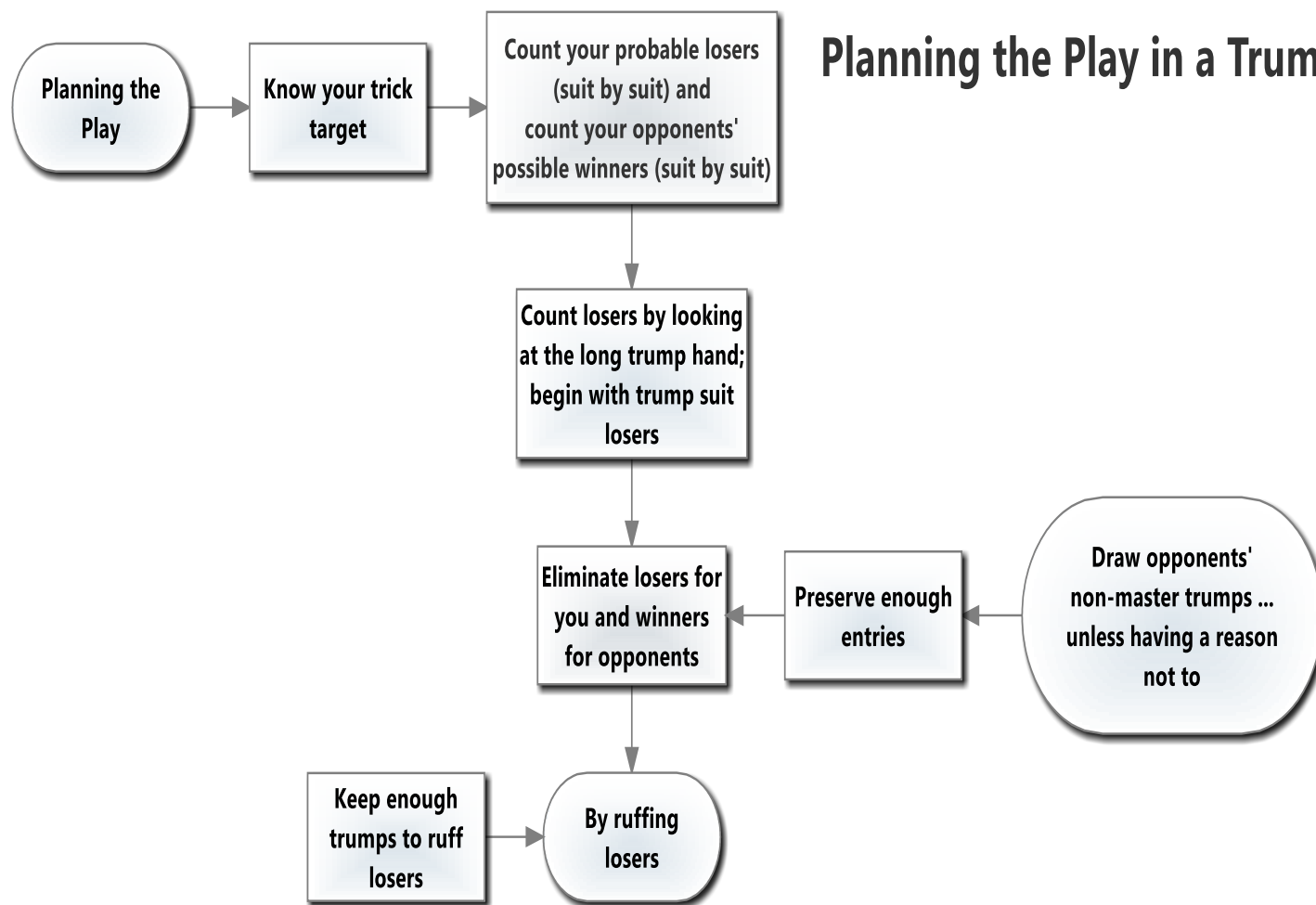
1. With the “long trump hand” still being your hand as South, count your losing tricks, first in the trump suit and then in each other suit. Compare the count to the number of losers allowed if you are going to make your contract.
2. Which losers might be eliminated?
3. Is there any reason to delay drawing the trumps of the opponents (assume the four missing trumps are split 2-2)?
4. After you have drawn the trumps of the opponents, should you continue playing all the rest of your side’s trumps?

This is the pre-sorted hand to be distributed. The mini-bridge contract should be 4♠ by South.



PS to Table Supervisors: Under the assumption that the lead is not the ♥A: If any declarer knows to draw only one round of trumps; or if, declarer had drawn two rounds of trumps, any West knows to play a third round of trumps when in with a heart, please let the teacher know!

Planning the Play in a Trump Suit Contract



Lesson 12 – Eliminating Losers in Trump Suit Contracts, by Extra Top Tricks

Objectives:

- to understand how to count losers in a suit contract
- to understand how to eliminate losers by discarding (“pitching”) the losers on extra winners that are top tricks
- to understand the difference between immediate losers and eventual losers
- to understand when declarer or defender might want to draw trumps

Teaching steps:

- When playing a trump suit contract, you count your losers. To count losers in a trump suit contract, declarer looks at both hands, but declarer’s focus is on the long trump hand first. Layout this hand as an example: [See Kantar, Introduction to Declarer’s Play, p.80, modified here and then repeated next without modification www.kantarbridge.com.] (Contract is 4♠. Opening Lead is ♦K.)

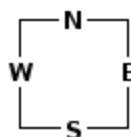
North

♠ A532

♥ KQ4

♦ A72

♣ 983



South

♠ KQJ98

♥ A5

♦ 985

♣ QJT

- You begin counting losers by looking at the trump suit and focusing first on the South hand, the long trump hand. How many losers in the trump suit? [Await answer.] There are no losers in the trump suit.
- Next you look at each of the other three suits, again focusing on the long trump hand of South. How many losers in the heart suit? [Await answer.] There are no losers in the heart suit. In the diamond suit, there are two losers, once the ♦A has been played. How many losers in the club suit? [Await answer.] There are two losers in the club suit, the ♣AK. That is a total of four losers. If the contract is 4♠, how many losers can declarer afford if declarer is to make his contract? [Await answer.] Declarer has to win ten of the thirteen total tricks to make his contract, meaning that he can afford only three losers.
- Can South (the long trump hand) eliminate any of his four losers by ruffing a loser in the North hand (the short trump hand)? No, he cannot, because North has no suit of a length shorter than South’s length (outside of the trump suit).

- Let's try something else. Can South eliminate any of his four losers by taking advantage of any excess winner in the North hand? Look at the heart suit. South has two hearts and no heart losers. Between North and South, however, there are three top trick heart winners. There is a way for South to eliminate one of his diamond losers by **discarding** (or "**pitching**") it on the extra heart winner.
- Assume that West leads the ♦K; diamonds is the best suit for EW to lead. Demonstrate this line of play: Win the ♦A and, there being no reason not to, draw the opponents' trumps. Let's assume that the opponents' trumps split 3-1, and so three rounds of trumps had to be played in order to draw all of their trumps. If South were to next play a club or a diamond, EW could win two diamonds as well as the ♣A and ♣K, for four tricks, one too many for South to make his contract. Let's instead say that South plays on hearts. How would South play the heart suit of NS? [Await answer.] South would play the ♥A from his hand (high card from the short side first) and then play to the ♥K. Next South would play the ♥Q. South gets to discard on the ♥Q. When South chooses to discard one of his two diamond losers, South has eliminated one of his four losers and will make his contract.
- See exhibit for above deal.
- Present the 26-card layout below, only slightly different from the one just presented, focusing on the concept (and bridge language) mentioned below.
 - Looking at the South hand (the long trump hand), there are four losers, one too many.
 - Note that when the opening lead is a diamond, the two diamond losers are *immediate losers*; when the opening lead is a heart, the two diamonds are only *eventual losers*.
 - Immediate losers must be eliminated before losing the lead. South cannot afford to draw trumps right away because the opponents can gain win the ♠A, after which they can win the two diamond tricks that are immediate losers. That is the difference between this layout and the previous one. In the previous layout, South could draw trumps without losing the lead and so could eliminate one of the immediate diamond losers later. On this layout, South must pitch a losing diamond on the heart before (losing the lead by) drawing trumps.
 - So, here is the principle to remember: When you need to eliminate an immediate loser (as opposed to an eventual loser), you need to do so without losing the lead.
 - By contrast, look at what happens when West led a heart instead of a diamond. Declarer still has two diamond losers, but because declarer still has the ♦A to *control* the diamond suit, the diamond losers are only eventual losers. Because the diamond losers are not yet immediate diamond losers, declarer can afford to draw the opponents' trumps before pitching a losing diamond on the extra heart winner.
- Highlight the document "**Planning the Play in a Trump Suit Contract**", looking to the section about eliminating losers in a trump suit contract "**By pitching losers on an extra winners**" "**from top tricks**". And note that the timing of when you pitch the loser is dependent upon whether the loser is an immediate loser or an eventual loser.

- Have the students break into tables of four players. Distribute a duplicate board with unsorted hands to each table. [See Kantar, Introduction to Declarer's Play, p.83b, www.kantarbridge.com] (Contract is 4♥. Opening lead is ♠Q.)

Dummy

♠ A65

♥ QT65

♦ QJT

♣ AQ6

Declarer

♠ 732

♥ AKJ974

♦ 84

♣ K9

- See Guidelines for Table Supervisors.

Eliminating Losers in a Trump Suit Contract, by Extra Top Tricks

♠ A 5 3 2

♥ K Q 4

♦ A 7 2

♣ 9 8 3



♠ K Q J 9 8

♥ A 5

♦ 9 8 5

♣ Q J 10

South is declaring a contract of 4♠. West leads the ♦K.

Determine which hand – North or South – is the long trump hand.

Count the losers, suit by suit, in the long trump hand (remembering that high cards in the short trump hand can cover losers in the long trump hand). Compare the count to the number of losers you can afford and still make your contract.

How can you eliminate any extra losers?

Is there any reason to delay drawing trumps before you try to eliminate any extra losers?

♠ 10 5 3 2

♥ K Q 4

♦ A 7 2

♣ K 8 3



♠ K Q J 9 8

♥ A 5

♦ 9 8 5

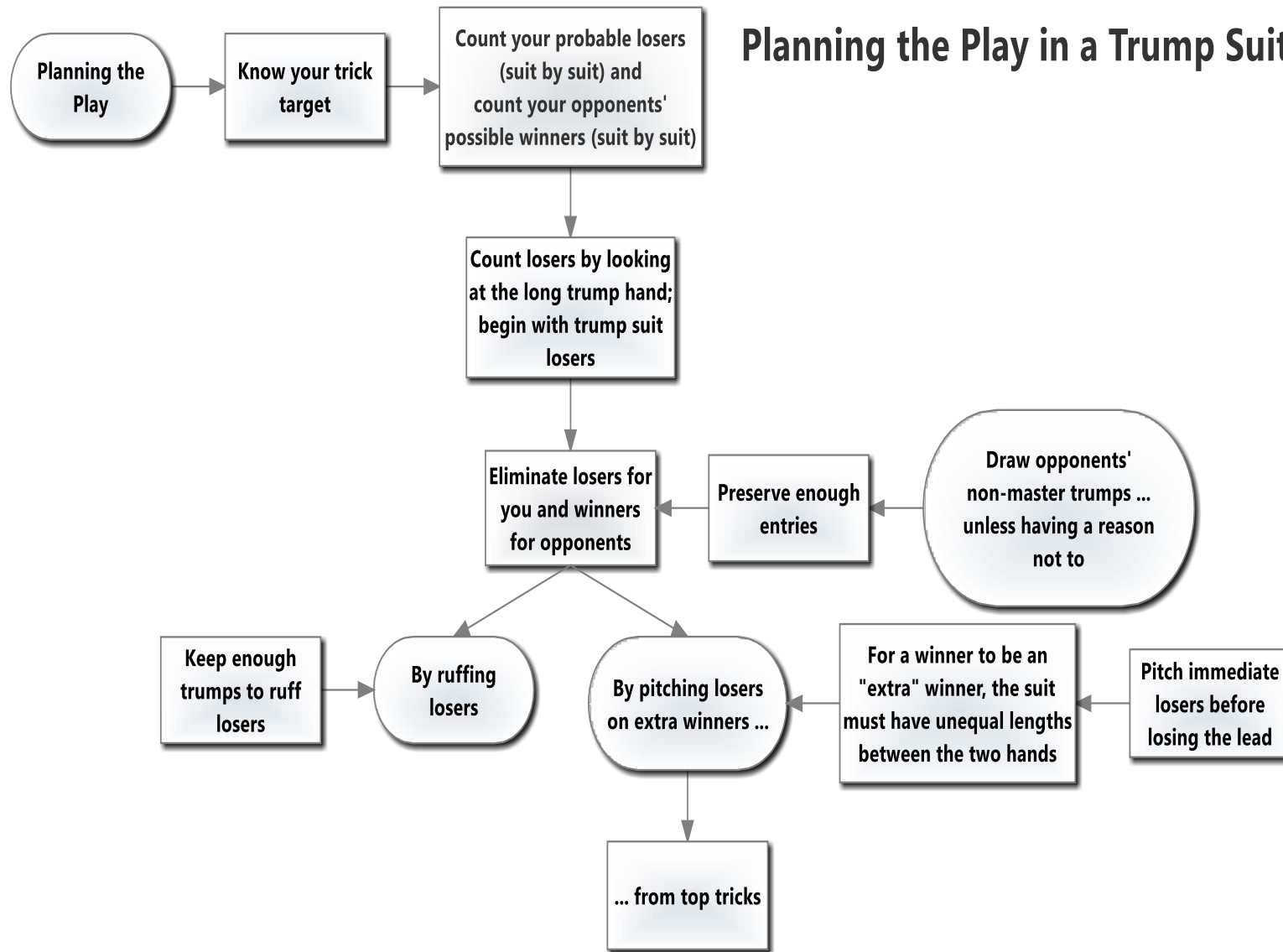
♣ Q J 10

You are sitting South, declaring a contract of 4 ♠. The opening lead is the ♦K.

1. Count your losing tricks as South (the long trump hand), first in the trump suit and then in each other suit. Compare the count to the number of losers allowed if you are going to make your contract.
2. Which loser can be eliminated? And how can that loser be eliminated? [Hint: this is almost the same as the hand that was just illustrated.]
3. Is there any reason to delay drawing the trumps of the opponents?
 - a) If you do try to draw trumps and the opponents win the ♠A for one trick, how many other winners can EW win?
 - b) If you do not draw trumps until after pitching a losing diamond and the opponents then win the ♠A for one trick, how many other winners can EW win?
4. Assume that instead of the opening lead being the ♦K, the opening lead was the ♥J. Does this affect your decision to draw the trumps of the opponents first, before pitching the diamond loser?

[See Kantar, Introduction to Declarer's Play, p.80, www.kantarbridge.com]

Planning the Play in a Trump Suit Contract



Lesson 13 – Eliminating Losers in Trump Suit Contracts, by Promotion from Strength

Objectives:

- to understand how to count losers in a suit contract
- to understand how to eliminate losers by discarding (“pitching”) the losers on extra winners from promotion by strength
- to understand the difference between immediate losers and eventual losers
- to understand when declarer or defender might want to draw trumps.

Teaching points:

- You have learned how to eliminate losers not only by ruffing but also by using extra top trick winners. Would it surprise you to learn that the techniques you learned to develop extra winners for notrump play also can be used to eliminate losers for trump suit play? The ways in which such techniques are executed is a little bit different because there is a trump suit. However, you will discover a number of ways to benefit from what you have already learned.
- [Layout the hand that follows.] Let’s start with an example, in a trump suit play context, that is about eliminating losers through promotion by strength. Here’s an example [See Kantar, Introduction to Declarer’s Play, p.95, www.kantarbridge.com]:

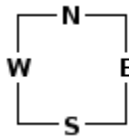
North

♠ 5432

♥ 765

♦ A54

♣ KQ2



South

♠ AKQJ876

♥ A4

♦ K2

♣ J3

- You are declarer in a contract of 6♠. West leads the ♦Q. Which hand is the “long trump hand”? You identify the South hand as the long trump hand and count your losers: no losers in the trump suit of spades. How many losers in hearts? How many losers in diamonds? How many losers in clubs? [Await answers to each question.] That is two losers in total, one more than you can afford if you are to make your 6♠ contract.
- When learning techniques for developing more winners in play of a notrump contract, you learned about developing winners by promotion from strength, to promote not-quite-high tricks into top tricks. If you were looking at the club suit in notrump play, you

would say that you have no top tricks, but that once the ♣A had been played, you would own the two highest clubs, and so could promote two club tricks.

- You can think similarly in trump suit play, except that your focus is on eliminating your heart loser. Assume you play the ♣J (high card from the short hand first) to force out the ♣A. Both the ♣K and ♣Q of North will be promoted into winners. At that time you only have one club remaining and so on the second of North's club winners, you get to **discard** (or **pitch**) something from your hand. What card will you pitch? [Await answer]. Yes, you will pitch your heart loser. By eliminating the heart loser, you are down to just the one loser of the ♣A and you will have made your small slam contract!
- There is sort of a hidden requirement – well, maybe two of them – in the analysis just concluded. One reason that you could pitch a losing heart from South on a club from North is *because North and South have unequal numbers of clubs*. Let's modify the South hand in the layout just a bit: let's substitute a small club for a small spade. Just as before, you can play the ♣J to force out the ♣A and North's ♣K and ♣Q are promoted by strength into winners. However, this time when you play the second winner from North, South has to follow suit with his third club and cannot pitch the losing heart. The heart loser cannot be eliminated, and, when added to the loss to the ♣A, South will have two losers and be defeated one trick in his contract of 6♣.
- One principle for eliminating a loser by pitching the loser on an extra winner: you cannot pitch a loser from one suit – here that suit is hearts –, on a winner from another suit – here that suit is clubs – x, *unless the two hands have unequal number of cards in the suit of the winners* (clubs). Stated another way, the ♣K and ♣Q were promoted into winners by strength, but they are not *extra* winners. This is a tough concept and some of the other hands might help you understand that concept.
- Restore the layout with seven spades and two clubs. Highlight the document “**Planning the Play in a Trump Suit Contract**”. The second hidden requirement had to do with the opening lead. Had West led a heart instead of a diamond, the heart loser would be an **immediate loser** and not just an **eventual loser**. Note that to eliminate an immediate loser, you have to do so before you lose the lead. In this case, the play of forcing out the ♣A meant that you had to lose the lead. When the defense wins the ♣A, they can also win a heart and set your contract.
- Yes, many times a contract that could have been set will make, because the opponents did not choose the winning opening lead.
- By the way, there are two other points of interest in the proper play of this hand: (1) you should draw trumps before playing the club suit to create an extra winner; and (2) you should win the opening diamond lead in the South hand, so as to preserve the ♦K as an entry in the North hand to the extra club winner (especially important if the opponents hold off on the first club lead, and win the second club lead).
- See exhibit for above deal.

- Have the students break into tables of four players. Distribute a duplicate board with unsorted hands to each table. . [See Kantar, Introduction to Declarer's Play, p.92, modified (so as to induce a non-heart lead) to give West ♥ QT86 www.kantarbridge.com]. (Contract is 5♦. Opening lead is ♣Q.)

Dummy

♠ QJT
♥ A32
♦ KT76
♣ 654

Declarer

♠ 32
♥ K54
♦ AQJ985
♣ AK

- See Guidelines for Table Supervisors.

Eliminating Losers in a Trump Suit Contract, by Promotion from Strength

♠ 5 4 3 2

♥ 7 6 5

♦ A 5 4

♣ K Q 2

N
W E
S

♠ A K Q J 8 7 6

♥ A 4

♦ K 2

♣ J 3

You are South declaring a contract of 6♠. West leads the ♦Q.

Determine which hand – North or South – is the long trump hand.

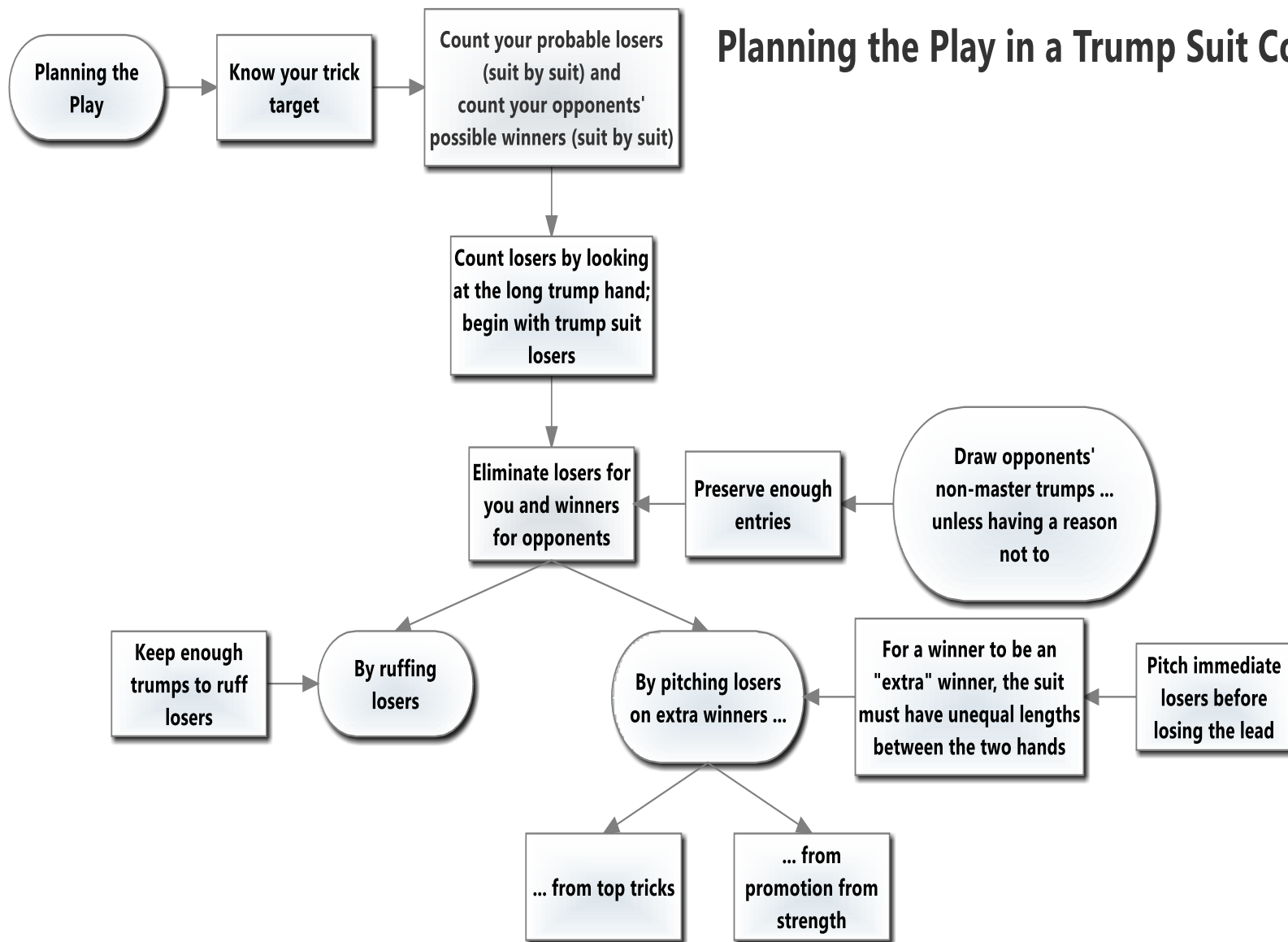
Count the losers, suit by suit, in the long trump hand (remembering that high cards in the short trump hand can cover losers in the long trump hand). Compare the count to the number of losers you can afford and still make your contract.

How can you eliminate any extra losers?

Is there any reason to delay drawing trumps before you try to eliminate any extra losers?

[See Kantar, Introduction to Declarer's Play, p.95, www.kantarbridge.com]:

Planning the Play in a Trump Suit Contract



Lesson 14 – Eliminating Losers in Trump Suit Contracts, by Finesse

Objectives:

- to understand how to count losers in a suit contract
- to understand how to eliminate losers by discarding (“pitching”) the losers on extra winners from a finesse
- to understand the difference between immediate losers and eventual losers
- to understand when declarer or defender might want to draw trumps.

Teaching points:

- You have been learning that many of the techniques you learned for creating extra winners in notrump play have a counterpart for eliminating losers in trump suit play. That is true also for winners by establishment of length and winners by finesse. Highlight **“Planning the Play in a Trump Suit Contract”** and the section **“by pitching losers on extra winners” “from establishment from length”** and **“from finesses”**.
- Today you are going to learn about the technique of eliminating a loser in a trump suit contract **“from finesses”**.
- Present the 26-card layout below, focusing on the concept (and bridge language) noted below.
[See Kantar, Introduction to Declarer’s Play, p.98 www.kantarbridge.com.]
 - South is the long trump hand. South has no losers in the trump suit and, given the club lead, an immediate loser in the club suit. With finesses possible to limit losers in the heart and diamond suits, South could have 0-1 losers in each of those suits. In order to make his contract, South is going to need some luck!
 - Recall the box on **“Planning the Play in Trump Suit Contract”** that says **“for a winner in a suit to be an ‘extra’ winner, the suit must have unequal lengths between the two hands”**. That box tells us that between the heart and diamond suits where finesses could eliminate a loser, the heart suit is the finesse that is needed. That is because the heart suit has unequal length between the two hands, with two hearts in the South hand and three hearts in the North hand. Only the heart suit offers an opportunity to create an *extra* winner.
 - Accordingly, South should hope that the ♥ K is in the position before the ♥ AQJ. If that is the case, then he can finesse the ♥ J, winning the trick, get back to his hand, and finesse the ♥ Q winning again. If that happens, then the ♥ A becomes an extra winner and the losing club can be pitched on the ♥ A. Even if there is still a diamond loser, the contract will be made.
 - South can afford to draw trumps first and so he should do so. A possible sequence of plays is ♣ A, then top spades from hand until all the opponents trumps are drawn (will take either two or three rounds of trumps), then the heart finesse. Use another high trump in the South hand as an entry back to hand and then a second heart finesse. Finally, win the ♥ A, pitching the losing club. At most, South will lose only one diamond. Well done!

Eliminating Losers in a Trump Suit Contract, by Finesse

♠ 7 5 3 2

♥ A Q J

♦ A Q J

♣ 7 6 5

	N	
W		E
	S	

♠ A K Q J 10 9

♥ 3 2

♦ 6 5 4

♣ A 3

You are South declaring a contract of 6♠. West leads the ♣K.

Determine which hand – North or South – is the long trump hand.

Count the losers, suit by suit, in the long trump hand (remembering that high cards in the short trump hand can cover losers in the long trump hand). Compare the count to the number of losers you can afford and still make your contract.

How can you eliminate any extra losers?

Is there any reason to delay drawing trumps before you try to eliminate any extra losers?

[See Kantar, Introduction to Declarer's Play, p.98 www.kantarbridge.com.]

- Have the students break into tables of four players. Distribute a duplicate board with unsorted hands to each table. . [See Kantar, Introduction to Declarer's Play, p.101, www.kantarbridge.com.] (Contract is 4♠. Opponents lead top three clubs.)

Dummy

♠ 3

♥ KQ54

♦ A7654

♣ 876

Declarer

♠ AKQJT98

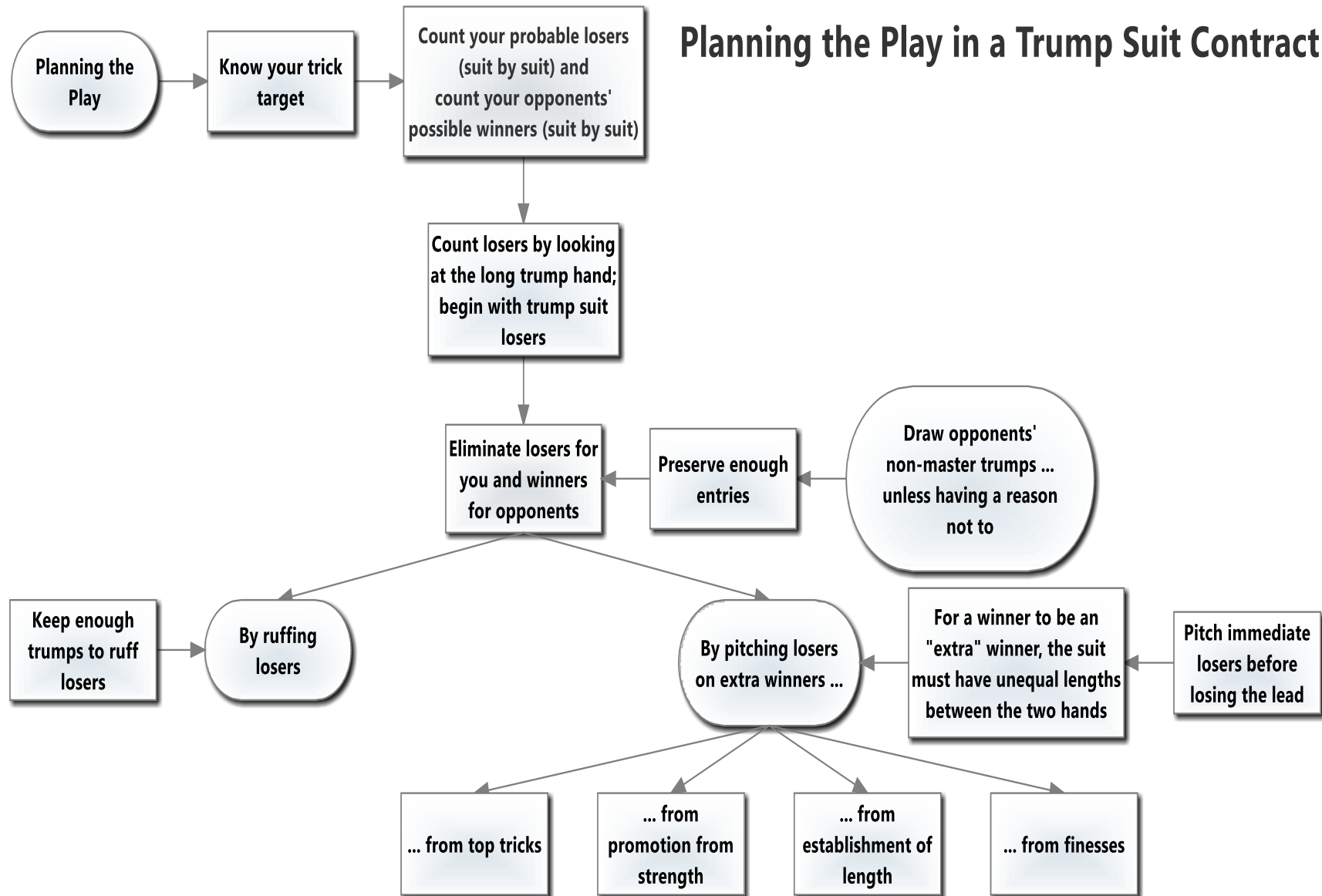
♥ 32

♦ 32

♣ 32

- See Guidelines for Table Supervisors.

Planning the Play in a Trump Suit Contract



Lesson 15 – Opening Lead against a Notrump Contract: Choosing “Longest (and Strongest)” Suit

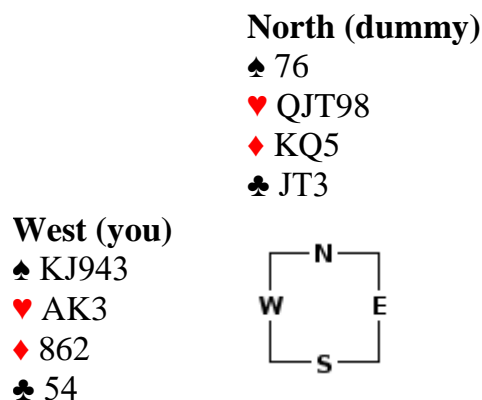
Objectives:

- to understand the objectives of the defenders is often to establish and win small cards in their partnership’s combined longest and strongest suit
- to understand some guidelines for determining the longest (and strongest) suit held by the defenders

Teaching points:

- Until today, the bridge lessons had been about declarer play. You will be declarer on about 25% of all hands. You and your partner can expect to declare 50% of all hands, and you expect to declare half of them and be dummy half of them. On the other hand, you will be a defender on about 50% of all hands, and so you will benefit even more from good defensive skills than from good declarer skills.
- So ... why until today have all the bridge lessons been about declarer play? For two reasons: (1) declarer play is easier to teach ... the various techniques for developing winners and eliminating losers are easier to understand when presented from the viewpoint of the declarer, even though the same techniques apply to defenders; and (2) because a primary objective of the defense is to frustrate the objective of the declarer, it is essential for the defense to first understand what is the objective of declarer.
- Refer to **“Planning the Defense against a Notrump Contract”**. Notice that the success of the defenders can come from “establishment of length” in their long suit, and that the success of declarer can come from “establishment of length” in his long suit. The success or failure of a notrump contract often comes down to a race: which partnership can first win small cards in their long suit?
 - Review the exhibit showing a card layout where E-W own Axxxx opposite xxx and N-S own JT opposite KQ5.
 - Note that West has more cards in the suit than any other player and that E-W own 8 cards in the suit compared to only 5 cards in the suit owned by N-S. The suit might well be the longest suit owned by the E-W partnership.
 - Note also that N-S has most of the honor strength in the suit, and can, in fact, develop two tricks in the suit by promotion from strength (once the ace is played, two honor cards of N-S are developed into winners).
 - Although N-S has much of the honor strength in the suit, E-W can not only win the top trick of the ace but can also develop two more tricks in the suit by establishment of length.
 - Of course, having strength to accompany length helps E-W develop more winners in the suit. Demonstrate how E-W can win four tricks in the suit, rather than just three tricks in the suit, if South’s K were to be exchanged for one of the small cards owned by E-W.
 - Review the second exhibit, noting that having even more length in the suit would help E-W develop more tricks by establishment of length, especially when such length is held by the hand with the most cards in the suit:
 - Give East the 5 held by South.
 - Alternatively, give West the 5 held by South.

- How do you, on defense, win the race to be the first partnership to establish and win small cards in your “**longest and strongest**” suit?
- At what point in the hand can the defenders begin the race?
- The defenders can begin the race when making the opening lead. The opening leader gets to start the race first!
- How can the opening leader determine which suit is the long suit of his partnership? Well, he does not know for sure because he can’t see his partner’s hand, but he does have two clues to guess at the longest suit of the partnership when playing mini-bridge:
 - Opening leader can look at his own hand and determine which suit *he* has length in; and
 - Opening leader can look at dummy’s hand and determine which suit dummy has shortness in.
 - When bidding is used:
 - Opening leader can listen to bidding by his partner to determine if his partner has shown length in a suit
 - Opening leader can listen to bidding of the opponents to determine in which suits the opponents have length
- Let’s show an example, where you are defending a mini-bridge contract of 3NT by South:

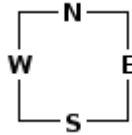


Your longest suit is spades – you have five of them – and, with dummy having only two spades, there are six spades left (5+2 subtracted from 13) for partner East and declarer South. Chances are quite good that spades in your partnership’s longest suit. Lead a spade.

- See exhibit for above deal.

- Let's show a second example, same contract and declarer but a much different dummy:

	North (dummy)
	♠ AQT86
	♥ 76
	♦ KQ5
	♣ JT3
West (you)	
♠ KJ943	
♥ AK3	
♦ 862	
♣ 54	



Your hand is the same, but look at that dummy hand! Not only does dummy have spade length, but also any finesses that declarer wants to take in the spade suit are sure to win. This time, you will be unable to develop any winners from the spade suit and you definitely do not want to lead a spade. So ... you look for a different suit to lead. You notice that while the dummy hand has long, good spades, the dummy hand has short hearts. Maybe your partner might have long hearts? You don't have great length in the heart suit, but you do have great strength in the heart suit, and if partner has the heart length you hope he has, hearts might be the longest and strongest suit of your partnership. Taking a clue from seeing this dummy, you should lead a heart.

- See exhibit for above deal.
- Have the students break into tables of four players. Distribute a duplicate board with unsorted hands to each table. (Hands need to be determined.)
- See Guidelines for Table Supervisors.

Opening Lead against a Notrump Contract: Choosing the “Longest (and Strongest)” Suit

		J 10	
		N	
A 9 4 3 2	W	E	8 7 6
		S	
		K Q 5	

East-West is on defense against a notrump contract. Note that West owns more cards in this suit than any other player and that East-West as a partnership own more cards in this suit than does North-South.

How many winners in top tricks in this suit has East-West?

How many winners by promotion from strength in this suit can be developed by East-West? by North-South?

How many winners by establishment of length in this suit can be developed by East-West?

*The sooner East-West attacks this suit, the more likely they are to develop the E-W winners by establishment of length before declarer can develop the N-S winners by establishment of length. Best chance for E-W to win the race for development of winners by establishment of length is to begin **on opening lead**.*

		J 10	
		N	
A 9 4 3 2	W	E	8 7 6
		S	
		K Q 5	

On the layout just shown (repeated above), East-West, on defense against a notrump contract could win three tricks in the suit.

		J 10	
		N	
A 9 4 3 2	W	E	8 7 6 5
		S	
		K Q	

Revising the original layout to move South's 5 to East, how many tricks could East-West win in the suit?

		J 10	
		N	
A 9 5 4 3 2	W	E	8 7 6
		S	
		K Q	

Revising the original layout to move South's 5 to West, how many tricks could East-West win in the suit?

♠ K J 9 4 3	♠ 7 6
♥ A K 3	♥ Q J 10 9 8
♦ 8 6 2	♦ K Q 5
♣ 5 4	♣ J 10 3

	N	
W		E
	S	

You are West, on lead against a notrump contract. Dummy is North.

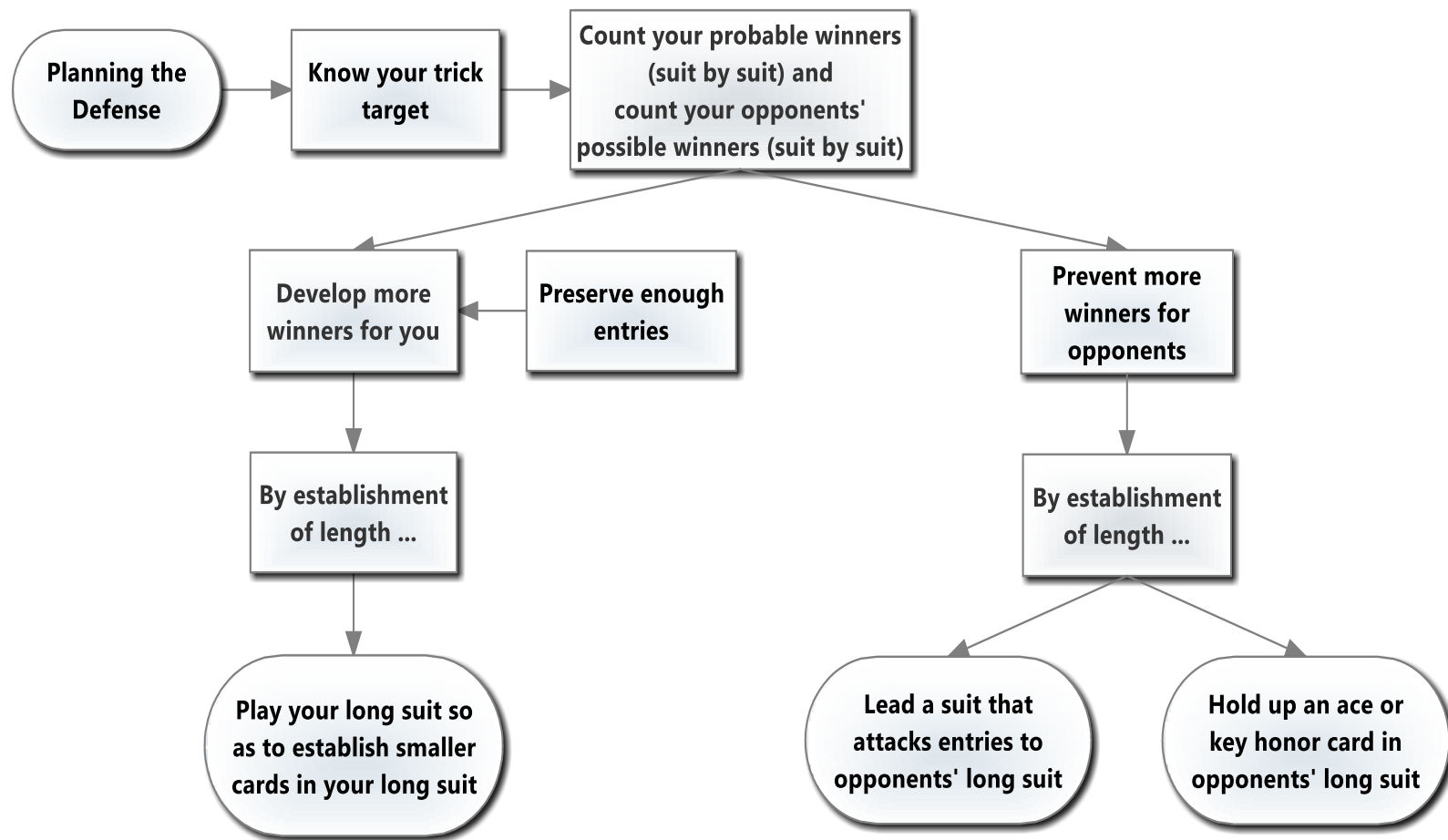
What suit do you think is the “longest (and strongest) suit held by your partnership?

♠ K J 9 4 3	♠ A Q 10 8 6
♥ A K 3	♥ 7 6
♦ 8 6 2	♦ K Q 5
♣ 5 4	♣ J 10 3

	N	
W		E
	S	

Now, what suit do you think is the “longest (and strongest) suit held by your partnership?

Planning the Defense against a Notrump Contract



Lesson 16 – Opening Lead against a Notrump Contract: Choosing the Card from the Led Suit

Objectives:

- to understand some guidelines for the choice of card to lead from the suit chosen for the lead

Teaching points:

- Last lesson you learned that the success or failure of a notrump contract can often depend upon which side – the defenders or the declarer – wins the race to develop winners by establishment of length. The defenders get to start the race by making the opening lead, often in the suit the opening leader believes is the longest (and strongest) suit held by his partnership.
- Now that you have an idea which suit to lead, how do you choose which card in that suit?
- Highlight the document “**Choosing the Card to Lead from Your Suit against a Notrump Contract**” [See Kantar, Introduction to Defender’s Play, pp 7-8 www.kantarbridge.com.]
 - From a suit of four cards or loner in length, that includes at least one honor
 - Usually lead your fourth highest, commonly called “**fourth best**”:
 - From KJ765, lead the 6
 - From AK765, lead the 6. Demonstrate why leading the 6 could be preferable to leading two high honors and then a third card by distributing the rest of the suit around the table so that partner has three small cards in the suit, one opponent has QJT in the suit, and the other opponent has two cards in the suit. And then ask what happens if partner of opening leader gains the lead before opening leader gains the lead.
 - From A872, lead the 2
 - See exhibit for above card combination.
 - But ... if your suit includes a three card or longer sequence headed by an honor (“sequence” meaning cards that are right next to each other in rank order, and “honor” being the T or a higher ranking card), you lead the top card of the sequence:
 - From KQJ2, lead the K
 - From KQJT2, lead the K
 - See exhibit for above card combination.
 - Also, when your suit is headed by a two card sequence, and the next highest card is just one card in rank from being the third card in that sequence – so that you almost have a three card sequence headed by an honor –, you lead the top card of the sequence:
 - From KQT65, lead the K, because the T is only one card in rank lower than the J, which would complete a three card sequence headed by an honor
 - But from KQ965, lead the fourth highest 6
 - From JT853, lead the J
 - See exhibit for above card combination.
 - Just one more set of exceptions: When your suit includes an “interior sequence”, you lead the highest card of that interior sequence. When does a suit have an interior sequence? A suit has an interior sequence when it includes a two-card or

longer honor sequence headed by the J or T (so, the JT or the T9) *and* a higher non-sequential honor. That's a mouthful and is easier explained by example:

- QT942 is a suit with an interior sequence because it not includes the T9 combination and also the higher honor of the Q. Lead the T.
 - Similarly, KT942 or KJT42 is a suit with an interior sequence. Lead the T from the first and the J from the second.
 - By contrast, JT942 is not an interior sequence, because all three cards in sequence are in rank order; there is no non-sequential honor. Lead the J.
 - See exhibit for above card combination.
- These agreements you are being taught are “standard partnership agreements” for what to lead; they are the agreements most commonly used by bridge partnerships.
 - Why is it important to have agreements with partner on the meaning of your opening lead? In the next lesson, you will see how having partnership lead agreements helps your partner conduct the defense in the best way. Your having partnership agreements on the meaning of your choice of card for the opening lead results in your giving important information to your partner, in a legal way, information that your partner can use to help the results achieved by your partnership.
 - Doesn't your partnership having agreements so that your partner knows something about your hand from your lead also mean that declarer knows something about your hand? Yes, it does. But bridge experience has strongly shown that it is much more helpful to inform your partner than it is harmful to inform declarer.
 - Now that you see what are the leads from four card or longer suits, let's quickly go through the leads from holdings shorter than four cards, as listed on the flowchart. I would highlight just a couple of the applications, for leading from a three card suit.
 - From a holding with two or more honors in sequence, such as KQ5, lead the highest honor. That's only a two-card sequence but you might think of this lead as an application of the advice you have heard before about “leading a high card from the shorter hand first”, because when you lead a three card suit, you are really hoping that your partner has more length in the suit than do you.
 - From a suit with no honors (this includes a suit of four cards or more with no honor), such as 852, lead highest. In bridge language, this lead is referred to as “**top of nothing**”.
 - Please note that the guidelines for choosing an opening lead are just guidelines; they are not rules. Sometimes the lead that works out best on a hand is the lead that the guidelines might suggest is least attractive to the opening leader. Bridge is a complex game to play well, and as you play more bridge and study more about bridge, you will improve your ability to choose the best opening lead, just as you will improve your general techniques for developing more winners.
 - And also remember that while the guidelines are presented as guidelines for the opening lead, they apply also to leads by the defenders after the opening lead. In fact, when the defenders have the additional clue of observing the plan of play of the declarer, the defenders can be more certain than when they were on opening lead about which subsequent leads will be preferable for their partnership.

- Have the students break into tables of four players. Distribute a duplicate board with unsorted hands to each table. (Hands need to be determined.)
- See Guidelines for Table Supervisors.

“Fourth best”

KJ7**6**5

AK7**6**5

A87**2**

Some exceptions for 4+
card suits not headed by
honors:

9**6**42

9842

“Top of sequence”

KQJ2

KQJT2

“Top of near sequence”

KQT65

KQ9**6**5

JT853

“Interior sequence”

QT942

KT942 or KJT42

not JT942

From holdings of fewer
than four cards:

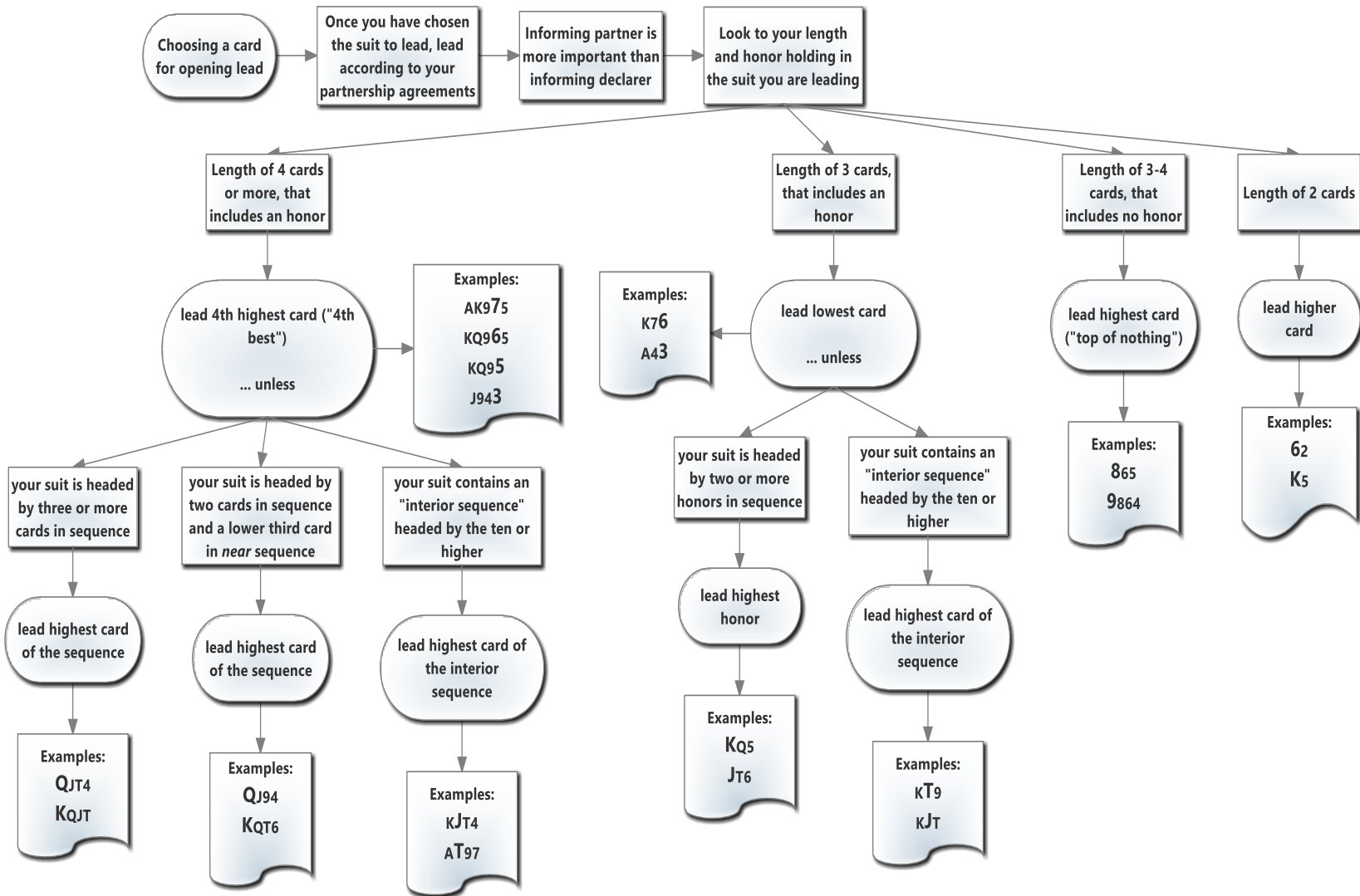
KQ5

852

K5

82

Choosing the Card to Lead from Your Suit against a Notrump Contract



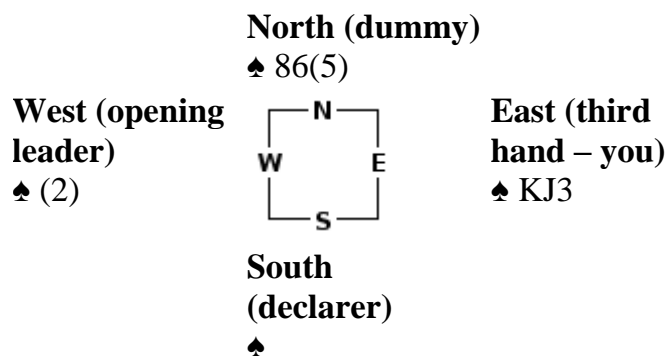
Lesson 17 – Third Hand Play, when Dummy has only Small Cards in the Suit Partner Led, Part 1

Objectives:

- to understand partnership agreements about the plays by third hand at Trick 1
- to understand partnership agreements about the card returned by third hand at Trick 2
- to understand to play the ‘lowest of equals’ card
- to understand to unblock a suit

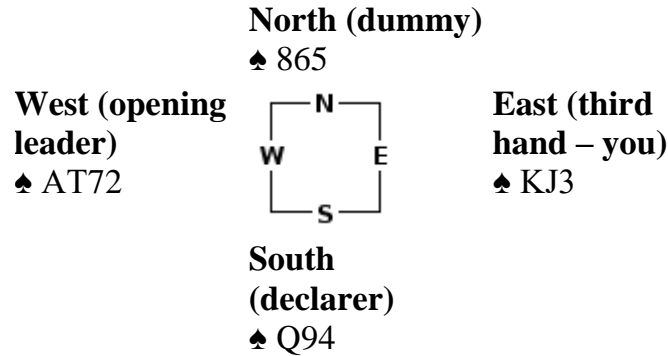
Teaching points:

- In the last lesson, you learned that the success or failure of many notrump contracts depends upon which side – the declarer or the defenders – wins the race to for winning tricks by “establishment of length”. The defenders, because they get to make the opening lead, get to start the race first. Often opening leader chooses to lead the suit in which the opening leader expects that his partnership has the most length.
- In the last lesson, you also learned some standard partnership agreements for choosing the card to lead in the suit that opening leader thought was likely to be his partnership’s longest suit. Today, you will learn how partner can use the information from your agreements to help your partnership conduct the best defense.
- In bridge language, the partner of the opening leader is called “third hand”. (Opening leader being the first hand, dummy being the second hand, and declarer the fourth hand, because that is the clockwise order of play for Trick 1.)
- Let’s assume that opening leader has led the S2 and that dummy has three small spades. [Show tableau below.] Declarer calls for the S5 from dummy. Refer to the document “**Choosing the Card to Lead from Your Suit against a Notrump Contract**”. Third hand can assume that the S2 is a “fourth best” lead from a suit that is headed by an honor. What should be the play plan of third hand from:



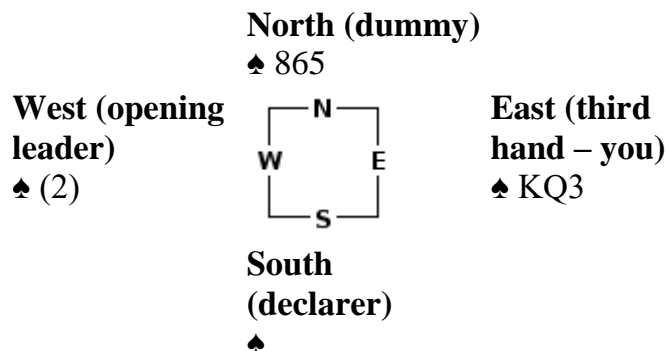
- Third hand should play the king. When dummy has small cards in the suit that was led by opening leader, third hand should play a high card in the suit. Refer to the document “**Third Hand Play when Declarer Calls for a Small Card from Dummy**”.
- Assume that the SK won the trick, declarer following suit with the S4. What card should third hand lead to Trick 2?
- Third hand should return the SJ. When third hand has only two cards remaining in a suit, third hand should play the higher of the two remaining cards. Refer again to the document, “**Third Hand Play ...**”
- See exhibit for above card combination.

- Here is a holding that is consistent with the play thus far:

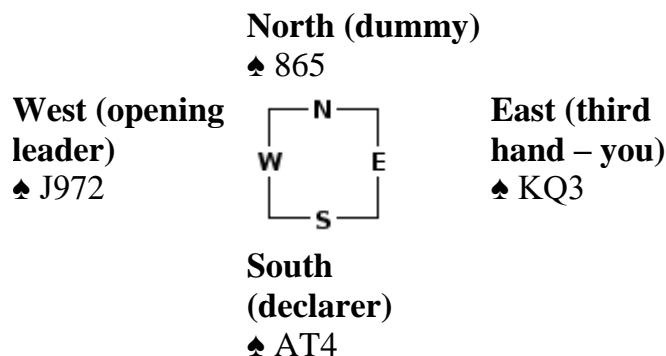


- When you win the king and return the jack, your side is sure to take all four tricks in the suit: if declarer plays the S9 at Trick 2, your SJ will win Trick 2 (West will follow with the S8) and when you continue with the S3 at Trick 3, your partner will capture declarer's SQ with the SA and cash the ST. On your play of the SJ at Trick 2, if, instead of playing the S9, declarer decides to play the SQ, your side will still win all four tricks. In that case, West will capture the SQ with the SA at Trick 2 and then follow with the ST at Trick 3. At that point the ST is the highest ranking spade. All three players will follow suit on the ST and West's S8 will win Trick 4.
- No other combination of plays will result in EW winning the first four tricks with spades. If, for example, East should win the SK at Trick 1 and continue the S3 (rather than the SJ as suggested) at Trick 2, declarer can play the SQ at Trick 2. West can capture the SQ with the SA. West can now lead one of his two remaining spades to East's SJ for a third trick, but with East on lead and having no more spades, EW cannot immediately win a fourth spade: the wrong hand is on lead.
- You might recognize East's play of the SJ at Trick 2 as another application of something you learned in declarer play: play the high card from the short side first.
- How did East know, at the time he held SJ3, that his hand was the short side? That gets back to the partnership agreements on leads: when West led the S2 at Trick 1, East could be pretty sure that his partner owned four spades (the two being the fourth best card) headed by an honor.
- See exhibit for above card combination.

- Let's try some more examples, with the same opening lead and dummy, but with the cards held by East changing.

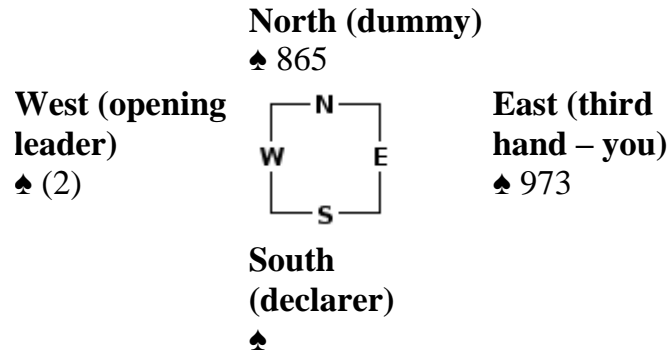


- Again opening leader leads the S2 and dummy plays the S5. You can still assume that West is leading fourth best from a suit headed by an honor. With dummy having small cards, you should play a high card. But the high card you should choose is not the SK, but rather is the SQ. When you have a choice to play among cards that are “equals”, you should play the lowest of the equals. Here, that is the SQ.
- Assume that the SQ wins Trick 1, declarer following suit with the S4. What card should you play at Trick 2? You should play the SK at Trick 2, returning the higher of your two remaining spades. Here is a holding that is consistent with the play thus far:

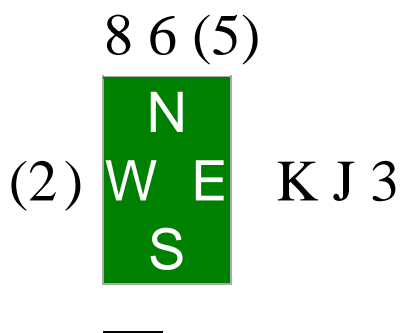


- Declarer can, and probably should, hold off on playing the SA at Trick 2. But when you continue a third spade at Trick 3, declarer must then play the SA and your partner, if he can get on lead later in the hand, will be able to cash a third spade winner for your partnership.
- See exhibit for above card combinations.

- Here's another example, that will help you learn better what is meant by playing "lowest of equals":



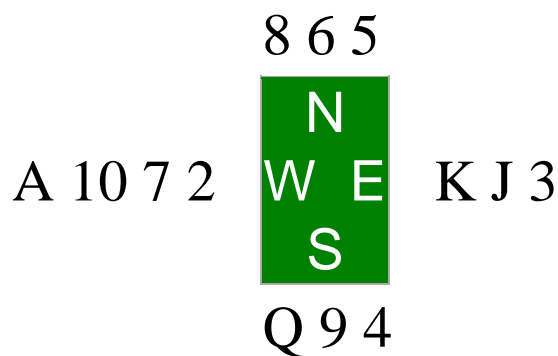
- Declarer calls for the S5 from dummy. What card do you play?
 - You have learned that when dummy has all small cards, that third hand plays a high card. And you have also learned that when third hand is to play a high card, third hand should play the "lowest of equals". Here, both the 7 and the 9 are equals. With the eight shown in dummy, you know that playing the seven is just as good as playing the nine; for either of those two cards, the next highest ranking card is the ten. Accordingly, the high card third hand should play at Trick 1 is the seven, the lowest from equals of the 9 and the 7.
 - See exhibit for above card combination.
- Have the students break into tables of four players. Distribute a duplicate board with unsorted hands to each table. (Hands need to be determined.)
 - See Guidelines for Table Supervisors



Your partner is West; dummy is North; you are East; declarer is South.

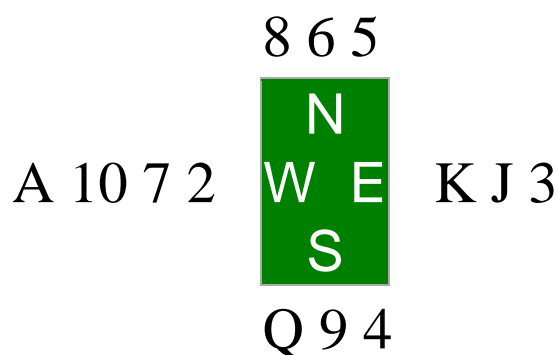
Your partner West was opening leader and led the 2.

What card do you play?



This could be the layout of the entire suit.

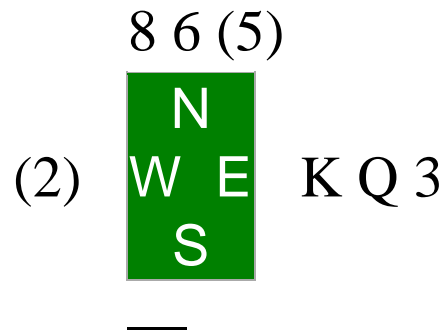
What cards will remain if you play the J on the first round of the suit?



This could be the layout of the entire suit.

What cards will remain if you play the K on the first round of the suit?

After you win the K, what card do you return?



Your partner is West; dummy is North; you are East; declarer is South.

Your partner West was opening leader and led the 2.

What card do you play?

	8 6 5	
	N	
J 9 7 2	W E	K Q 3
	S	
	A 10 4	

This could be the layout of the entire suit.

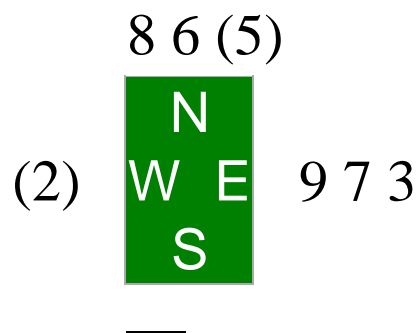
If you play the K on the first round of suit, who will partner think has the Q?

	8 6 5	
	N	
J 9 7 2	W E	K Q 3
	S	
	A 10 4	

This could be the layout of the entire suit.

If you play the Q on the first round of suit, who will partner think has the K?

When you are next on lead and choose to return this suit, what card do you then lead?

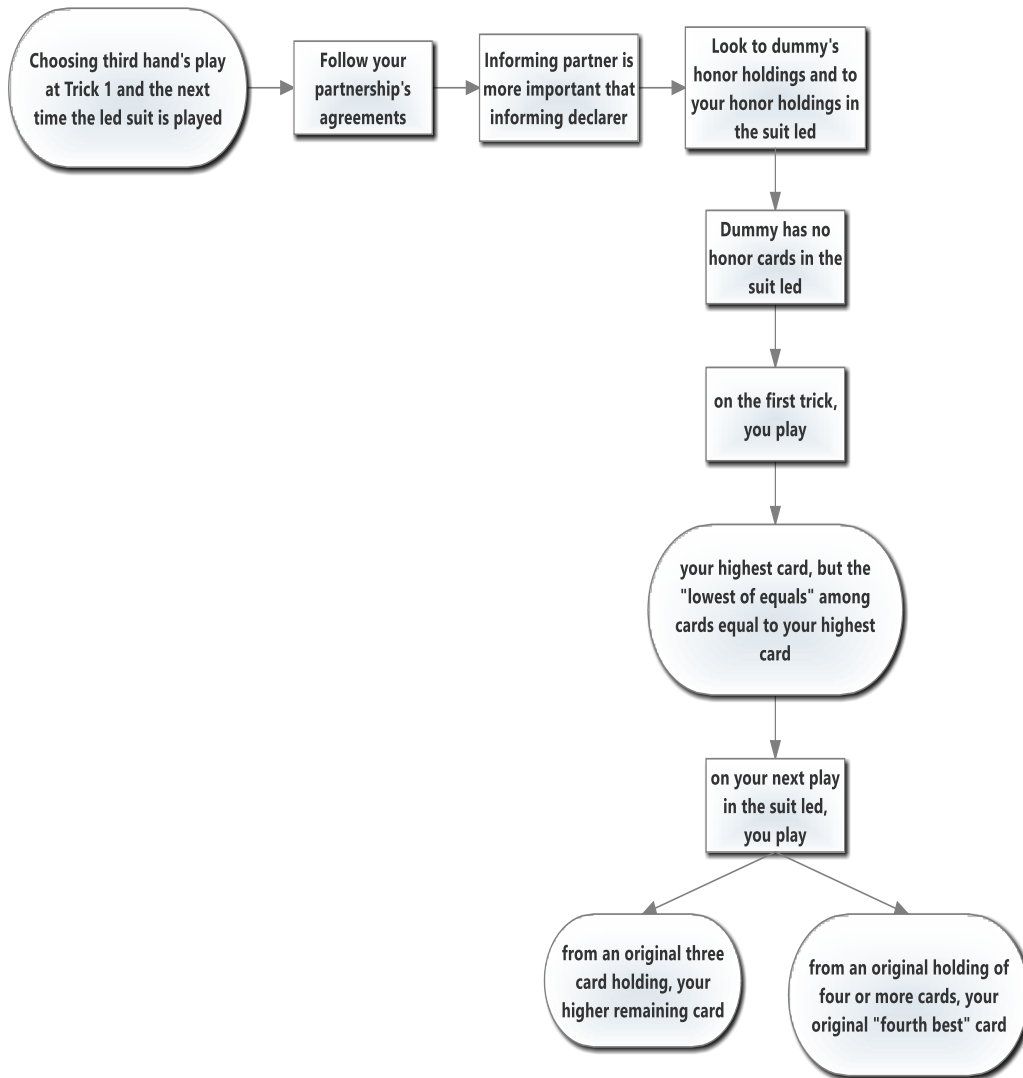


Your partner is West; dummy is North; you are East; declarer is South.

Your partner West was opening leader and led the 2.

What card do you play?

Third Hand Play when Declarer Calls for a Small Card from Dummy



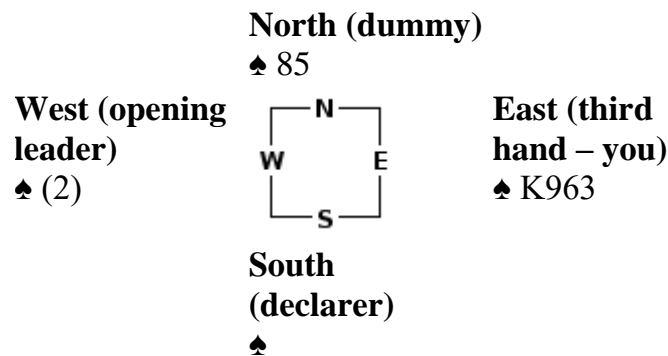
Lesson 18 – Third Hand Play, when Dummy has only Small Cards in the Suit Partner Led, Part 2

Objectives:

- to understand partnership agreements about the plays by third hand at Trick 1
- to understand partnership agreements about the card returned by third hand at Trick 2
- to understand to play the ‘lowest of equals’ card
- to understand to unblock a suit

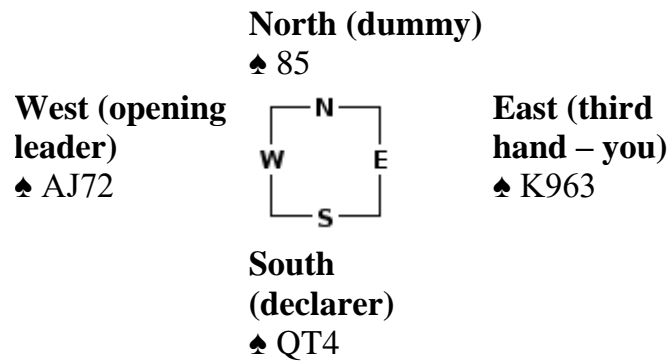
Teaching points:

- Last week you learned about third hand’s play when dummy has only small cards in the suit partner led, and third hand held three cards in the suit partner led. You learned that third hand should play his highest card, but when two or more cards were equal, he should play his lowest of equals. You also learned that if third hand won the trick from his three card holding and decided to continue the suit, he should lead the higher of his two remaining cards in the suit.
- This week, you will learn about hand’s play when dummy has only small cards in the suit partner led, and third hand holds four or more cards in the suit partner led. And, importantly, how the opening leader can use the information about how many cards his partner holds in order to conduct the best defense for the partnership.
- Here is an example, where you hold not three spades but four spades, while dummy still holds only small cards, no honors.

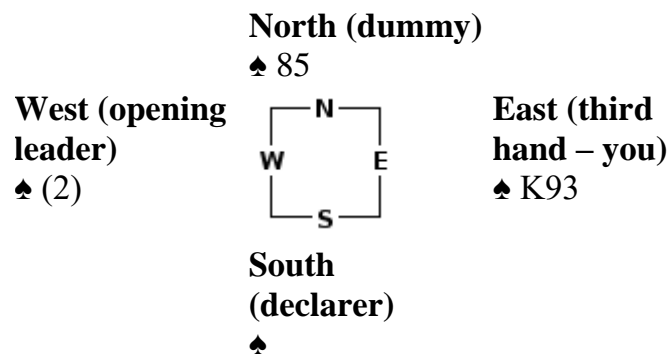


- Declarer calls for the S5 from dummy.
- You play your high spade, the SK and declarer follows suit with the S4. This time, having been dealt four spades, you have three spades remaining and not just two spades remaining. With an original holding of four cards, you should return your original fourth best at Trick 2. Return the S3.

- Declarer covers the S3 with the ST. Your partner wins Trick 2 with the SJ. The play is consistent with a holding of:

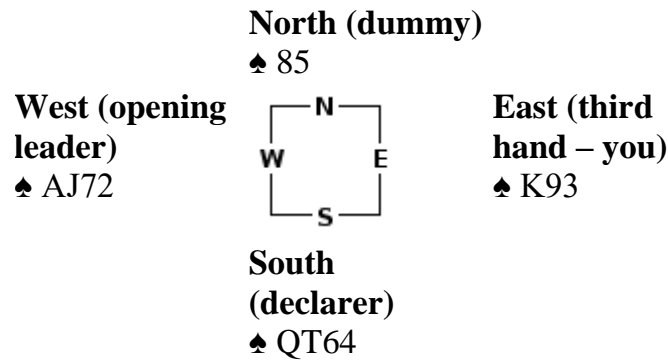


- Reading you for four spades because you returned the S3 at Trick 2, West can then play the SA, capturing South's SQ, and then play S7 to your S9 for a fourth trick.
- See exhibit for above deal.
- One last example with you back to holding three spades and dummy still holding only small spades:

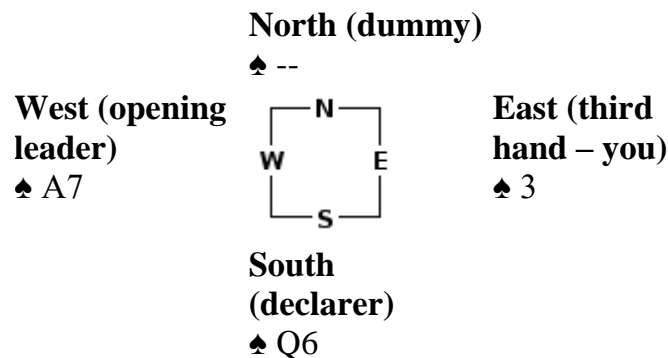


- This time you are back to having been dealt only three spades. You play the SK at Trick 1, declarer following suit with the S4, and you return your higher of two spades remaining, the S9. As in the last example, declarer plays the ST and your partner wins the SJ.

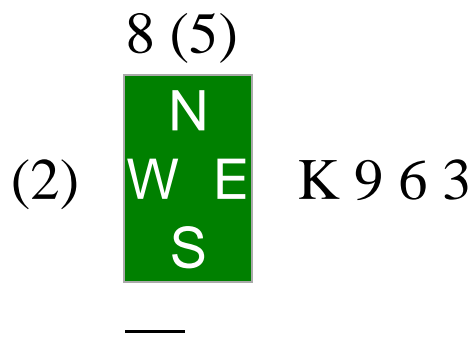
- Let's look at all four hands and decide what West should play next.



- After Trick 2, with West on lead with the SJ, the position is this:



- If West were to play the SA at Trick 3, he would win that trick, but then the SQ of declarer would win the fourth round of spades. But if West does NOT play a spade at Trick 3, look at that position in the spade suit. If East is able to get on lead later in the hand and THEN return the S3, West would win both the SA and the S7. Do you see why? [Demonstrate.] In effect, by waiting for East to later lead spades, the SQ of declarer has been successfully finessed against and EW will win all four spade tricks.
- See exhibit for above deal.
- So ... how would West know to NOT play the SA in this example and yet to play the SA in the previous example? Because of partnership agreements! When East, having won the SK at Trick 1 – denying possession of the SQ –, returned the S9 at Trick 2 in this example, West could read East for having been dealt only three spades and knew that declarer had two spades remaining, including the SQ. But in the earlier example, when East returned the S3 at Trick 2, West could read East for having been dealt four spades and knew that declarer had only one spade remaining, and that that spade was the SQ.
- And that is the strength of having partnership agreements!
- See exhibit (the one showing layouts where third hand was dealt three spades and the alternative layout where third hand was dealt four spades) for above deal.
- Have the students break into tables of four players. Distribute a duplicate board with unsorted hands to each table. (Hands need to be determined.)
- See Guidelines for Table Supervisors.



Your partner is West; dummy is North; you are East; declarer is South.

Your partner West was opening leader and led the 2.

What card do you play?

You play the K. You win the trick, declarer playing the 4.

What card do you return?

	8 5	
	N	
A J 7 2	W E	K 9 6 3
	S	
	Q 10 4	

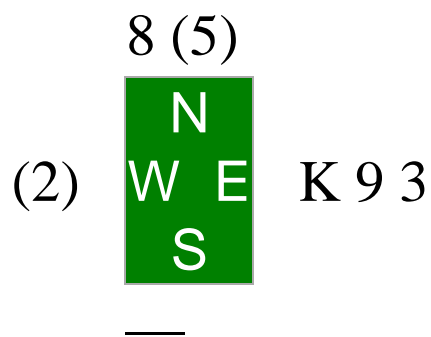
This could be the layout of the entire suit.

You won the K, declarer played the 4. You return the 3.

What does your partner play if declarer plays the 10 on the second round of the suit? And, what cards does your partner play on the third and fourth rounds of the suit?

What does your partner play if declarer plays the Q on the second round of the suit? And, what cards does your partner play on the third and fourth rounds of the suit?

In either case, how many tricks does your partnership win in this suit?



Your partner is West; dummy is North; you are East; declarer is South.

Your partner West was opening leader and led the 2.

What card do you play?

You play the K. You win the trick.

What card do you return?

		8 5		
		N		
A J 7 2	W	E	K 9 3	
		S		
		Q 10 6 4		

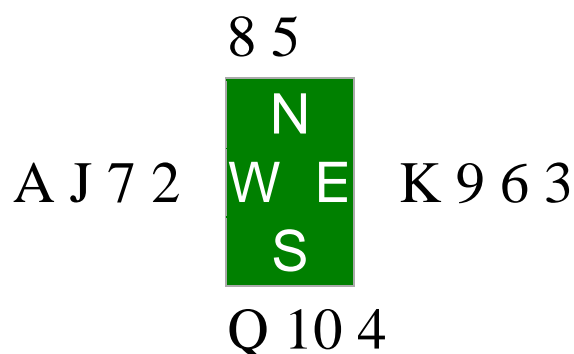
This could be the layout of the entire suit.

You win the K, declarer playing the 4. You return the suit, playing the 9. Declarer follows with the 10 and your partner West wins the J. The remaining layout of the suit would be this:

		--		
		N		
A 7	W	E	3	
		S		
		Q 6		

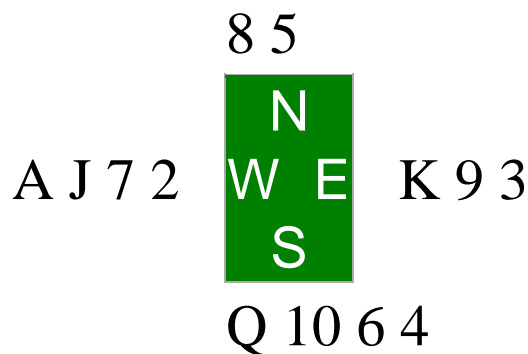
What happens if your partner plays a third round of the suit?

How was your partner able to tell the difference between this layout:



... where your partner should cash the A on the third round of the suit and your partnership will win four tricks in the suit ...

... and this alternative layout:



... where your partner should **not** cash the A on the third round?

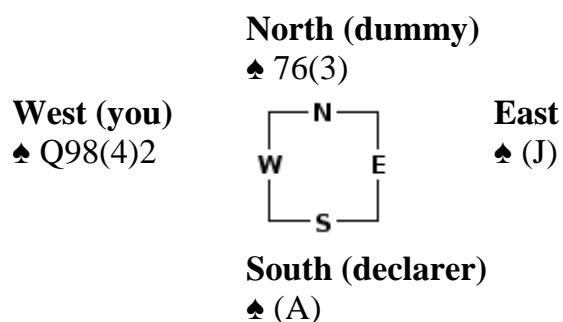
Lesson 19 – Third Hand Play, when Dummy has only Small Cards in the Suit Partner Led, Part 3

Objectives:

- to understand how partnership agreements about the plays in a suit by third hand at Trick 1 help inform partner to make well-considered future plays in the suit

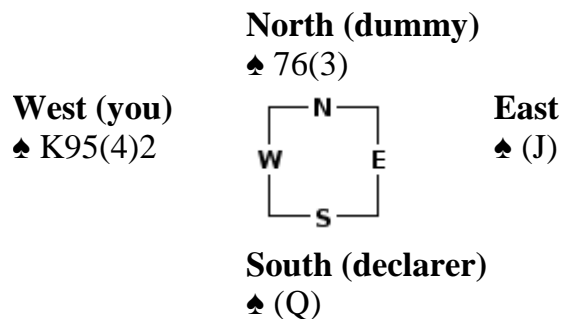
Teaching points:

- Last week you learned about third hand's play when dummy has only small cards in the suit partner led, and third hand held three cards in the suit partner led. You learned that third hand should play his highest card, but when two or more cards were equal, he should play his lowest of equals.
- You also learned that when third hand was next in lead, the choice of card he then returned would inform opening leader of third hand's length in the suit..
 - if he then had two remaining cards in the suit, he should return the higher of those two remaining cards.
 - if he then had three remaining cards in the suit, he should return his "original fourth best" in the suit; that is, the lowest of the three remaining cards.
 - You were shown an example where being informed the length in the suit held by third hand helped opening leader determine the best continuation for the defense: specifically, whether he should continue playing the suit or whether he should switch suits in order to prevent declarer from winning a cheap trick in the suit.
- Not only will the card in the suit returned by third hand help opening leader determine the length in the suit that was held by third hand, but the choice of card played in the suit by third hand on the first round of the suit will help inform opening leader which high cards in the suit are owned by third hand and which high cards in the suit are owned by declarer. That information, too, helps opening leader determine the best continuation for the defense.
- Of course, that help is realized only when third hand follows the partnership agreements you learned last week. .
- Let's see how much those agreements help the opening leader be able to place key as-yet unplayed high cards.

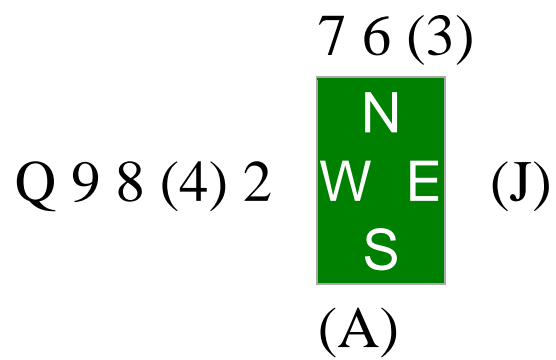


- You lead a fourth best S4, declarer calls for the S3 from dummy, your partner in third hand plays the SJ, and declarer wins the trick with the SA.
- Who owns the SK?

- You know that declarer owns the SK, because if partner owned the SK, he would have played the SK at Trick 1 and not the SJ. When dummy holds only small cards, third hand is supposed to play his highest card in the suit. And you know that the SJ can't be the lowest of high equals, because you hold the SQ. Accordingly, even though declarer played a sneaky SA at Trick 1, your partnership agreements have informed you that declarer also owns the SK. (Note that while each defender should follow partnership agreements, such as playing the lowest of equal cards, declarer is free to play whatever cards he wants. The defenders have to use partnership agreements to legally communicate their holdings to each other so that they can conduct the best defense possible. Declarer, on the other hand, already can see his partner's hand, and so has no need to communicate with his partner; declarer can afford to try to confuse the defenders, but the defenders cannot afford to confuse each other!)
- See exhibit for above deal.
- Try one more example:



- You lead a fourth best S4, declarer calls for the S3 from dummy, your partner in third chair plays the SJ and declarer wins the SQ.
- You have seen the SJ and SQ and you own the SK. Who owns the ST?
- Declarer owns the ST, because if your partner owned the ST as well as the SJ you have seen him play, then your partner would have played the ST, lower of equal cards, at Trick 1, rather than the SJ.
- Who owns the SA?
- Declarer owns the SA, because if third hand, your partner, owned the SA as well as the SJ, he would have played the SA at Trick 1 and not the SJ.
- See, how easy it is to “place the missing honors” when you and partner adopt and follow partnership agreements?
- See exhibit for above deal.
- Have the students break into tables of four players. Distribute a duplicate board with unsorted hands to each table. (Hands need to be determined.)
- See Guidelines for Table Supervisors.



You are West. You led the 4 (fourth best).

Who owns the K?

		7 6 (3)	
		N	
K 9 5 (4) 2	W	E	(J)
		S	
		(Q)	

You are West. You led the 4 (fourth best).

Who owns the T?

Who owns the A?

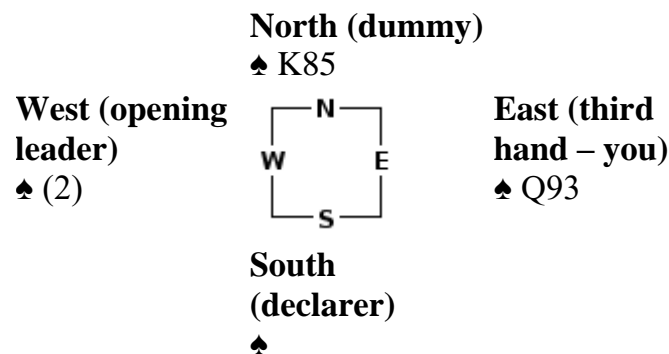
Lesson 20 – Third Hand Play, when Dummy has at Least One Honor Card in the Suit Partner Led, Part 1

Objectives:

- to understand partnership agreements about the plays by third hand at Trick 1
- to understand partnership agreements about the card returned by third hand at Trick 2
- to understand to play the ‘lowest of equals’ card
- to understand to unblock a suit

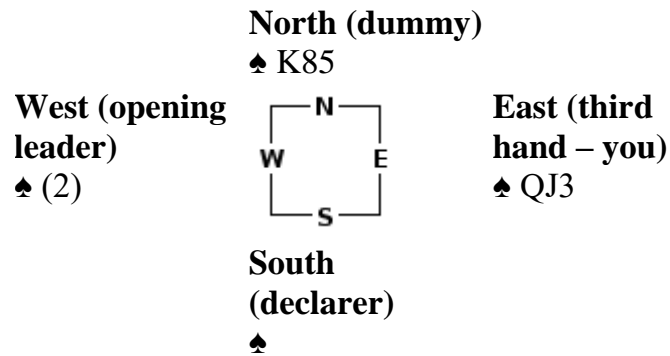
Teaching points:

- In the last two lessons, you learned about third hand’s plays when dummy had only small cards in the suit that partner led on opening lead. Today, you will learn about third hand’s play when at least one of dummy’s cards is an honor card.
- Let’s first talk about the layouts where dummy’s highest honor card is higher than any card that you, in third hand, hold:

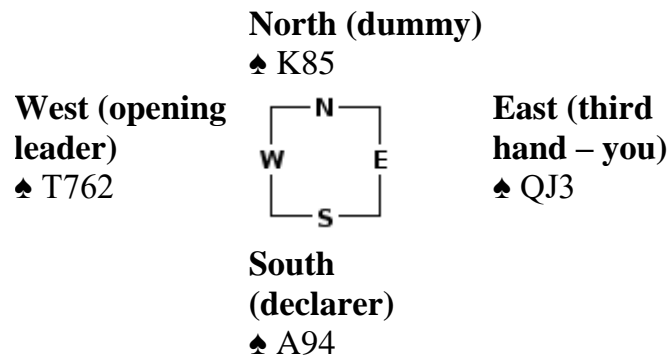


- Here, the guidelines are simple: if declarer calls for a small card from dummy, you play exactly as if dummy held all small cards, following the same guidelines as you learned in the last lesson. With your SQ93, you play your highest spade of the SQ. If you held QJ3, you would play the SJ, the lowest equal of your high spades of the QJ.
- What if declarer played the SK from dummy? Well, you definitely do not want to sacrifice your SQ, when you know you are not going to win the trick, so you do not want to play your highest card. Instead, you would play one of your two low cards. There really is a correct play from the two low cards, but that is the subject for a later lesson.
- See exhibit for above deal.

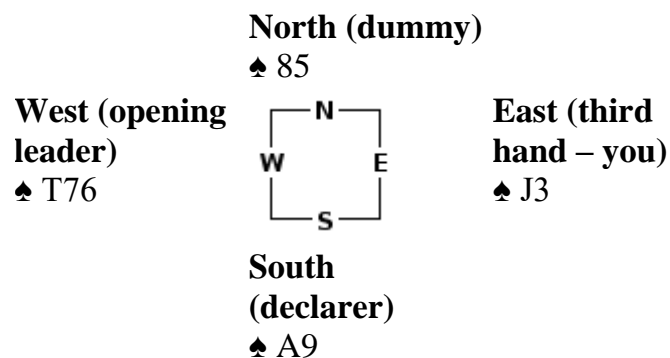
- What if declarer played the SK and you held QJ3?



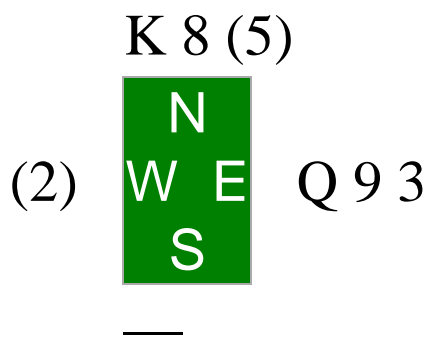
- Well, in that situation, you would play a high spade (actually, the queen). That's because you want to play a high card from the short side first, advice you have heard quite often by now. Here's the layout that makes attractive your playing the SQ:



- Once you have played the SQ (“unblocked” the SQ would be the bridge language), the layout will look like this:



- If you are on lead twice more, you can then lead the SJ (highest from the short hand first, right?) to force out the ace, and then the S3 to allow partner to win the ST and the S7. Declarer can't be stopped from winning his top two spades of the SA in hand and the SK in dummy, but you want your partnership to be in the position of winning two spade tricks, one by promotion of partner's ST (after declarer and you have played the top four spade honors) and one by establishment by length of partner's S7. Your Trick 1 play/unblock of the SQ helped that happen and your later continuation/unblock of the SJ helped finish that off. You knew to make these plays because partner's leading the S2 at Trick 1 suggested to you that partner held four spades (the S2 being his "fourth best") headed by an honor.
- See exhibit for above deal.
- Have the students break into tables of four players. Distribute a duplicate board with unsorted hands to each table. (Hands need to be determined.)
- See Guidelines for Table Supervisors.

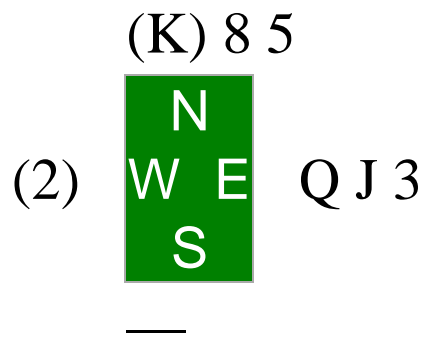


Your partner is West; dummy is North; you are East; declarer is South.

Your partner West was opening leader and led the 2.

What card do you play after declarer South calls for the 5 from dummy North?

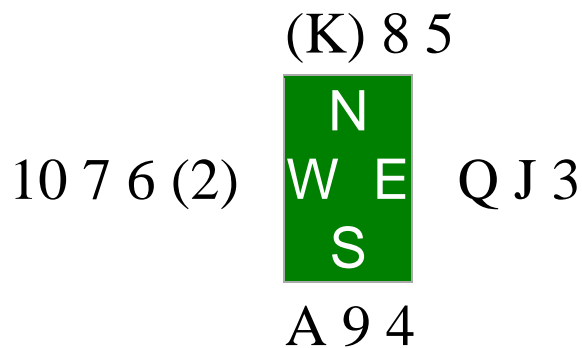
... Would you play that same card if declarer South had called for the K from dummy North?



Your partner is West; dummy is North; you are East; declarer is South.

Your partner West was opening leader and led the 2.

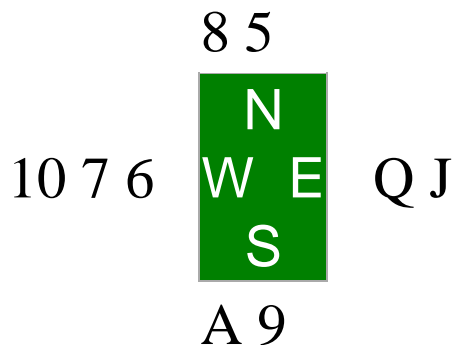
What card do you play after declarer South calls for the K from dummy North?



This could be the layout of the entire suit.

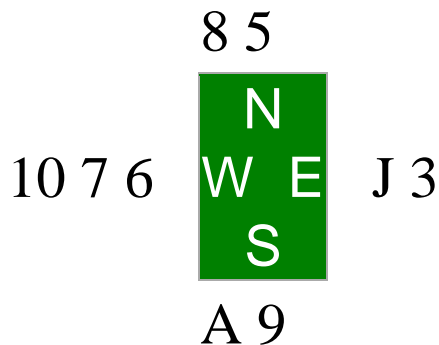
Your partner is West; dummy is North; you are East; declarer is South. Your partner West was opening leader and led the 2. Dummy was directed to play the K.

If you played the 3, the remaining layout of the suit would be this:



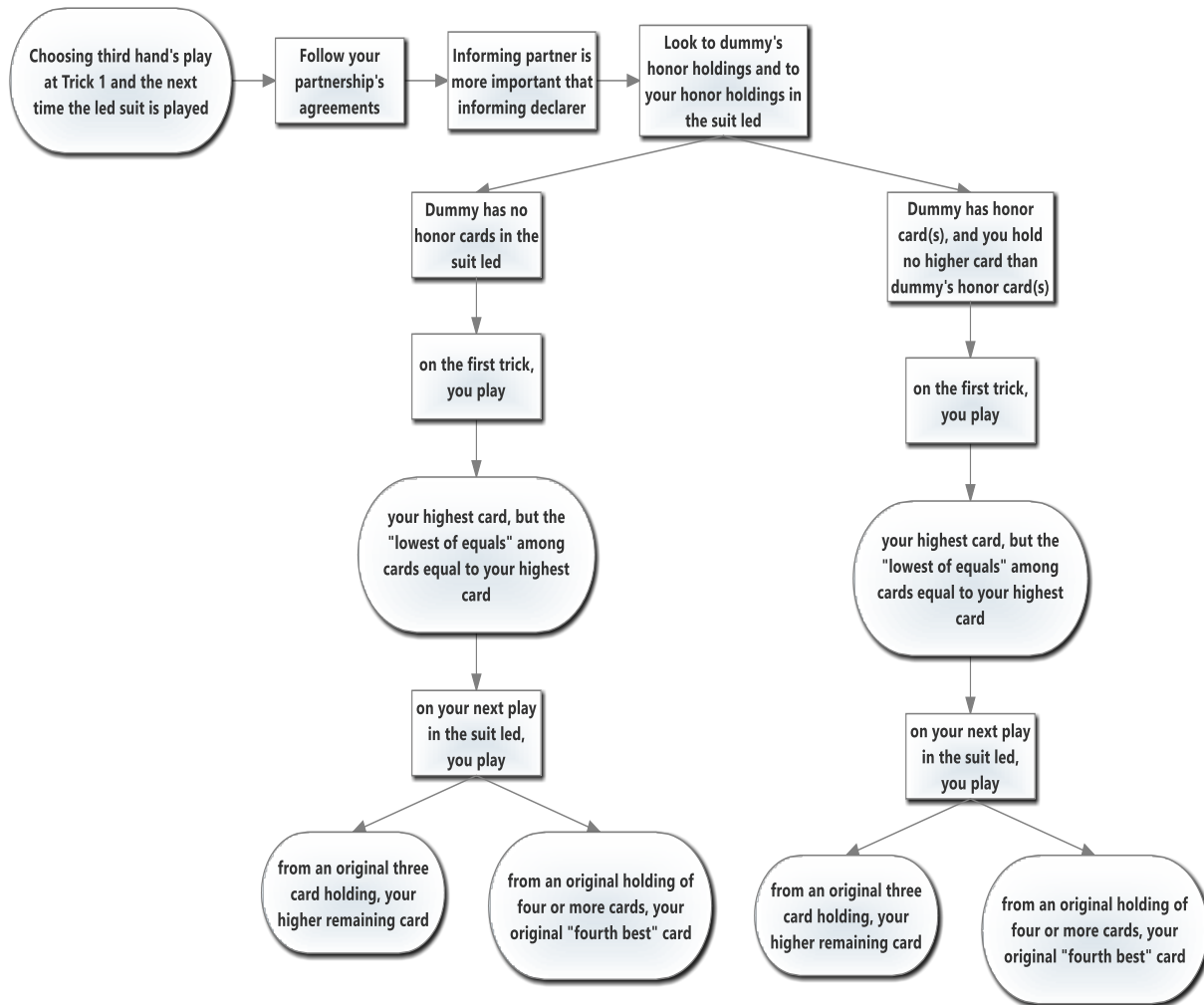
When you are next on lead, assume that you lead the Q and declarer plays the A. If you are on lead next for your partnership, how many tricks can your side immediately cash in the suit?

If you played an honor (the Q is the correct honor to play, because playing the J happens to deny ownership of the Q in this unblocking situation), the remaining layout of the suit would be this:



When you are next on lead, assume that you lead the J and declarer plays the A. If you are on lead next for your partnership, how many tricks can your side immediately cash in the suit?

Third Hand Play when Declarer Calls for a Small Card from Dummy



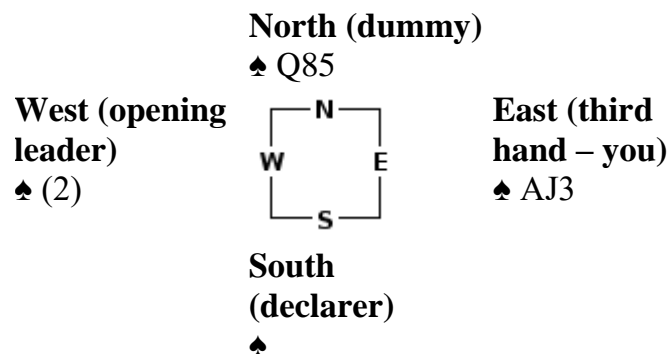
Lesson 21 – Third Hand Play, when Dummy has at Least One Honor Card in the Suit Partner Led, Part 2

Objectives:

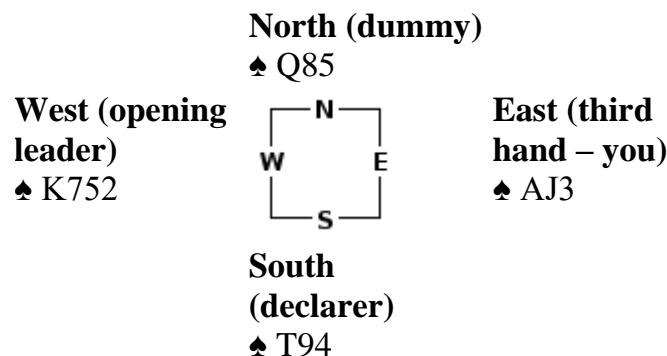
- to understand partnership agreements about the plays by third hand at Trick 1
- to understand partnership agreements about the card returned by third hand at Trick 2
- to understand to play the ‘lowest of equals’ card
- to understand to unblock a suit

Teaching points:

- In the last lesson, you learned about third hand’s plays when dummy held an honor in the suit led and you held an honor (or more than one honor) but held no honor higher than the honor held by dummy.
- Today, you will learn about third hand play in a slightly different layout. In this layout, dummy holds an honor and you hold at least one honor higher than dummy’s honor. Here’s an example:

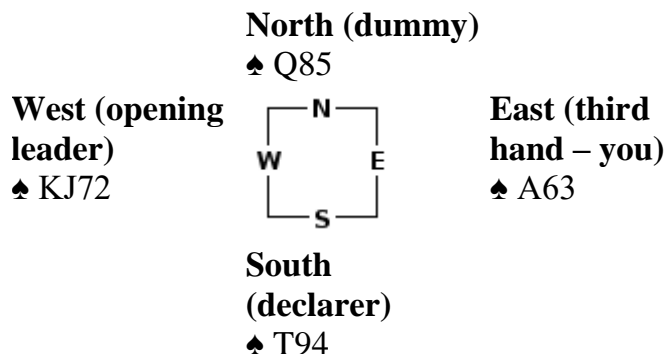


- If declarer calls for a small card from dummy, you should play not the SA, your highest spade, but instead should play your SJ, your highest card other than the high spade honor. Why is that?
- Well, here is a possible complete layout of the suit:

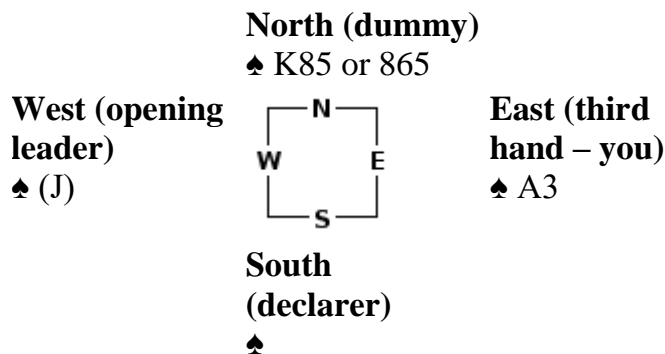


- When you play the jack, you have finessed against dummy’s queen. You will win the SJ at Trick 1. And then play the SA at Trick 2 (high hand from the short hand first), also winning that trick. When you return your S3 at Trick 3, partner will be able to win both the SK and the S7. That is four tricks for your side and none for declarer.
- By the way, had you held SAJT instead of SAJ3, you would play the ST at Trick 1, lowest of equals between the SJ and ST.

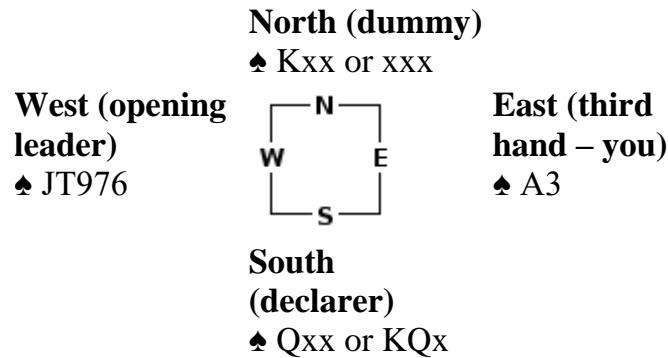
- See exhibit for above deal.
- There is a tricky rule of thumb in the type of layout shown above, when dummy holds an honor and you, in third hand, hold a higher honor, and declarer calls for a small card from dummy. You would play your highest card other than your highest spade honor (or its lowest equal), only if that high card is higher than the nine. Let's look at the example where your second highest spade is not the jack but instead is the six:



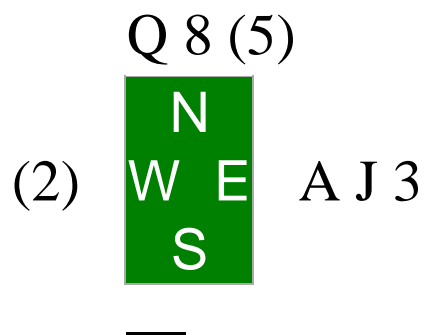
- Now, playing the 6 won't allow you to keep declarer from winning a trick. There is nothing you can do about that. You might as well win the SA and continue a spade. With which spade do you continue? Well, when you have only two spades remaining you play your higher spade. If you had three spades remaining you would play your original fourth best spade and partner would know that you had been dealt at least four spades. So, you return the S6 at Trick 2 and declarer plays the ST or S9. Partner can choose to either win the SK right now, even though that promotes the SQ in dummy into a trick, or, perhaps better, partner can play a small spade at Trick 2, allowing declarer to win the trick but also positioning his partnership to win two spade tricks when either partner next is in lead.
- See exhibit for above deal.
- Let's address one more third hand play before we break for play. The third hand play being addressed is what third hand should play when opening leader has led an honor card and third hand has only two cards in the suit led and one of those two cards is an honor card. Here is an example:



- In this situation you need to unblock the SA. You don't want to be left with the singleton SA, blocking the suit, in case the whole layout is this:



- where “x” represents a small card. You can't keep declarer from winning both the SQ and the SK, and so the best you can hope for is for your side to lose to one of those cards at Trick 2, lose to the other of those cards later in the hand, and then, even later, have partner be able to win his two long spades. If that happens, then your partnership can win three tricks in the suit, while you can't help from having declarer win two tricks in the suit.
- See exhibit for above deal.
- Have the students break into tables of four players. Distribute a duplicate board with unsorted hands to each table. (Hands need to be determined.)
- See Guidelines for Table Supervisors.



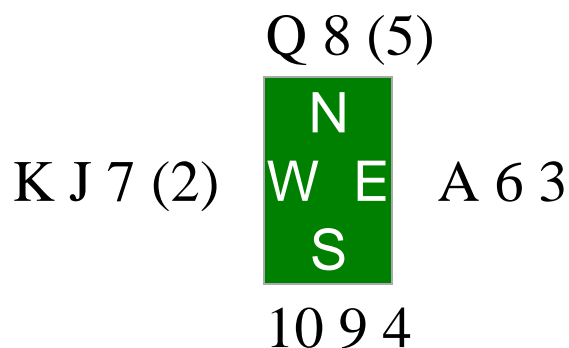
Your partner is West; dummy is North; you are East; declarer is South.

Your partner West was opening leader and led the 2.

What card do you play after declarer South calls for the 5 from dummy North?

		Q 8 5	
		N	
K 7 6 2	W	E	A J 3
		S	
		10 9 4	

This could be the layout of the entire suit.

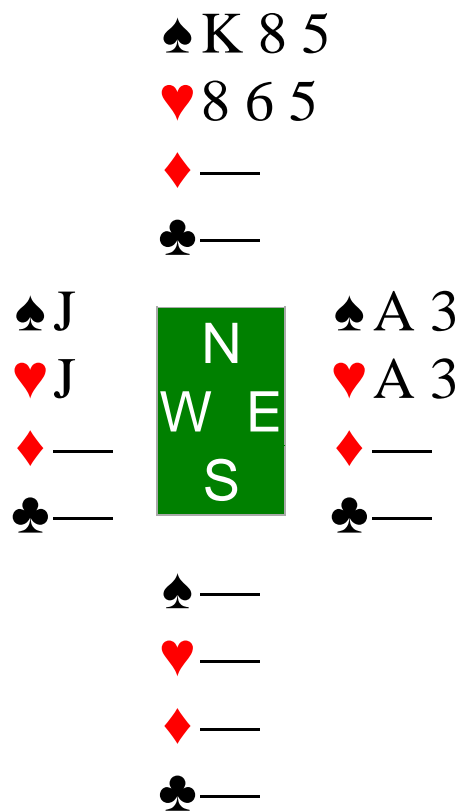


Your partner is West; dummy is North; you are East; declarer is South.

Your partner West was opening leader and led the 2.

What card do you play after declarer South calls for the 5 from dummy North?

What shows above could be the layout of the entire suit.



Your partner is West; dummy is North; you are East; declarer is South.

Look first at the spade suit.

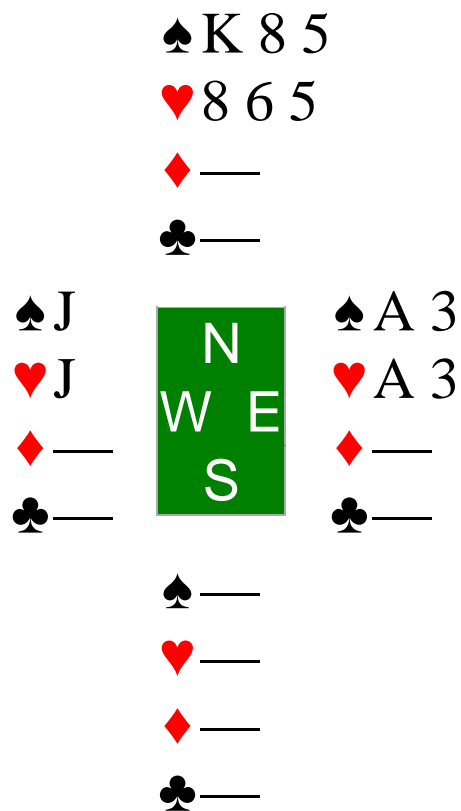
Your partner West was opening leader and led the ♠ J.

What card should you play when declarer South calls for the ♠ 5 from dummy?

Look next at the heart suit.

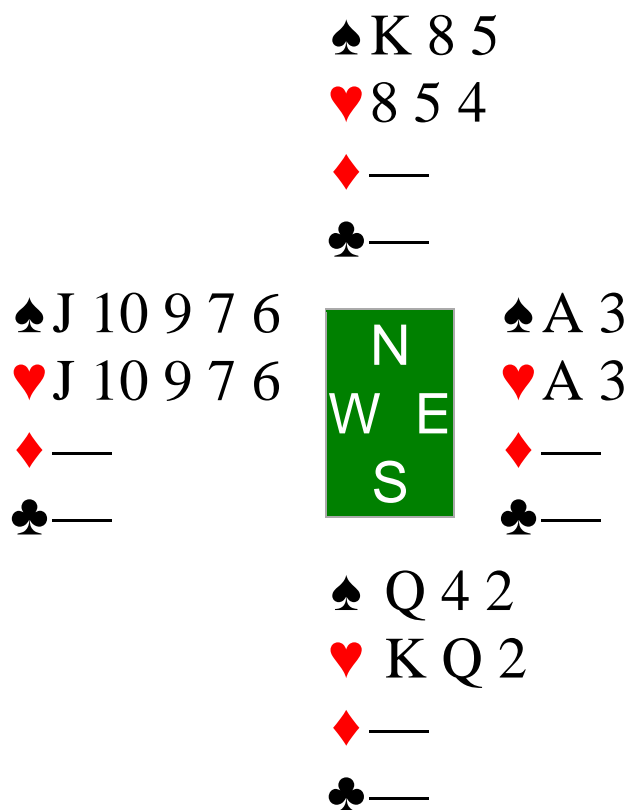
Now assume that your partner West was opening leader and led the ♥ J.

What card should you play when declarer South calls for the ♥ 5 from the dummy?

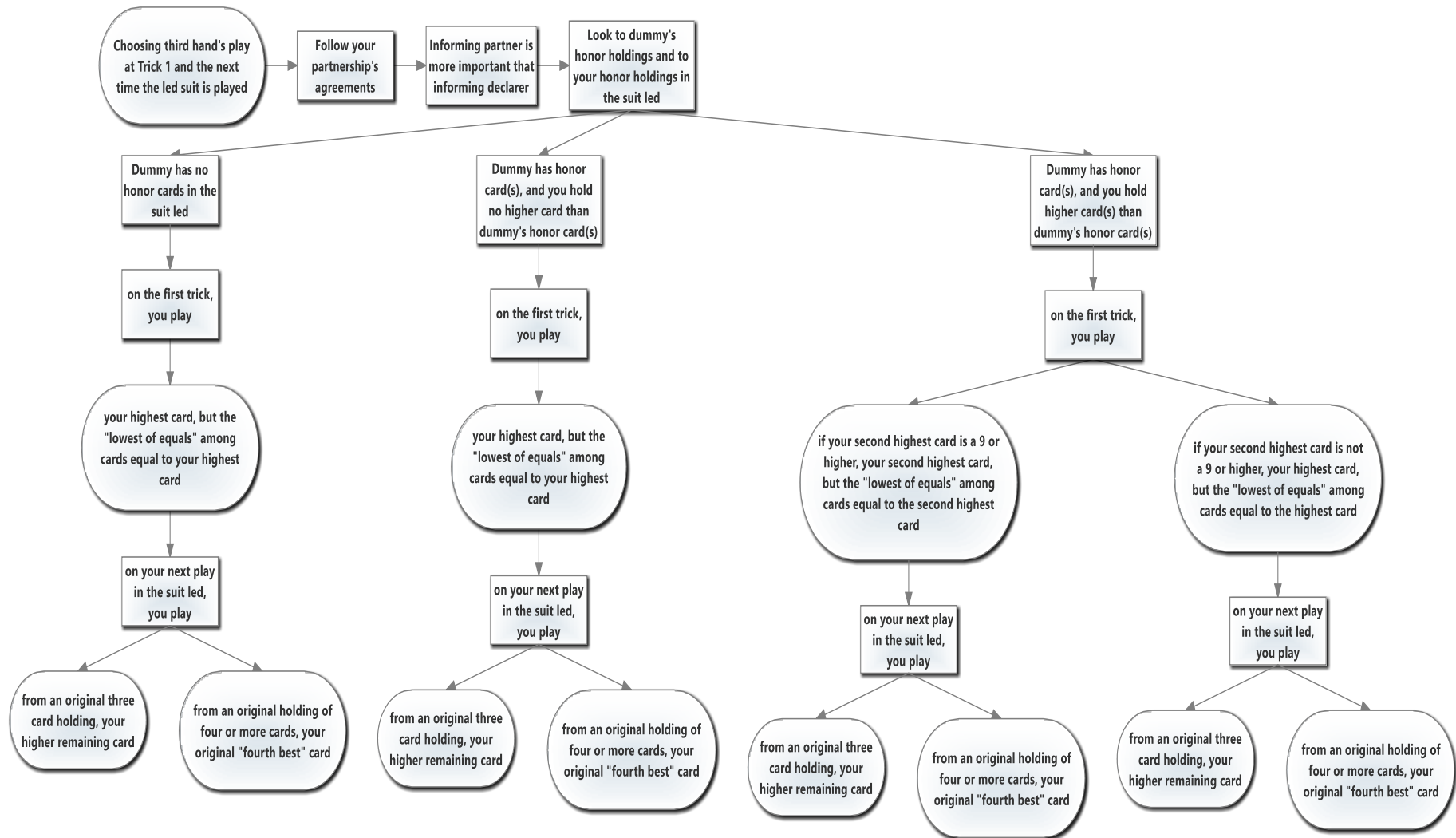


In each case, you should play the A.

This could be the layout of the entire spade and heart suits:



Third Hand Play when Declarer Calls for a Small Card from Dummy



Lesson 22 – Signaling on Defense against a Notrump Contract, the Attitude Signal

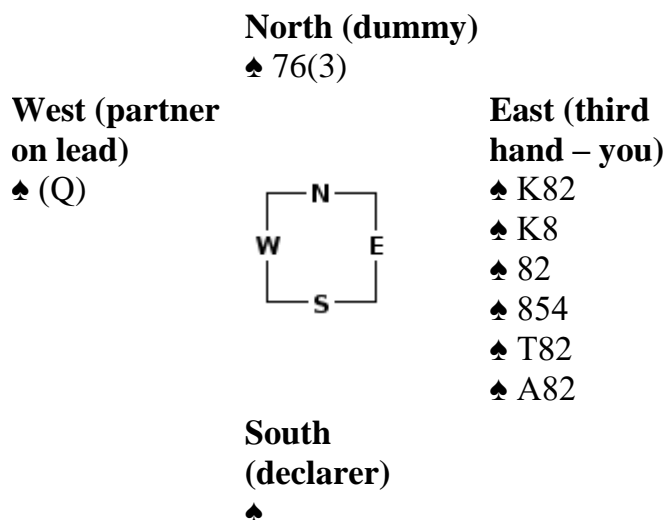
Objectives:

- to understand how defenders can legally signal to each other in order to produce an effective defense
- to learn to apply attitude signals when partner leads and count signals when declarer leads

Teaching points:

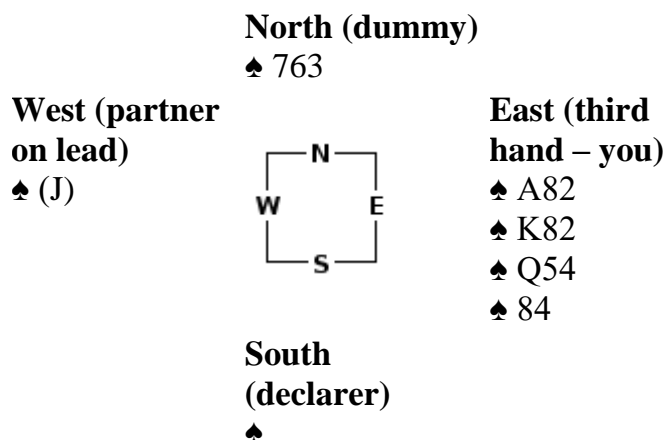
- You learned long ago that because bridge is a game with rules of conduct, it is unethical to communicate to your partner by words or by body language what you want him to play or how you feel about a play he has made. But there are ethical ways to communicate to your partner. Some ways of signaling you have already learned. You learned about following partnership agreements for choosing a card to lead or choosing a card to play as third hand. That is a form of signal. For example, you would lead the K from KQ2. If you lead, say, the Q from KQ2, your partner would not think that you also own the K. Similarly, if you were in third hand and were playing a high card from KQ2, you would play the queen, the lowest of equals. If, instead you were to play the K from KQ2 in third hand, your partner would not read you for also owning the Q. Thinking that you have a different honor holding than your signal show is likely to induce partner to pursue a plan of play that is not best for the defense.
- Today you will learn about other ways to signal your partner and help the partnership conduct a successful defense. Reference the document, “**Signaling on Defense against a Notrump Contract**” When your partner leads a suit, you give an **attitude signal**. When an opponent is leading a suit, you *sometimes* give a **count signal**. You also give an attitude signal when you are discarding on a suit.
- Let’s discuss the attitude signal.
 - When you are following suit, an attitude signal is asking your partner to either continue playing the suit he has just led or to switch to lead another suit. An attitude signal to continue playing the suit he has just led is an **encouraging attitude signal** and is shown by playing a high card ... so long as the card is not so high as to give away a trick; an attitude signal to switch to a different suit is a **discouraging attitude signal** and is shown by playing a low card.
 - When you are not following suit but are discarding, a high card in the discarded suit is encouraging partner to lead the suit you have discarded, and a low card in the discarded suit is discouraging partner to lead the suit you have discarded.
- Let’s give some examples of when you would typically give your partner an encouraging attitude signal, when you are following suit to a trick partner has led and you are not winning the trick.

- When your partner has led an honor card and you have an adjacent or higher honor to an honor partner has either led or has suggested he owns. [See Kantar, Introduction to Defender's Play, p 46 www.kantarbridge.com.]



- Reference “**Choosing a Card to Lead ...**”. You can assume that for the lead of the queen, partner also owns the jack and either the ten or the nine; that is, that partner is leading from a suit headed by QJT or QJ9.
- From K82, play the 8, a high spot card as an encouraging attitude signal. Your king is an honor adjacent to the queen led by partner.
- From K8, play the king. High card from the short side first, remember? You do not want to block the suit by remaining with the singleton king.
- From 82, play the 2, a low spot as a discouraging attitude signal. You do not have an adjacent honor to partner (in fact, you have no honor).
- From 854, play the 4. You do not want to play the 5, because it will be clearer to partner that your 4 is a low card than that your 5 is a low card.
- From T62, play the 6, a high spot card (well, as high as you own, anyway) as an encouraging attitude signal. You expect partner's lead to be from QJ9 and your ten is an honor adjacent to the jack expected to be held by partner.
- From A82, play the 8, a high spot card. Declarer owns the king (because partner would not lead the Q from a holding that also includes the K). You might as well let declarer win his king, because when you are next in lead, you can win the ace and then lead your 2 to partner's JT or J9 holding.
- See exhibit for above deal.

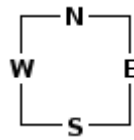
- When your partner has led a card that could be from an interior sequence and you hold a higher card than the card that partner led. For example, assume that your partner has led the jack. [See Kantar, Introduction to Defender's Play, p 52 www.kantarbridge.com.]



- Reference “**Choosing a Card to Lead ...**”. A lead of the jack might be from an interior sequence holding such as KJT7.
- From A82, play the ace. If partner owns the KJT7, you can next play your S8 (higher of two cards remaining) through declarer's Q and partner will win both his K and his T, and then his 7.
- Similarly from K82, play the king. Maybe partner owns the AJT7 and the plays will work out just like the last example.
- From Q54, play the five, a high card as an encouraging attitude signal (at least when compared to the 4!). You own an honor adjacent to the honor that partner has led and so encourage continuation of the suit.
- From 84, play the four, a low card as a discouraging attitude signal.
- See exhibit for above deal.
- When your partner leads a suit, and, even when you do not care for the suit he has led, you fear even more the effect on the defense of partner switching to another suit. This happens more often than you want.
- Should you be careful about which card you use to make an encouraging attitude signal? Yes, when you want to signal with a high card, you do not want to signal with a card that is so high it gives away a future trick.
- When you make a discouraging attitude signal – asking partner to switch to another suit – can you signal him which other suit you want him to next lead? No, in most situations; you have to hope that partner can work out which suit you want him to lead based upon what partner can observe from declarer's play plan and the appearance of dummy.
- Effective signaling is one of the hallmarks of a successful partnership. Directing partner to a successful defense without directing declarer to a successful line of play is very tricky.
- Have the students break into tables of four players. Distribute a duplicate board with unsorted hands to each table. (Hands need to be determined.)
- See Guidelines for Table Supervisors.

North
(dummy)
76(3)

West
(partner
on lead)
(Q)



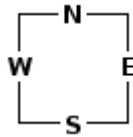
East
(third
hand
– you)
K82
K8
82
854
T82
A82

South
(declarer)

What card do you play?

North
(dummy)
76(3)

West
(partner
on lead)
(J)

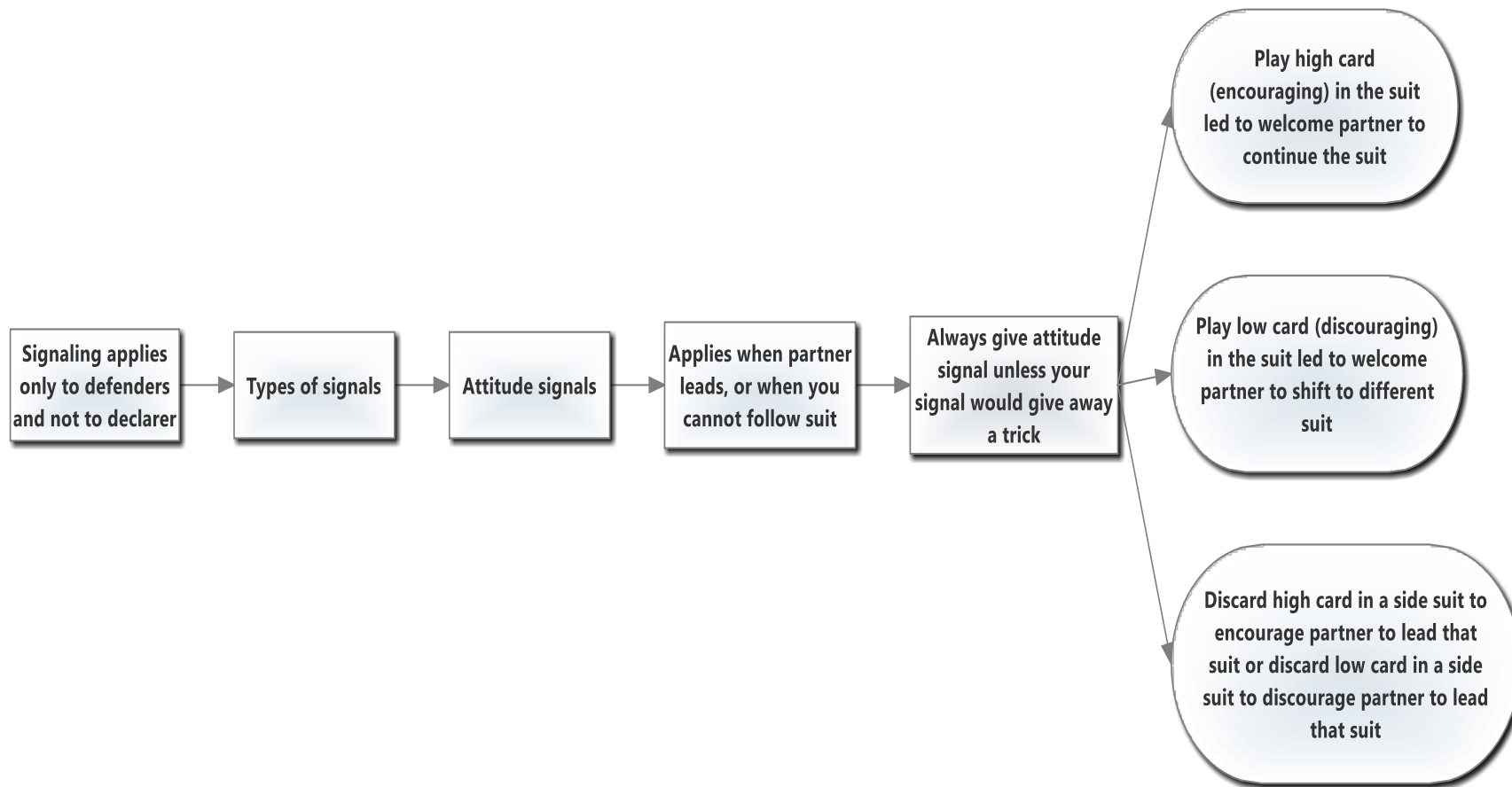


East
(third
hand
– you)
A82
K82
Q54
84

South
(declarer)

What card do you play?

Signaling on Defense against a Notrump Contract



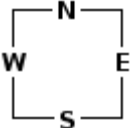
Lesson 23 – Signaling on Defense against a Notrump Contract, the Count Signal

Objectives:

- to understand how defenders can legally signal to each other in order to produce an effective defense
- to learn to apply attitude signals when partner leads and count signals when declarer leads

Teaching points:

- Last lesson you learned to communicate legally with your partner by playing an attitude signal when your partner led a suit; also when you were discarding on a suit. You played a high card to encourage partner to continue the suit he led when you were following suit on his lead; and you played a high card in the discarded suit when you want to encourage partner to play that suit when he is next in lead. Conversely, you would play a low card as a discouraging signal when you wanted partner to switch to a different suit.
- This week, let's discuss the count signal. Reference the document, “**Signaling on Defense against a Notrump Contract**” When your partner leads a suit, you give an **attitude signal**. When an opponent is leading a suit, you *sometimes* give a **count signal**. You also give an attitude signal when you are discarding on a suit.
- One example of giving a count signal is when you believe that your partner is considering a hold-up play. Look at this example: [See Kantar, Introduction to Defender's Play, p 40 www.kantarbridge.com.]

North (dummy)		
♠ 763		
♥ 32		
♦ KQJT4		
♣ 743		
West (you)		East (partner)
♠ Q942		♠ JT8
♥ J9		♥ QT876
♦ 632		♦ A95
♣ J865		♣ T9
South (declarer)		
♠ AK5		
♥ AK54		
♦ 87		
♣ AKQ2		

- Declarer is playing 3NT and you lead the S2 (“fourth best” from an honor), won by declarer. Declarer plays the D8. What do you play?

- You play the D2, a low card as a count signal showing an odd number of diamonds. Your partner East can read you for three diamonds, meaning that declarer has only two diamonds. Partner lets dummy's DT win the first trick, but when declarer calls for the DK on the next trick, East plays the DA. Declarer can win no more diamond tricks because he has no diamond remaining to reach dummy's good diamonds and no outside entry to dummy in any side suit, either. By holding up the DA for only one round, East kept declarer to only one diamond trick and declarer will take only eight tricks on the hand.
- See exhibit for above deal.
- Let's see what would happen if declarer and West exchanged West's D3 for South's CQ. That would mean that declarer holds three diamonds (873) and West holds only two diamonds (62), while South now holds only six top tricks outside of the diamond suit. When declarer leads a diamond toward dummy, you will play a high diamond, the D6, as a count signal showing an even number of diamonds. Your partner East can read you for two diamonds, meaning that declarer has three diamonds. East will allow declarer to win two diamond tricks. When declarer leads a third diamond (his last diamond), however, East will win the ace and declarer will be unable to win get to dummy for dummy's two good diamonds. Down one.
- See exhibit for above deal.
- You should be very careful about when to play a count signal. Sometimes giving a count signal can help declarer more than it helps your partner. Experience will help you learn better when not giving a count signal is beneficial to your partnership.
- Does signaling apply to declarer's side, too? No. Because declarer (as well as each defender) can see the cards of dummy – declarer's partner – declarer has no reason to signal to his dummy and vice versa.
- Effective signaling is one of the hallmarks of a successful partnership. Directing partner to a successful defense without directing declarer to a successful line of play is very tricky.
- Have the students break into tables of four players. Distribute a duplicate board with unsorted hands to each table. (Hands need to be determined.)
- See Guidelines for Table Supervisors.

	♠ 7 6 3	
	♥ 3 2	
	♦ K Q J 10 4	
	♣ 7 4 3	
♠ Q 9 4 2	<div>N W E S</div>	♠ J 10 8
♥ J 9		♥ Q 10 8 7 6
♦ 6 3 2		♦ A 9 5
♣ J 8 6 5		♣ 10 9
	♠ A K 5	
	♥ A K 5 4	
	♦ 8 7	
	♣ A K Q 2	

You are West; dummy is North; your partner is East; declarer is South.

Declarer is playing 3NT and you lead the ♠2 (“fourth best” from an honor), won by declarer. Declarer plays the ♦8. What do you play?

♠ 7 6 3
♥ 3 2
♦ K Q J 10 4
♣ 7 4 3

♠ Q 9 4 2
 ♥ J 9
 ♦ 6 2
 ♣ Q J 8 6 5



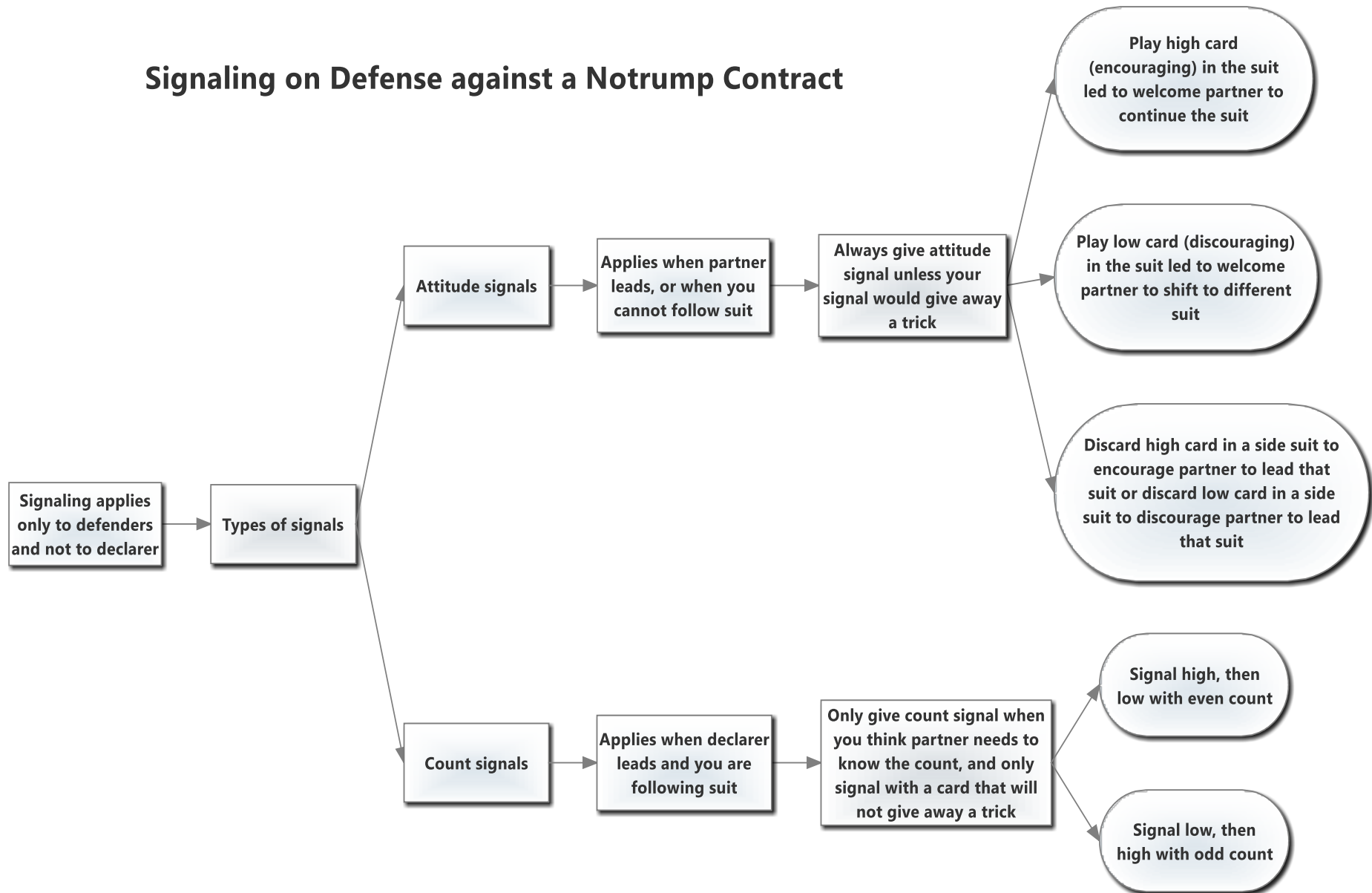
North West South

♠ J 10 8
♥ Q 10 8 7 6
♦ A 9 5
♣ 10 9

♠ A K 5
♥ A K 5 4
♦ 8 7 3
♣ A K 2

Declarer is playing 3NT and you lead the ♣6 (“fourth best” from an honor), won by declarer. Declarer plays the ♦8. What do you play?

Signaling on Defense against a Notrump Contract



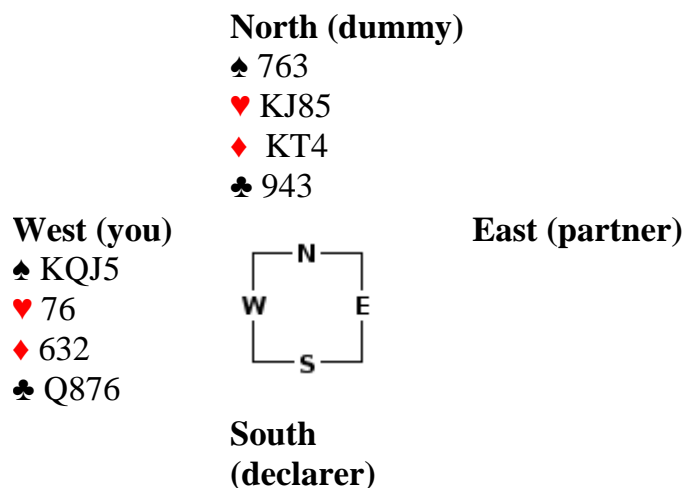
Lesson 24 – Opening Lead against a Trump Suit Contract, Part 1

Objectives:

- to understand that the objective of the defense is to develop winners for the defense and to frustrate the objective of declarer to eliminate losers
- to understand some guidelines for the choice of card to lead

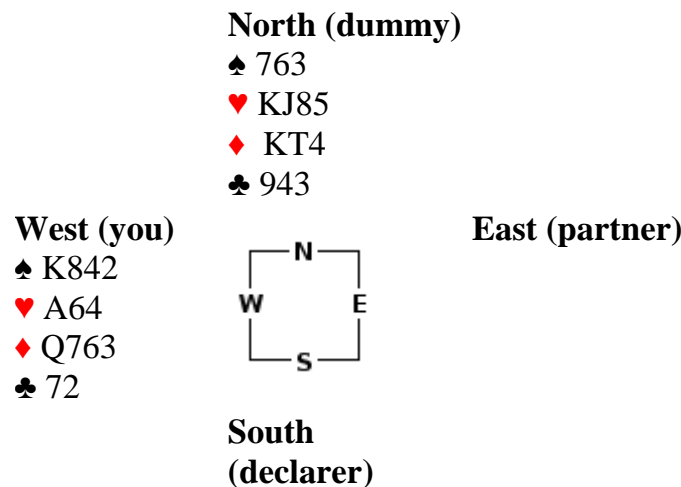
Teaching points:

- The primary objective of the defense, beginning with the opening lead, is to frustrate the play plan of declarer. Reference the document, **“Planning the Defense against a Trump Suit Contract”**.
- How can you identify the play plan of declarer, when you cannot see declarer’s hand?
- You have two clues available to you at mini-bridge at the time of the opening lead:
 - Opening leader can look at his own hand and determine which suit might develop more winners for his side
 - Opening leader can look at dummy’s hand and determine how declarer plans to eliminate losers
- Let’s show an example, where you are defending a mini-bridge contract of 4H by South:



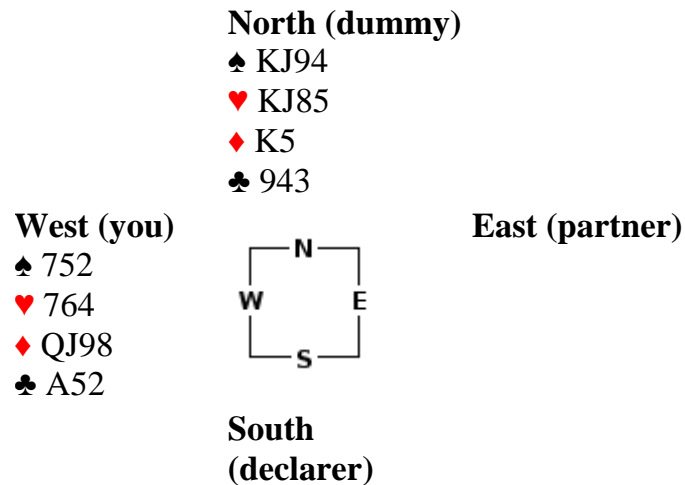
- Lead the SK (high from a sequence). [See Kantar, Introduction to Defender’s Play, p 69(d) www.kantarbridge.com.] Leads of sequential honors are effective at developing winners for the defense. Leads of sequential honors are often the priority choice for an opening lead. You expect to be able to promote winners in the spade suit by leading the SK. Even if declarer owns the SA, maybe your SQ and SJ will be promoted by strength once the SA has been played. Reference the box “Promote winners by strength” from **“Planning the Defense ...”**.
 - Leading from a non-sequential honor that you hold can also be effective, but only when you can determine, or must hope, that partner holds a missing honor so that your partnership holds sequential honors. For example, if you held SKJ54 and partner held the SQ, then your partnership holds a sequential honor holding of KQJ.
 - An especially attractive lead for taking winners is the lead of the ace from an AK combined honor holding.

- Note that for some suits, the card you agree to lead against a trump suit contract differs from the card you agree to lead against a notrump contract. Reference the document, **“Choosing the Card to Lead from Your Suit against a Trump Suit Contract”**.
 - From AK763, lead the ace against a trump suit contract
 - From KQ84, lead the king against a trump suit contract
 - From A762, lead the ace against a trump suit contract (although leading the ace when not holding the king is often not an attractive lead, because it can help declarer promote winners by strength).
 - Why is there a difference between the card you lead on defense against a trump suit contract and the card you lead on defense against a notrump contract? You are frequently trying to establish winners by length against a notrump contract and thus do not mind leading a small card (fourth best) to give declarer an early trick, when you might later win several tricks with your small cards in the suit. But when defending a trump suit contract, your long suit tricks can often be ruffed by declarer and so you are more prone to promote winners by strength than to establish winners by length.
- See exhibit for above deal.
- Please note that each of the examples shown here are displaying only the suit led. Displaying only one suit makes the teaching point easier to digest, but, as always, your holding in all four suits, the bidding conducted by the opponents, and many other factors will influence your choice of opening lead.
- Let’s show another example, again defending a mini-bridge contract of 4H by South:



- Lead the C7 (high from a doubleton). [See Kantar, Introduction to Defender’s Play, p 66(a) www.kantarbridge.com.] You hope to be able to ruff one of declarer’s club winners with one of your small trumps. Reference the box “Ruff declarer’s winners” from **“Planning the Defense ...”**.
 - When you have a singleton or a doubleton in a side suit, you can hope to be able to ruff the second or third round of that suit.
 - Leading a singleton or doubleton is especially attractive when you or your partner has a first or second round winner in the trump suit. Having a first or second round winner in the trump suit means that declarer cannot draw your trumps before you can use a small trump to ruff one of declarer’s winners.

- Leading a singleton or doubleton is not attractive when your ruff would be with a natural trump winner. For example, if you held HQJT and were to ruff a club, you would be trading a ruffing winner for a natural trump trick.
- As to be illustrated later, opening leader might have a better choice than leading a singleton or doubleton when opening leader has four trumps.
- See exhibit for above deal.
- Let's show another example, again defending a mini-bridge contract of 4H by South:



- This time, the lead being addressed is not on opening lead, but is later in the hand. Assume that declarer wins your lead of the DQ with his DA and draws trump. Then declarer plays the CK, losing to your CA.
- Lead the S7 (top of nothing). Reference the box “By finesse” from “**Planning the Defense ...**”. You have a new clue as to the play plan of declarer, a clue not available to you until now. Looking at the spade suit in dummy, you might have anticipated that declarer would develop extra winners in the spade suit, perhaps to eliminate club losers. After all, if declarer owned the SQ, he could promote the SKJ in dummy by strength. And if declarer owned the SA, he might be taking a finesse in the spade suit. However, declarer did not play the spade suit; he instead played the club suit. Perhaps declarer has not played the spade suit because he does not hold any of the missing spade honors. You know that you do not hold the missing spade honors and so can hope that your partner holds the missing spade honors. If you lead the S7, you might be leading from the right hand toward your partner's SAQ, finessing against the SK in dummy and developing an extra winner in the spade suit.
- See exhibit for above deal.
- Have the students break into tables of four players. Distribute a duplicate board with unsorted hands to each table. (Hands need to be determined.)
- See Guidelines for Table Supervisors.

	♠ 7 6 3	
	♥ K J 8 5	
	♦ K 10 4	
	♣ 9 4 3	
♠ K Q J 5		
♥ 7 6		
♦ 6 3 2		
♣ Q 8 7 6		



You are West; dummy is North; your partner is East; declarer is South.

What suit do you lead against a 4♥ contract reached with no other suit having been bid by the opponents?

What are you hoping to gain by choosing that suit?

What card in that suit do you lead, according to your partnership agreements?

Why is it important that you follow the partnership agreements?

	♠ 7 6 3	
	♥ K J 8 5	
	♦ K 10 4	
	♣ 9 4 3	
♠ K 8 4 2		
♥ A 6 4		
♦ Q 7 6 3		
♣ 7 2		

	N	
W		E
	S	

You are West; dummy is North; your partner is East; declarer is South.

What suit do you lead against a 4♥ contract reached with no other suit having been bid by the opponents?

What are you hoping to gain by choosing that suit?

What card in that suit do you lead, according to your partnership agreements?

	♠ K J 9 4
	♥ K J 8 5
	♦ K 5
	♣ 9 4 3
♠ 7 5 2	
♥ 7 6 4	
♦ Q J 9 8	
♣ A 5 2	



You are West; dummy is North; your partner is East; declarer is South.

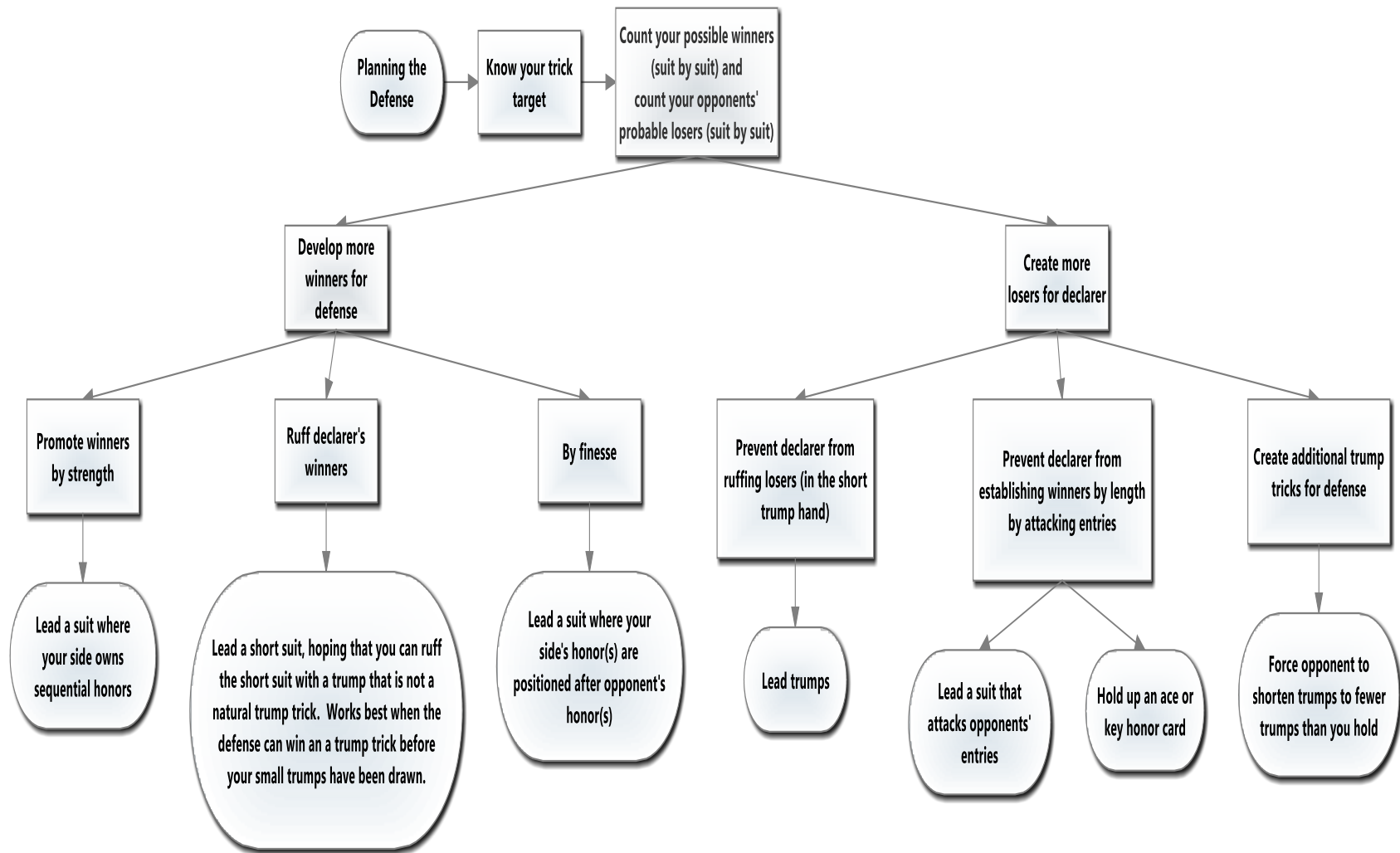
You led the ♦Q against a 4♥ contract reached by the opponents with no other suit having been bid by the opponents. Declarer won the lead in his hand with the ♦A. At Trick 2, declarer led the ♣K and you win with the ♣A.

What suit do you now lead?

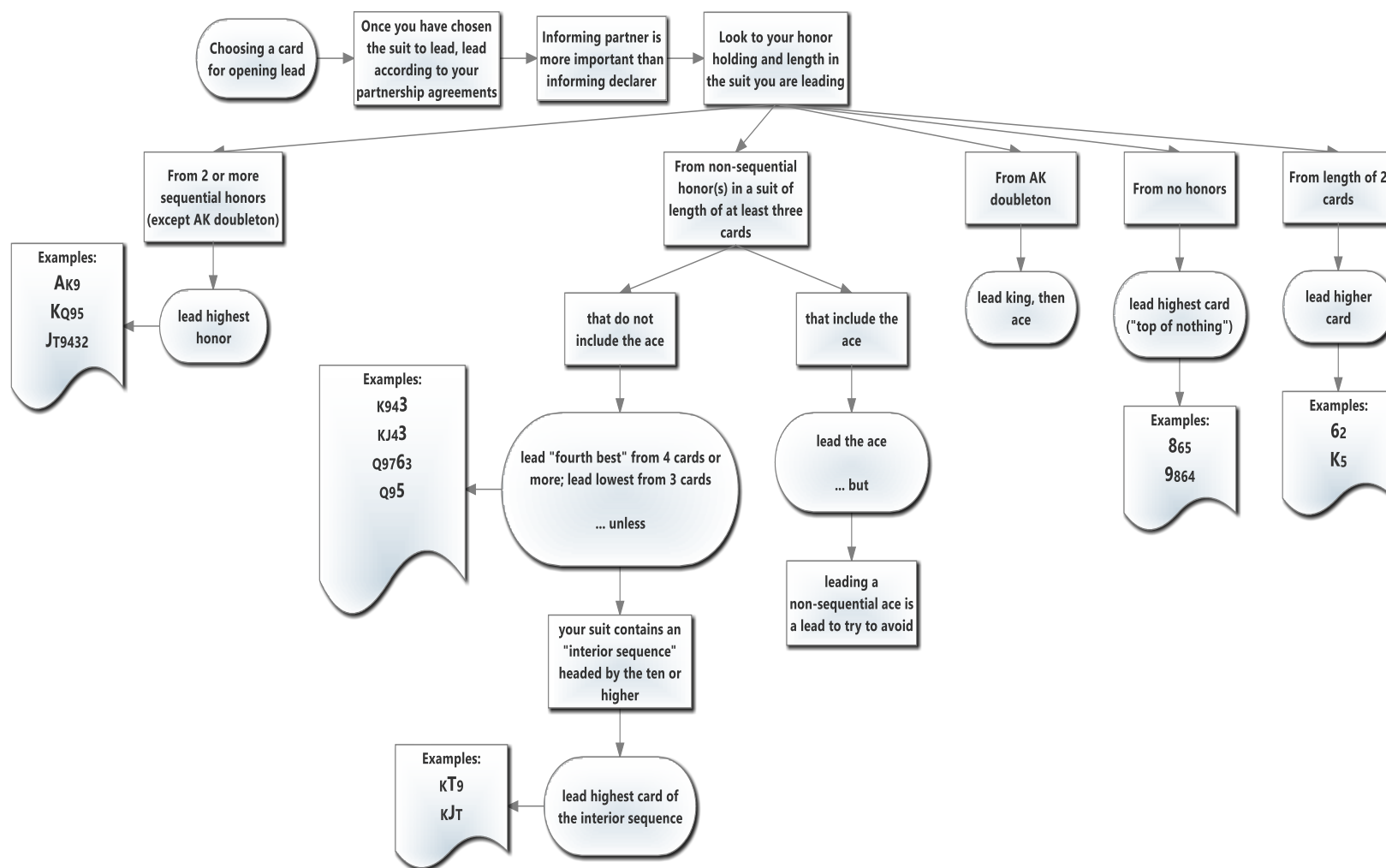
What are you hoping to gain by choosing that suit?

What card in that suit do you lead, according to your partnership agreements?

Planning the Defense against a Trump Suit Contract



Choosing the Card to Lead from Your Suit against a Trump Suit Contract



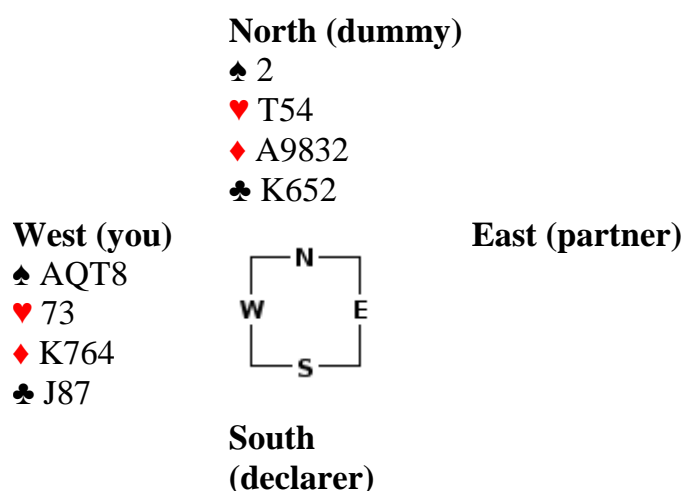
Lesson 25 – Opening Lead against a Trump Suit Contract, Part 2

Objectives:

- to understand that the objective of the defense is to develop winners for the defense and to frustrate the objective of declarer to eliminate losers
- to understand some guidelines for the choice of card to lead

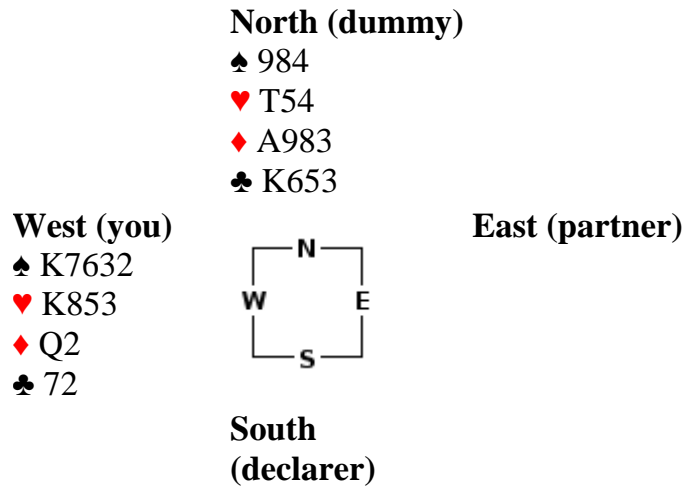
Teaching points:

- Remember that the primary objective of the defense, beginning with the opening lead, is to frustrate the play plan of declarer. Reference the document, “**Planning the Defense against a Trump Suit Contract**”.
- Here is another example, against a mini-bridge contract of 2H by South:

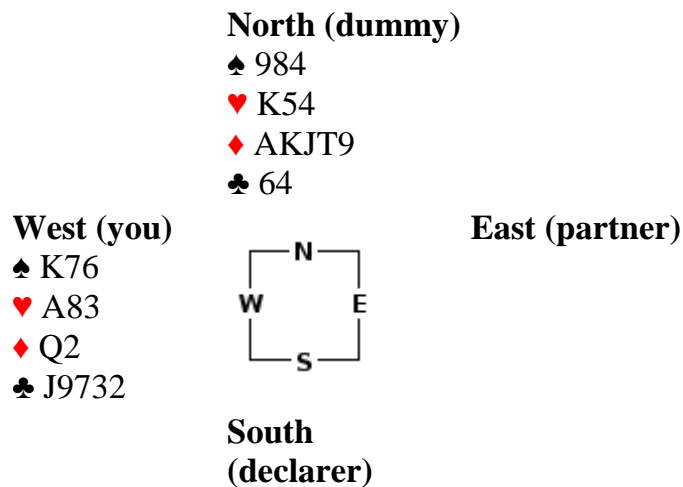


- Lead the H7. [See Kantar, Introduction to Defender’s Play, p 40 www.kantarbridge.com.] Reference the box “Prevent declarer from ruffing losers (in the short trump hand)” from “**Planning the Defense ...**”.
- You know that declarer, the long trump hand, has losers in the spade suit. Any spade honors that declarer might hold will not be winners, because you hold higher spade honors sitting after any of declarer’s spade honors. Declarer might be planning to eliminate his spade losers by ruffing them in the (short trump hand of) dummy. You can frustrate his plan by drawing trumps of dummy before they can be used to ruff spades. When you win the first round of spades, you will continue your plan by leading a second trump.

- You are defending a mini-bridge contract of 4H by South.




- Lead the S3 (fourth best from a suit headed by a non-sequential honor). When you have four trumps, your defensive plan can be to force declarer to ruff a winner of your side once or twice. What you hope to accomplish by forcing the long trump hand of declarer to use his trumps to ruff is to shorten declarer's trumps enough so that you have more trumps than declarer. That strategy, called a **"forcing defense"** can produce extra trump winners for your partnership. Reference the box **"Create additional trump tricks for defense"** from **"Planning the Defense ..."**.
- You are defending another mini-bridge contract of 4H by South.



- Lead the S6 (low from three cards to an honor). You are desperate. When you look at the diamond suit in dummy and you look at your own diamonds, you anticipate that declarer will soon be able to eliminate losers by pitching them on the diamonds in dummy. You hope that your partner holds the SA or SQ so that you can either win top tricks in spades or promote spade tricks by strength. If your hope materializes, you can continue playing spades when you are in lead with the HA.

- Have the students break into tables of four players. Distribute a duplicate board with unsorted hands to each table. (Hands need to be determined.)
- See Guidelines for Table Supervisors.

	♠ 2	
	♥ 10 5 4	
	♦ A 9 8 3 2	
	♣ K 6 5 2	
♠ A Q 10 8		
♥ 7 3		
♦ K 7 6 4		
♣ J 8 7		

You are West; dummy is North; your partner is East; declarer is South.

What suit do you lead against a 2♥ contract reached with no other suit having been bid by the opponents?

What are you hoping to gain by choosing that suit?

What card in that suit do you lead, according to your partnership agreements?

	♠ 9 8 4
	♥ 10 5 4
	♦ A 9 8 3
	♣ K 6 5
♠ K 7 6 3 2	
♥ K 8 6 3	
♦ Q 2	
♣ 7 2	




You are West; dummy is North; your partner is East; declarer is South.

What suit do you lead against a 4♥ contract reached with no other suit having been bid by the opponents?

What are you hoping to gain by choosing that suit?

What card in that suit do you lead, according to your partnership agreements?

	♠ 9 8 4	
	♥ K 5 4	
	♦ A K J 10 9	
	♣ 6 4	
♠ K 7 6		
♥ A 8 3		
♦ Q 2		
♣ J 9 7 3 2		

You are West; dummy is North; your partner is East; declarer is South.

What suit do you lead against a 4♥ contract reached with no other suit having been bid by the opponents?

What are you hoping to gain by choosing that suit?

What card in that suit do you lead, according to your partnership agreements?

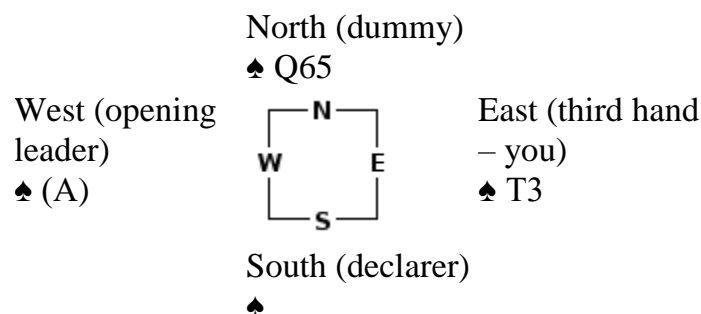
Lesson 26 – Signaling on Defense against a Trump Suit Contract

Objectives:

- to understand how defenders can legally signal to each other in order to produce an effective defense
- to learn to apply attitude signals when partner leads, count signals when declarer leads, and suit preference signals when giving partner a ruff

Teaching points:

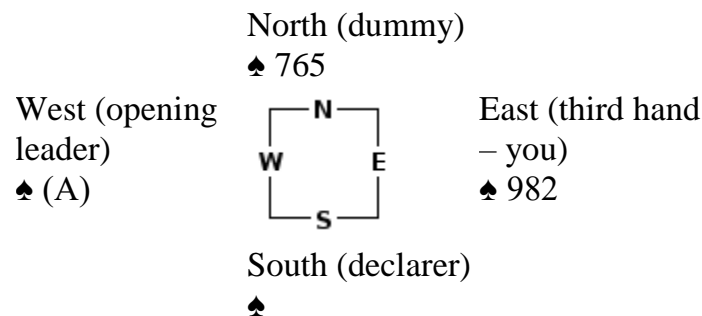
- Most of the signals that apply to defense against a trump suit contract are similar to the signals that apply to defense against a notrump contract. That is, attitude signals apply when you are following suit to a lead of partner or discarding and count signals apply when you are following suit to a lead by the opponents.
- However, because the objectives of defense against a trump suit contract differ from the objectives of defense against a notrump contract, the attitude signals are made on much different types of hands. For example, against a trump suit contract, you might encourage partner to continue playing a suit if you thought that continuing the suit would develop a winner by ruffing the suit.
- You will also learn an additional signal that applies only to trump suit contracts. Reference the document, **“Signaling on Defense against a Trump Suit Contract”**.
- Let’s start, however, with the attitude signal. You will recall that one application of the attitude signal applies when partner has led a suit and you are following suit and not winning the trick. If you play a high card, you are welcoming partner to continue the suit he has led, either right away if he should win the current trick, or later on, if he should later be on lead; that’s an encouraging attitude signal. Conversely, if you play a low card, you are welcoming partner to switch to another suit, again either right away if he should win the current trick, or later on, if he should later be on lead; that’s a discouraging attitude signal.
- One situation in which you would give an encouraging attitude signal against a trump suit contract is when a continuation of the suit by partner will allow you to ruff one of declarer’s winners:



- You are defending a contract of 4H by South. [See Kantar, Introduction to Defender’s Play, p 75 www.kantarbridge.com.] Partner leads the SA. Because leading an ace that is not part of a

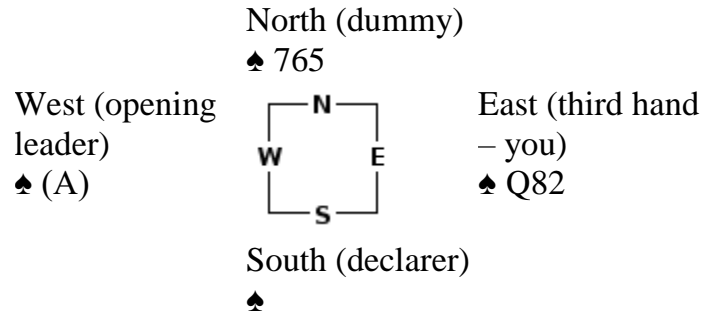
sequential honor holding is such an unattractive lead, you assume that partner is leading the SA from a sequential honor holding of AK and some small cards.

- Play the ST, an encouraging attitude signal. If partner has three, four, or five card length in spades, you realize that partner can next win the SK and then continue a third round of spades that you can ruff, while declarer must follow suit. (For illustration purposes, you have not been shown the full hand of East, and so can just assume that East has a small trump with which he would welcome ruffing a third round of spades.)
- See exhibit for above deal.
- Please note that each of the examples shown here are displaying only the suit led. Displaying only one suit makes the teaching point easier to digest, but, as always, your holding in all four suits, the bidding conducted by the opponents, and many other factors will influence your choice of defensive signaling.
- Contrast the above layout in the spade suit with another layout of the spade suit:



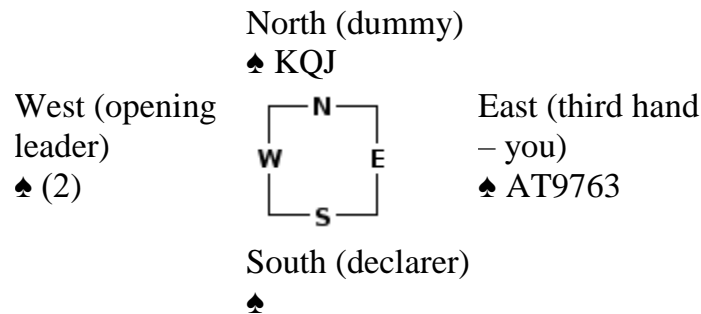
- Again you are defending a contract of 4H by South and partner leads the SA. [See Kantar, Introduction to Defender's Play, p 78 www.kantarbridge.com.] As before, you read partner for a spade holding that includes the SK and one or more additional spades.
- Play the S2, a discouraging attitude signal if you welcome partner switching to another suit. Assume that you do have an entry in another suit and that that suit is the suit to which partner will likely switch. When you are on lead in that suit, you can play the S9 (higher of two remaining cards). If declarer has something like SQxx, leading a second round of spades from your side will result in the defense winning three spade tricks, because your partner, who would have been dealt AKJ of spades, will be able to win all three of his high spades and declarer will not win the SQ.
- See exhibit for above deal.

- You can make an encouraging attitude signal, defending a trump suit contract, even when you are not going to ruff the suit that partner has led.

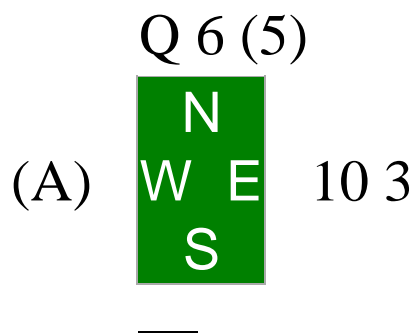


- Again you are defending a contract of 4H by South and partner leads the SA. [See Kantar, Introduction to Defender's Play, p 79 www.kantarbridge.com.] As before, you read him for also owning the SK and one or more small spades.
- Play the S8, an encouraging attitude signal. This time, you are not asking partner to continue spades because you expect to ruff the third round of spades. Rather, you are asking partner to continue spades because your partnership has an extended sequential honor holding in spades. You expect partner to own the SAK and you own the SQ. You might be able to win three spade tricks. And it might be crucial to win the spade tricks right now, in case declarer can develop an extra winner in another suit and pitch a losing spade on that extra winner.
- See exhibit for above deal.
- One matter that should be addressed when discussing attitude signals. Whether a spot card attitude signal made by partner is a high spot card (an encouraging signal) or a low spot card (a discouraging signal) cannot be determined by just looking to the rank of the spot card.
 - For example, assume partner makes an attitude signal with an 8. You immediately recognize that there six spot cards lower than the 8. Does that mean that the 8 is a high spot card, an encouraging attitude signal? No, not necessarily. What if you hold the 765 spot cards in that suit, and dummy holds the 432 spot cards. Then you can determine that the 8 is actually the lowest spot card not seen, and partner has made a discouraging attitude signal.
 - Conversely, assume that partner makes an attitude signal with the 4 on your lead of an ace, from an AK holding with one or more spot cards. You know that there are only two spot cards lower than the 4. However, partner might be giving an encouraging attitude signal with the 42 doubleton or with Q42.
 - How can you tell whether a spot card is a “high” encouraging spot card or a “low” discouraging spot card? You can better interpret the nature of partner's spot card attitude signal by looking around for unseen lower spot cards. In the first example, you saw no lower outstanding spot cards and so could interpret the 8 as “low”, discouraging. In the second example, you might notice that the 2 and 3 are unseen and might guess – you can't be sure – that partner owns the 2 and/or 3 and so that the 4 is “high”, encouraging.

- The same caveats about attitude signals and count signals apply to signaling on defense against trump suit contracts that you learned for signaling on defense against notrump contracts:
 - Signals don't apply when you are winning, or trying to win, a trick. Signals apply only when you are otherwise following suit or are discarding.
 - Don't signal with a card that might give a trick away.
 - Give count signals only if you judge that partner needs to know the count. Otherwise, your signal will be helping declarer more than helping partner.
- There is one new signal that applies to defense against trump suit contracts but not to defense against notrump contracts. That is the suit preference signal that applies when one partner is leading a suit for his partner to ruff. Here is an example.

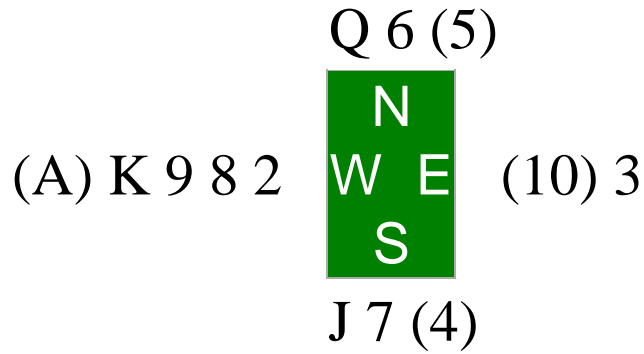


- Again you are defending a contract of 4H by South and partner leads the S2. [See Kantar, Introduction to Defender's Play, p 83 www.kantarbridge.com.] Partner cannot be leading the 2 from a three card or longer holding, because he would lead the 2 from such a holding only if he held an honor. And, between your hand and dummy's hand, you can see all the honors. Yes, your confidently making this inference is another benefit from having partnership lead agreements! In fact, the only holding that partner can be leading the S2 is from is a singleton.
- You win the SA and give partner a ruff.
- Assume that partner has more trumps and can ruff a third round of spades, too. Assume further that you happen to hold another side suit ace. The defense you want to happen is for partner, having ruffed a spade at Trick 2, to lead the suit of your other ace, so that you can lead a third round of spades for him to ruff again.
- How can partner tell whether the other ace you own is in the club suit or the diamond suit? (Partner is not interested in leading a trump because he wants to use his trump to ruff a third round of spades.)
- If you played the S3 at Trick 2 for partner to ruff, your lowest spade, you are asking partner to return the lower ranking side suit of clubs at Trick 3. If you played the ST at Trick 2 for partner to ruff, your highest spade, you are asking partner to return the higher ranking side suit of diamonds at Trick 3. That is the **suit preference signal**. Reference the "Suit preference signals" box of "**Signaling ...**". The suit preference signal you are learning is used only when giving partner a ruff.
- See exhibit for above deal.
- Have the students break into tables of four players. Distribute a duplicate board with unsorted hands to each table. (Hands need to be determined.)
- See Guidelines for Table Supervisors.



This is a side suit in a trump suit contract. Your partner West leads the A. Dummy is North; declarer is South.

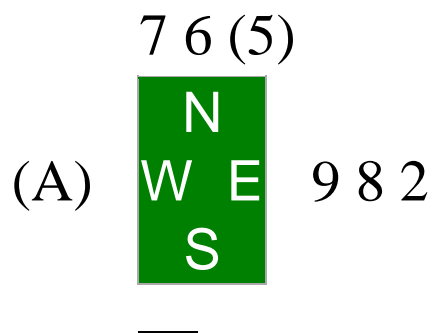
1. What holding do you expect from your partner when partner leads the A of a side suit?
2. Do you want your partner to continue the suit? Why?
3. Which card should you play at Trick 1?



This is a possible layout of the entire side suit.

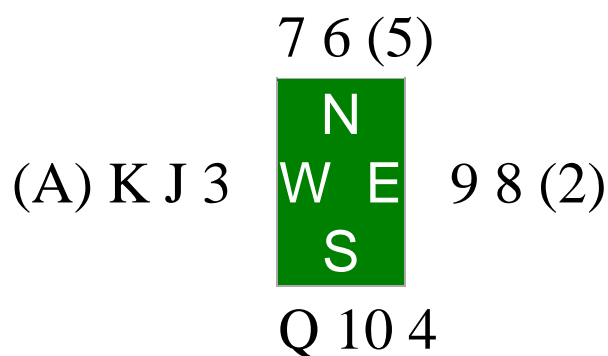
You encourage your partner to continue with the K and a third card that you can ruff.

If your partner does not continue the suit, declarer will win a trick with the Q or J.



This is a side suit in a trump suit contract. Your partner West leads the A. Dummy is North; declarer is South.

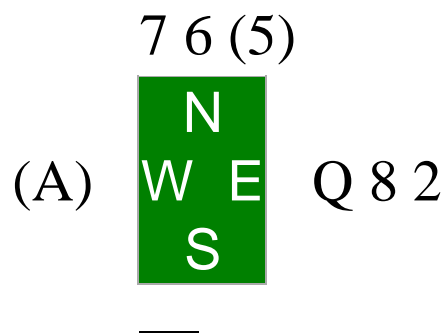
1. What holding do you expect from your partner?
2. Do you want your partner to continue the suit?
Why?
3. Which card should you play at Trick 1?



This is a possible layout of the entire side suit.

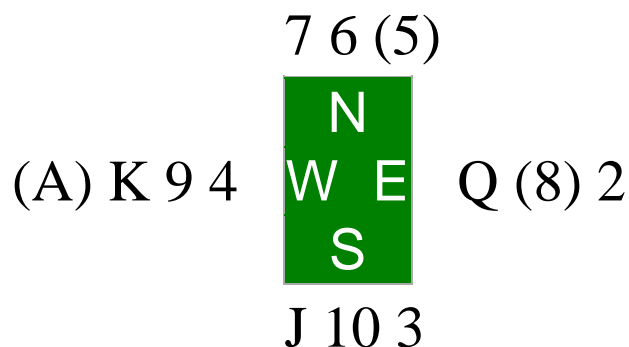
You discourage your partner from continuing the suit. You hope to gain the lead later and lead through declarer's Q 10 toward your partner's K J.

If your partner continued the suit, declarer's Q would win a trick.



This is a side suit in a trump suit contract. Your partner West leads the A. Dummy is North; declarer is South.

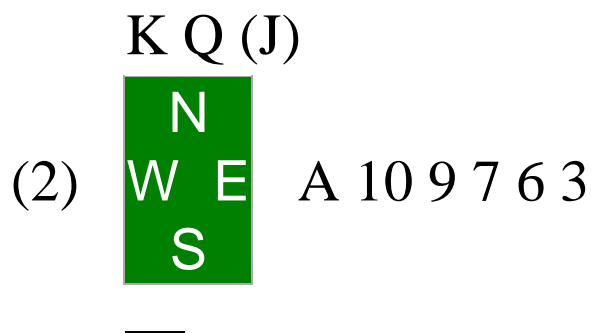
1. What holding do you expect from your partner?
2. Do you want your partner to continue the suit?
Why?
3. Which card should you play at Trick 1?



This is a possible layout of the entire side suit.

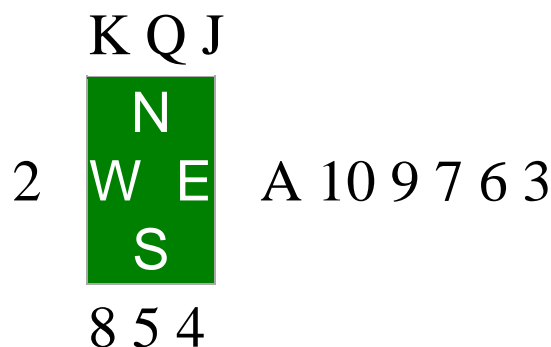
You encourage your partner to continue with the K and a third card in the suit that you can win with the Q.

If your partner does not continue the suit, declarer might later discard a card from the suit on an extra winner in some other side suit.



This is a side suit in a trump suit contract. Your partner West leads the 2. Dummy is North; declarer is South.

1. What holding do you expect from your partner?
2. Do you want your partner to continue the suit?
Why?
3. Which card should you play at Trick 1?



This is a possible layout of the entire side suit. You win the A and continue the suit at Trick 2, expecting your partner to ruff the suit.

Which card you continue at Trick 2 conveys a special message by *suit preference signal*. That message is to help partner determine which of the other two suits (that is, the suits other than the suit partner has ruffed and the trump suit) partner might play to reach your hand so that you can lead a third card in the shown side suit for partner to ruff.

Signaling on Defense against a Trump Suit Contract



Lesson 27 – Second Hand Play, Part 1

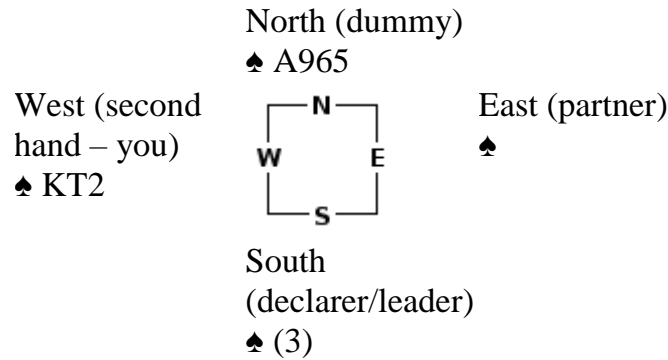
Objective:

- to understand second hand play guideline of “second hand low”

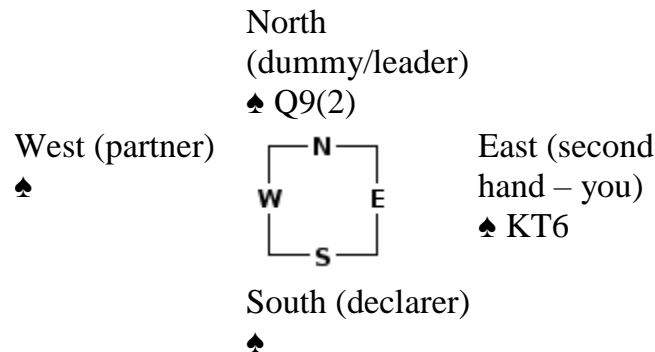
Teaching points:

- Since the first couple of classes, all that you have learned have been guidelines. Most of the actual rules of bridge you learned in the first few classes. Although one of the distinctions between expert and non-expert bridge players is knowing when to make a play that is outside of a guideline, the goal for this class is more modest. Guidelines can help you establish a good bridge foundation.
- Today’s lesson on second-hand play is especially guideline-heavy. What guidelines you learn today will greatly improve your bridge game in general; failure to follow the guidelines often cost way more tricks than failing to follow the exceptions to the guidelines. There are many exceptions to these guidelines and we will mention only a few of them. As/if you choose to study and play bridge more, you will come to learn better both the reasons for the guidelines and the situations that are exceptions to the guidelines. Yes, bridge is a very difficult game. And that is what makes the game so interesting.
- By the way, should you hear another bridge player refer to these guidelines as “rules”, then either that bridge player has misspoke, or the bridge player is not highly skilled.
- Second hand play means “second-to-play”. In other words, second hand play guidelines apply when the lead is made to your immediate right. Second hand play does not apply to Trick 1, because at Trick 1 second-to-play is the dummy, and the dummy makes no decision during a hand.
- The second hand play guidelines will not distinguish between defense against notrump contracts and defense against trump suit contracts.
- Sometimes second hand play examples will involve a lead from dummy, the exposed hand, with your hand being the hand to play right after dummy’s. And sometimes second hand play examples will involve a lead from declarer, a hidden hand, with your hand being the hand to play right after declarer’s.

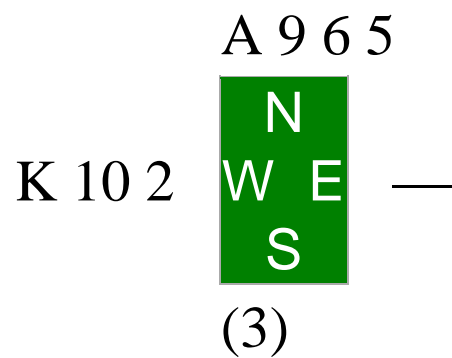
- The first second hand play guideline is “second hand low”:



- Declarer plays the S3 toward dummy. Play the spade 2. Do not make the mistake of playing the ten to force declarer to play the ace. Chances are strong that declarer is planning on playing the ace anyway.
- See Exhibit illustrating how your playing the 2 on the first round will produce one fewer trick for declarer. [See Kantar, Introduction to Defender’s Play, p 112 www.kantarbridge.com]
- Second hand low is also a good guideline when the lead is coming from the exposed hand of dummy toward the hidden hand of declarer:



- Declarer calls for the S2 from dummy. Play the spade 6. If declarer is about ready to play a high honor from his hand, say, the ace, your having retained the KT sitting over dummy’s Q9 might produce two tricks for your partnership. And if your partner holds the ace, it is possible that your having retained the KT sitting over dummy’s Q9 might produce three tricks for your partnership.
- See Exhibit illustrating how your playing the 6 on the first round will produce one fewer trick for declarer. [See Kantar, Introduction to Defender’s Play, p 98 www.kantarbridge.com]
- Have the students break into tables of four players. Distribute a duplicate board with unsorted hands to each table. (Hands need to be determined.)
- See Guidelines for Table Supervisors.



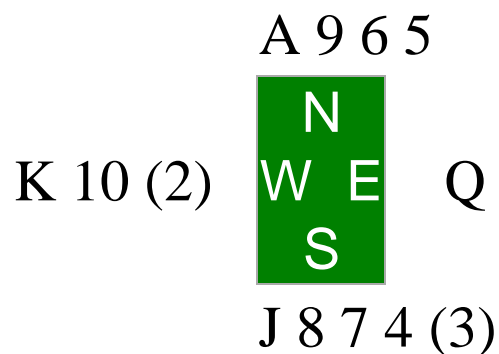
You are West. Declarer is South and dummy is North.

Declarer South leads the 3.

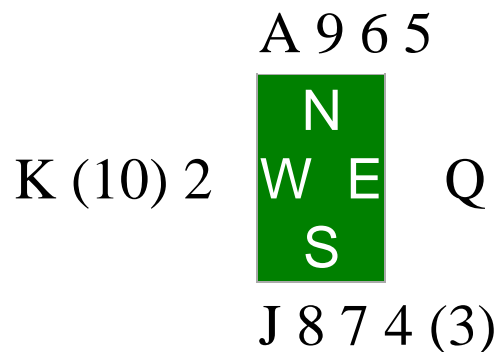
Which card should you play?

You are West. Declarer is South and dummy is North.

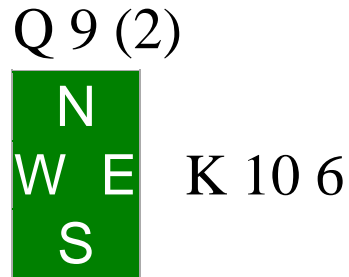
Declarer South leads the 3.



How many tricks will declarer win if West plays the (second hand low) 2?



How many tricks will declarer win if West plays the 10?



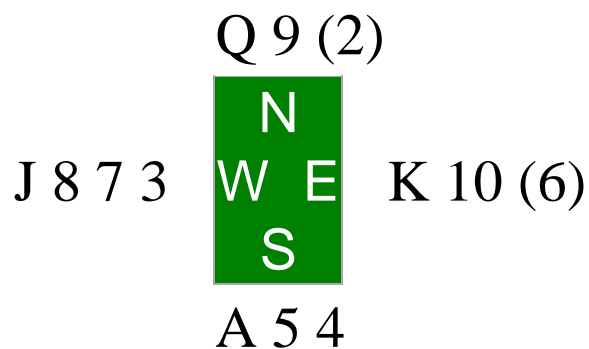
You are East. Declarer is South and dummy is North.

Declarer calls for the 2 from dummy North.

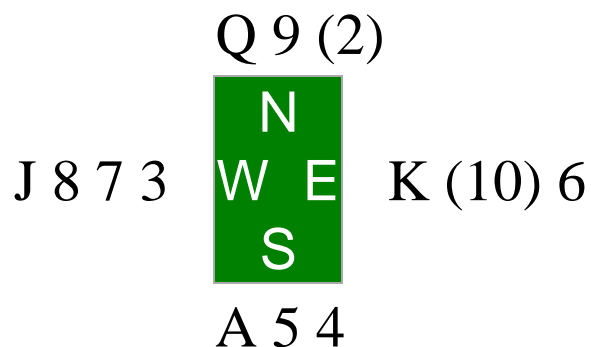
Which card should you play?

You are East. Declarer is South and dummy is North.

Declarer calls for the 2 from dummy North.



How many tricks will declarer win if East plays the (second hand low) 6?



How many tricks might declarer win if East plays the 10?

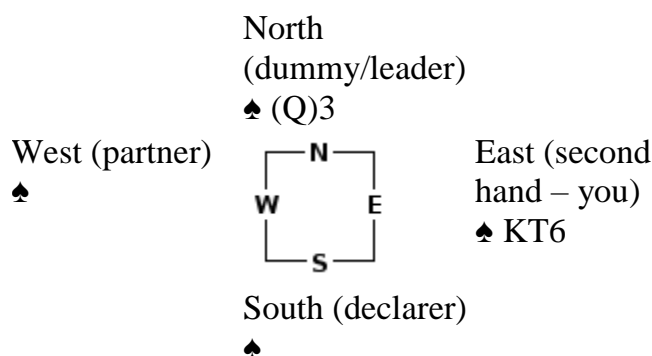
Lesson 28 – Second Hand Play, Part 2

Objectives:

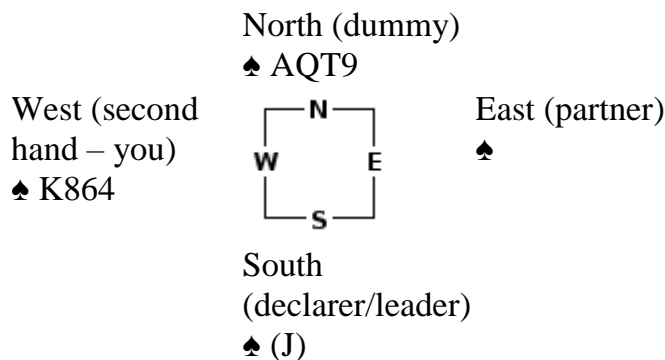
- to understand second hand play guidelines of “cover an honor with an honor”, and “do not play the ace on ‘air’”
- to understand some popular exceptions to the guideline of “cover an honor with an honor”

Teaching points:

- Last lesson you learned a second play defense guideline of “second hand low” and saw some examples of how following that guideline reduced the number of tricks won by declarer.
- The next second hand play guideline is “cover an honor with an honor”.



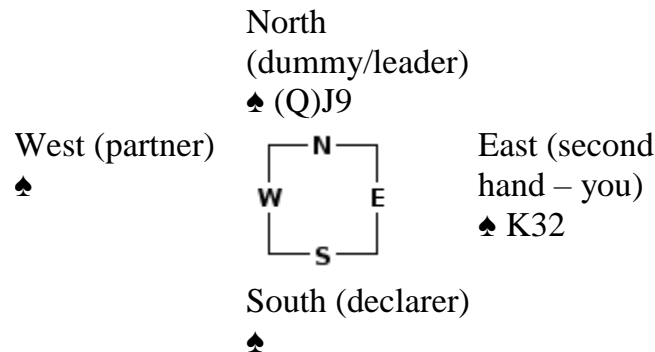
- Play the king when declarer calls for the queen from dummy. Playing the king might help promote by strength an intermediate honor card of your partnership.
- See Exhibit illustrating how your playing the king on the lead of the queen produces one fewer trick for declarer. [See Kantar, Introduction to Defender’s Play, p 100 www.kantarbridge.com]
- If you know that “covering an honor with an honor” will *not* promote any card for your partnership, then do not cover.



- Play a small card on the lead of the jack. See Exhibit illustrating how playing a small card produces one fewer trick for declarer, compared to playing the king on the lead of the jack.
- Frequently, one situation where “covering an honor with an honor” will not result in promoting by strength a lower card for the defense arises when the suit of the honor lead is the trump suit. The reason you cover an honor with an honor is to promote by strength an intermediate card held by your partnership. When, however, the suit from which the honor is led is the trump suit,

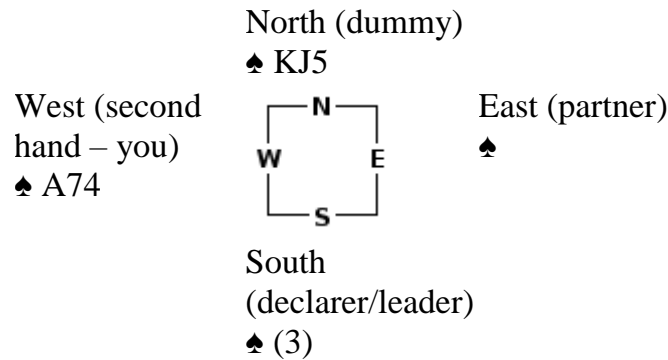
declarer and dummy might own so many cards in the suit, that your partnership owns no intermediate card to be promoted. Worse, the honor you used to cover the opponent's honor might have been about to win a trick ... *until* you played the honor and declarer was able to capture it! One additional caveat: if you are not going to "cover an honor with an honor", you will be well-advised to play in tempo. If you had not planned ahead and hesitate before deciding not to cover (and to hesitate when you do not have an honor is unethical!), declarer will be able to "read" you for owning the honor and play the suit as if *your* hand were exposed.

- When dummy has more than one equal honor, a second hand play guideline is to "cover the *last* of the equal honors":

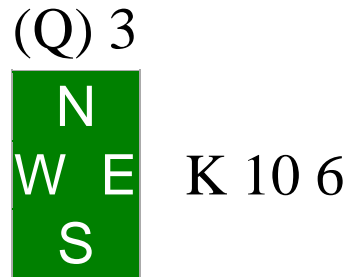


- Declarer calls for the queen from dummy. Play a small card on the lead of the queen. If dummy next plays the jack, cover the jack with the king.
- See Exhibit illustrating how your playing a small card on the lead of the queen produces one fewer trick for declarer (provided declarer finesses the 9 on the second round of spades if East made the mistake of covering the first honor led from dummy). [See Kantar, Introduction to Defender's Play, p 103 www.kantarbridge.com]
- The same second hand play guideline can apply when declarer, the hidden hand, is leading the Q toward dummy. The problem then, though, is that you do not know if the queen is declarer's only spade honor (in which case you should cover the queen) or if declarer holds equal honors of the queen and the jack (in which case you should not cover the first honor led from declarer but should cover the second honor led from declarer). As a general rule, you should assume the latter.
- See Exhibit and consider that declarer is likely to have led *toward* the queen if declarer did not also own the jack.

- Optional material: Another second hand play guideline is to avoid playing the ace unless it is capturing another honor.



- Declarer plays the S3 toward dummy's KJ5. Play the 4. You know that declarer can win the king when you play small on this trick. But declarer cannot see your cards. Perhaps declarer is missing not only the ace (which you hold) but also the queen (which your partner holds). If you play low, and in tempo, declarer might decide that you hold the queen and finesse against the queen by playing the jack from dummy. If that happens, your partner will win the jack with the queen and you still own the ace to take a trick later.
- In bridge language, players might say “do not play the ace on air”. That means to withhold the ace until you know that the ace will capture another high card. The same reasoning is why you learned to generally avoid making an opening lead of an ace (unless you also held the king of the suit led).
- You might have noticed that if the 3 led by declarer happens to be a singleton, your playing the 4 causes declarer to have no losers in the spade suit. Bridge is not an easy game.
- By the way, before concluding this lesson on Second Hand Play, I would like to refer back to the earlier lesson on Third Hand Play. Although most of that lesson, that you learned in the context of defense against a notrump contract, applies equally to defense against a trump suit contract, these two big caveats that can cause you to change your third hand plays:
 - Opening leader against a trump suit contract might well be leading from a short suit, while opening leader against a notrump contract is more likely to be leading from a long suit.
 - Opening leader against a trump suit contract is unlikely to be leading a small card from a holding that includes the ace (and even more unlikely to be leading a small card from a holding that includes the ace and king), while opening leader against a notrump contract might well be leading small from such holdings.
- Have the students break into tables of four players. Distribute a duplicate board with unsorted hands to each table. (Hands need to be determined.)
- See Guidelines for Table Supervisors.



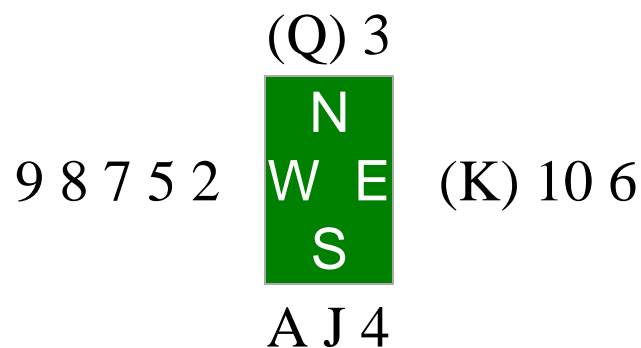
You are East. Declarer is South and dummy is North.

Declarer calls for the Q from dummy North.

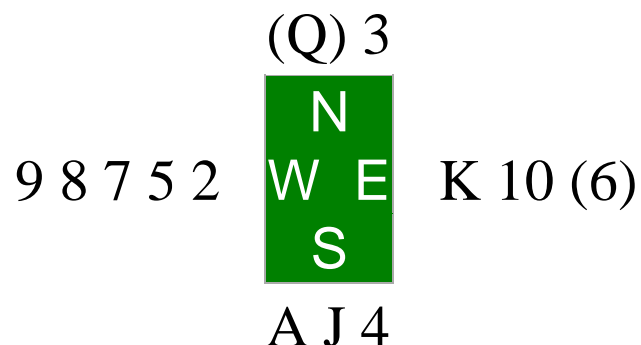
Which card should you play?

You are East. Declarer is South and dummy is North.

Declarer calls for the Q from dummy North.



How many tricks will declarer win if East plays the (cover an honor with an honor) K?



How many tricks will declarer win if East plays the 6?

		A	Q	10	9
		<div> <div>N</div> <div>W E</div> <div>S</div> </div>			
K	8	6	4		
					(J)

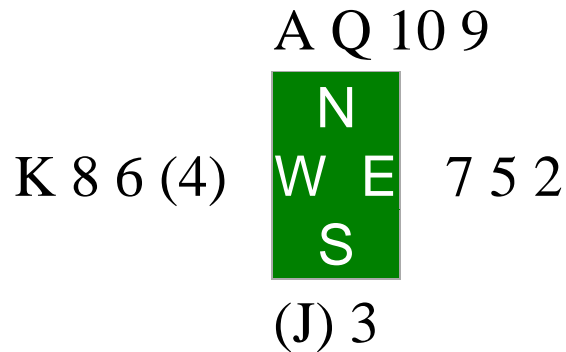
You are West. Declarer is South and dummy is North.

Declarer South leads the J.

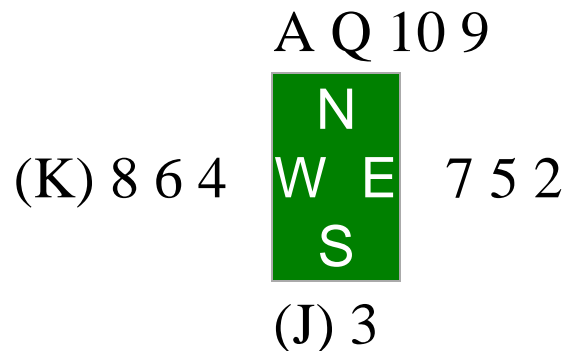
Which card should you play?

You are West. Declarer is South and dummy is North.

Declarer South leads the J.

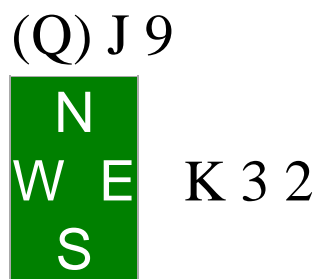


How many tricks will declarer win if West plays the 4?



How many tricks will declarer win if West plays the K?

Why the difference?



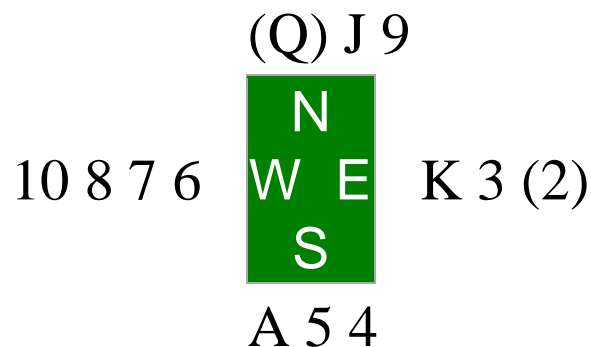
You are East. Declarer is South and dummy is North.

Declarer calls for the Q from dummy North.

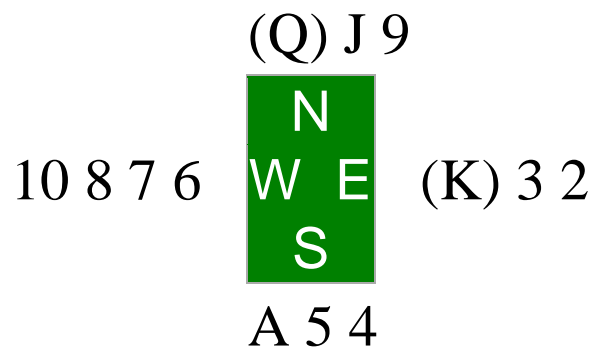
Which card should you play?

You are East. Declarer is South and dummy is North.

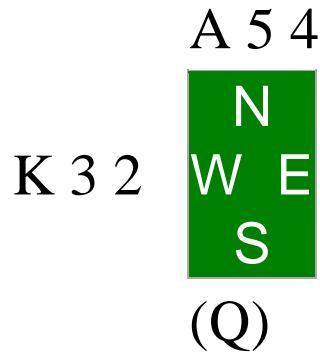
Declarer calls for the Q from dummy North.



How many tricks will declarer win if East plays the 2 (or 3) and, when the J is continued, plays the (cover the last honor with an honor) K?



How many tricks might declarer win if East plays the K?



You are West. Declarer is South and dummy is North.

Declarer South leads the Q.

1. Most times, which card should you play?
2. a. Under what conditions would West playing that card increase the number of tricks won by declarer?
- b. Would you expect declarer to have played the queen under those conditions?

Some Second Hand Play Guidelines (many exceptions)

- **Second Hand Low**

- ... **except Cover an Honor with an Honor**

- ... *if* you can Promote a Card Held by Your Side; and

- ... *if* the Honor is the Last of Equal Honors

- **Avoid Playing the Ace “on Air”**

BIDDING

Lesson 29 – Introduction to Bidding

Objectives:

- to understand that each partner uses the bidding auction to communicate with his partner in an attempt to reach the best final contract
- to understand the objective of bidding that help frame the target to “reach the best final contract”
- to understand how the level of contracts and the rank of suits affect the progress of the bidding auction
- to understand the play consequences from an auction once three players in a row have passed

Teaching points:

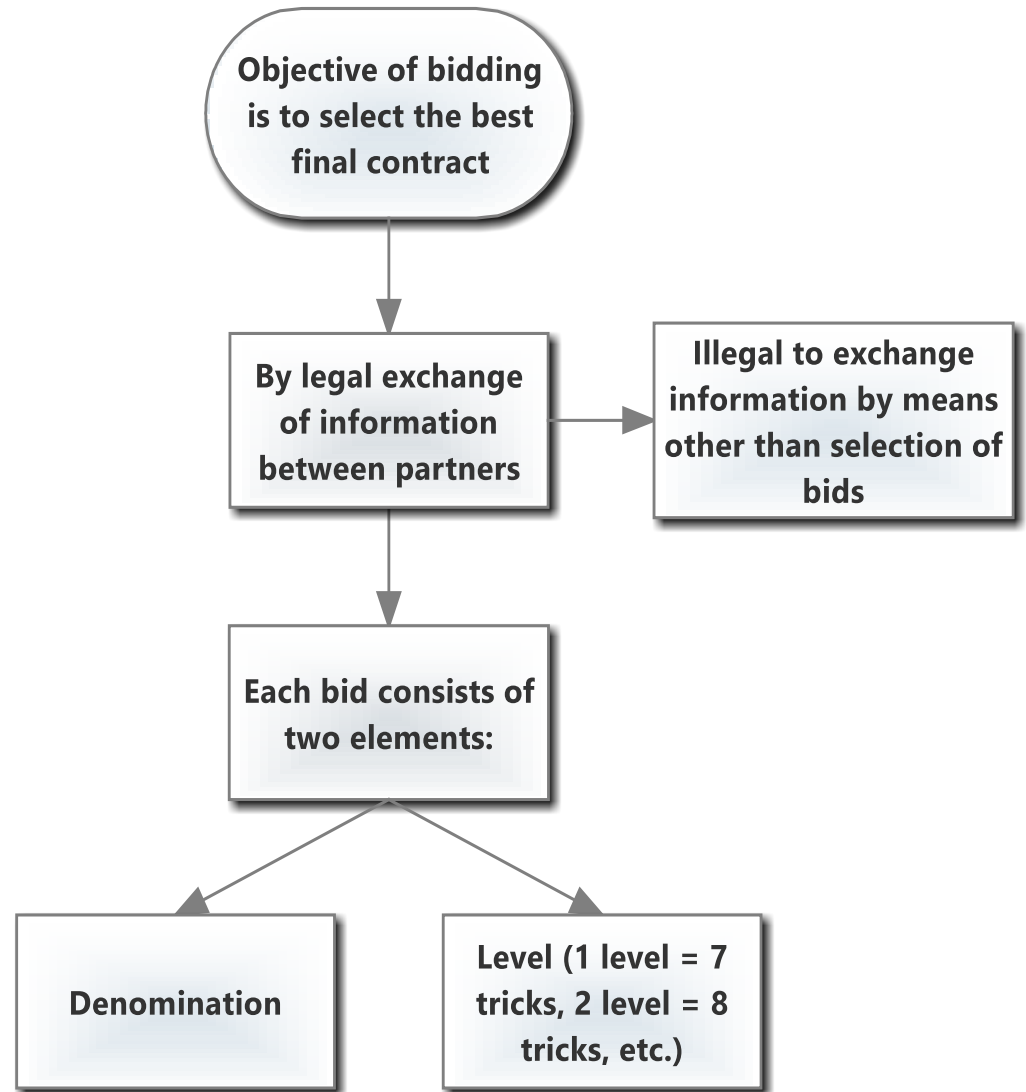
- Note: Teacher should try to bring bidding boxes to this lesson and subsequent lessons, because the visual of the bids organized in the sequential order of the bidding box aids instruction. Note also that for this lesson, the teacher should pre-arrange duplicate boards and the suggested auction for each pre-arranged board.
- A bridge hand consists of two main parts: the play and defense of a contract to take a certain number of tricks in a particular strain, such as 7 tricks with no trump suit for a contract of what? (1NT) or ten tricks with spades as trump for a contract of what? (4♠); and the bidding auction that precedes the play and defense and determines what that contract is going to be.
- Before today, you had not learned anything about how the bidding auction determines what is going to be the final contract; instead you used the mini-bridge charts to determine the final contract.
- What you will begin to learn next week and in subsequent weeks is how each player bids in a bidding language generally described as “Standard American”. Next week you will learn the guideline requirements for a player to make an “opening bid”. From there you will later learn about the meaning of the bids made by the partner of the player that made the opening bid, and so on.
- To prepare yourselves for learning the guideline requirements for opening bids, you must first learn some preliminaries:
 - The bidding auction, like the play and defense, progresses in a clockwise direction. The bidding auction begins with the player who is designated as the Dealer. I am going to use the bidding box cards to demonstrate a possible bidding auction.
 - When bidding boxes are available, you do not speak your calls; instead you communicate your call by pulling out the bidding card that has your call written.
 - Teacher can pull a Pass card and place it in front. Use the bidding box cards to show the following auction: P-1♥-P-1NT, P-3NT-P-P, P, making the following points as you lay down the bidding card for each successive call:
 - 1st Pass. As you will learn next week, some hands are too weak to be able to open the bidding. If you are the dealer and you hold such a hand, the bidding call that you make is “Pass”. “Pass” is technically not a “bid”, but is a “call”.
 - 1♥. Let’s say that you in second hand do have enough strength to open the bidding. And let’s say that your longest suit is a 5-card heart suit. You choose an opening bid of 1♥. Like all bids, your bid consists of two words. Using the

document “**Objective of Bidding**” that ends at “**denomination**” and “**level**” (file name: Bidding Objectives – Stage 1) and demonstrate those elements with the use of the bidding box cards. The first word is a number, referring to the *level* of your bid. The second word is a *strain*, meaning one of the four suits or notrump. Your bid is a proposal for a final contract. If the final contract were 1♥, how many tricks are you proposing to make (7)? And what would be the trump suit (hearts)?

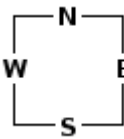
- 2nd Pass. Just because the opposing pair has opened the bidding does not mean that your pair has to Pass. But for this example, you will assume that one side does choose to pass.
- 1NT. Let’s say that *responder* has enough strength to respond to his partner’s opening bid. You will learn how much strength that means at a later date. By responding 1NT, responder is proposing a final contract to take seven tricks with no trump suit. While Pass is always a legal call, bids are not legal if they progress in the wrong order.
 - You can’t make a bid at the one level (contracting to take seven tricks) if a player before you has made a bid at the two level (contracting to take eight tricks).
 - Strain (that is, the four suits as trump plus notrump) also has to progress in a certain order. This order is called “rank”. The rank, from lowest to highest, is clubs, diamonds, hearts, spades, and then notrump (point to the order in the bidding box cards). Notice that the two lower suits – clubs and diamonds – are what we have referred to as the minor suits (where you have to contract for eleven tricks to try to earn a game bonus), while the two higher suits – hearts and spades – are what we have referred to as the major suits (where you have to contract for ten tricks to try to earn a game bonus). Notice also that the bidding box is arranged so that all the bids – remember this does not include the calls that are passes but only the calls that are bids – are in legal order. So, for example, if the player before you had bid 2♠, and you wanted to bid clubs, you would have to bid 3♣.
 - In this auction, it is legal for responder to bid 1NT after *opener* has bid 1♥, because while 1NT is at the same level as the 1♥ bid, notrump outranks hearts.
- Dealer’s 2nd pass. Notice how the bidding card for a player’s second call (and subsequent calls) is not only placed beside but also on top of the player’s previous calls, so that all calls made by the player are visible to all players.
- 3NT. Responder *rebids* 3NT, offering to take nine tricks with no trump suit. What is special about a contract of 3NT? (If you make your contract of 3NT, you will score the game bonus.) But you have to win nine or more tricks to get that bonus!
- Three consecutive passes. When there are three consecutive passes, the bidding auction is over, and each of the following can be determined:
 - The final contract is the last bid made before the three consecutive passes. Here, the final contract is 3NT.

- The declarer is the player on the side that bid the final contract who first mentioned the strain that becomes the final contract. Here, even though the 3NT call was made by this player (pointing to the player who bid 3NT), this player becomes the declarer (pointing to the player who first bid notrump). As we know, the declarer's partner becomes the dummy.
 - One exception: when the *first* three calls in a bidding auction are passes, the auction continues and the fourth player still gets a chance to make an opening bid.
 - While I used only one bidding box to illustrate this auction, at the table each of the four players has a bidding box. Each player would extract from their own bidding box the card that shows each call that player chooses.
- Beginning with today, you will no longer use the mini-bridge cards to determine the final contract. You will also no longer announce to the other players how many High Card Points you own. For this week (and only this week), I am going to give you each written instructions about all the calls you should make; in fact, you will be given a script for a bridge play in which each of the four players, and the table supervisor, is an actor. (At a later date, you will decide to make the calls on your own, and you will find that because each player exercises his bidding judgment differently, the final contract will not always be the same at each table.) You will be responsible for using the bidding boxes to pull the cards for the bids to make those calls, and laying the bidding cards before you, until there are three passes in a row. Teachers note: print copies of script with the hand layout for the students; print copies of script with the hand layout for the teacher.
 - Also, beginning with today, dummy will no longer expose his cards *before* the opening lead is made. From now on, the dummy will expose his cards only *after* the opening lead is made.
 - Won't not seeing the dummy make the opening leader's task more difficult? Well, it is true that not seeing the dummy is eliminating for opening leader a key clue about the play plan expected from declarer. But now both defenders will now have clues available to them from the meaning of the opponents' bids (*both* opponents) and even their partner's bids. So, there will actually be more clues available to everyone; you will just have to learn how to use the new clues by understanding what a chosen bid communicates about the hand of the bidder!
 - Ask the students to play the duplicate boards, which are accompanied by the script bids.
 - See Guidelines for Table Supervisors.

Objective of Bidding



Script for Board (3, 7, 11, etc.):

North		
♠ AK73		
♥ 63		
♦ QJT72		
♣ 97		
West		East
♠ QT9		♠ J84
♥ AJ92		♥ KQ54
♦ A6		♦ K4
♣ KT62		♣ QJ85
South (dealer)		
♠ 652		
♥ T87		
♦ 9853		
♣ A43		

South: Pass. [Pull a Pass card from the front section of the bidding box.] As dealer, I have the first call in the auction. I do not have enough strength in my hand to open the bidding and so I tell my partner that by starting the auction with a call of Pass.

West: 1♣. [Pull the 1♣ card from the back section of the bidding box.] I do have enough strength to open the bidding. That's why I am making a bid and not a Pass. Because I do not own a major suit (that is, ♥ or ♠) that is five cards or longer in length, I open the bidding with 1 of my longest minor suit (♣ or ♦).

North: Pass. [Pull a Pass card from the front section of the bidding box.]

Table supervisor: After you have learned some of the bids of the side that has opened the bidding, you will learn some of the bids for the opponents of the side that has opened the bidding.

East: 1♥. [Pull the 1♥ call from the back of the bidding box.] Opposite a partner that has shown enough strength to open the bidding, I think that it is possible that partner and I might be able to earn a game bonus by bidding and making a game contract. Accordingly, I do not want to pass my partner's opening bid of 1♣. I respond 1♥.

Table supervisor: East chooses to respond by bidding the heart suit because often the easiest game contract to make and earn the game bonus by bidding is a major suit game. What contracts are game in a major suit? [Await answer.] East's response of 1♥ tells his partner that East owns four or more hearts and helps his partner determine whether the partnership has a combined total of eight or more hearts, the minimum recommended length to designate hearts as the trump suit.

You will learn later that East's response of 1♥, the bid of a new suit by responder (by new suit, I mean a suit that has not been bid by his partner), is a forcing bid. That means that West should not pass 1♥ but

should instead make another bid to best describe his hand. This is the communication by exchange of bids that helps the partnership determine the best final contract.

South: Pass.

West: 2♥.

Table supervisor: By raising his partner's 1♥ response, West is confirming that the partnership holds a combined total of at least eight hearts, the minimum required combined length to suggest that hearts be the trump suit. Because East showed at least four hearts by responding 1♥, how many hearts must West be showing by raising to 2♥? [Await answer.] Remember that East's response of 1♥ was forcing and so West should not Pass 1♥, even though hearts seems to be an adequate trump suit. By raising the 1♥ response to 2♥, West is not only telling his partner that their side has at least eight combined hearts, he is also allowing his partner to judge whether the partnership might have enough strength to try to earn the game bonus by bidding game with hearts as trumps.

North: Pass.

East: 4♥.

Table supervisor: East believes that with his hand opposite his partner's opening bid strength, the partnership has enough combined strength to bid a game and earn a game bonus. Having established that the partnership has an eight card or longer combined length in the major suit of hearts, East chooses to bid game in hearts.

South: Pass.

West: Pass.

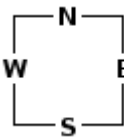
North: Pass.

Table supervisor: With three passes in a row, the bidding is concluded. What is the final contract? [Await answer.] Who is the declarer? [Await answer.] Who makes the opening lead? [Await answer.]

Now that the hands include bidding, you are going to learn one Rule of Bridge that differs from what you were learning when you were playing mini-bridge. Now the opening lead is going to be made *before* the dummy hand is displayed.

[Proceed to opening lead, play, defense, and scoring of 4♥E.]

Script for other Board (3, 7, 11, etc.):

North		
♠ J4		
♥ K42		
♦ Q9542		
♣ J75		
West		East
♠ AQ98		♠ T6532
♥ Q8		♥ 75
♦ 873		♦ AKJ
♣ KT92		♣ Q63
South (dealer)		
♠ K7		
♥ AJT963		
♦ T6		
♣ A84		

South: 1♥. [Pull a 1♥ card from the back section of the bidding box.] As dealer, I have the first call. I want to tell my partner that I have enough strength to open the bidding. Accordingly, I did not Pass. Instead I opened 1♥, because I wanted to tell my partner that not only do I have enough strength to open the bidding, but also I have five or more cards in hearts.

Table supervisor: Because one of the easiest games to make can be a major suit game, South wants to tell his partner right away two messages: one message is that he has a strong enough hand to open the bidding, and the second message is that he has five or more cards length in a major suit. Knowing that South has at least five hearts, North will be able to determine if the partnership has a combined length of at least eight hearts, which is the suggested minimum for denominating hearts as the trump suit.

West: Pass. [Pull a Pass card from the front section of the bidding box.]

North: 2♥. [Pull a 2♥ card from the back section of the bidding box.]

Table supervisor: By raising his partner's opening bid of 1♥ to 2♥, North is telling his partner that the partnership has a combined length of at least eight cards in hearts. Given that you were told that South's opening bid of 1♥ promised at least five cards in the heart suit (as well as enough strength to open the bidding), what are the minimum number of hearts that are promised by North's raise to 2♥? [Await answer.]

East: Pass. [Pull a Pass card from the front section of the bidding box.]

South: Pass.

Table supervisor: Although South is pleased to hear that his partner has at least three hearts in support for his suit, South, for reasons that you will learn later, does not believe that the partnership has enough

combined strength to make enough tricks for game. With no expectations that the partnership will be able to earn a game bonus, and an adequate trump suit having been located, South passes his partner's 2♥ raise.

West: Pass.

Table supervisor: With three passes in a row, the bidding is concluded. What is the final contract?

[Await answer.] Who is the declarer? [Await answer.] Who makes the opening lead? [Await answer.]

Now that the hands include bidding, you are going to learn one Rule of Bridge that differs from what you were learning when you were playing mini-bridge. Now the opening lead is going to be made *before* the dummy hand is displayed.

[Proceed to opening lead, play, defense, and scoring of 2♥S.]

Lesson 30 – Opening Bids

Objectives:

- to understand the guideline requirements for an opening bid
- to understand that the requirements for making an opening bid are based not only upon counting High Card Points, but also upon counting Length Points
- to understand which strain should be selected for an opening bid at the one level

Teaching points:

- The teacher can remind the students to recall that each call/bid chosen by each member of a partnership is chosen to legally exchange with that member's partner information intended to allow the partnership to choose the best final contract
- The bids you choose to exchange information with your partner represent sort of a coded language. The coded language we will be learning is called Standard American.
- As you and partner exchange information to try to select the best final contract, much of the information exchange will be directed toward trying to answer two questions: (1) does the partnership have enough overall strength to try to contract for earning a game bonus? ... or maybe even a slam bonus?; and (2) does the partnership have a combined length in a major suit of eight cards or more?. Direct students to the boxes on full **“Objective of Bidding”** that are marked “Game with Game Bonus” and “Seeking Combined (Major Suit) Trump Suit Length of 8 or More Cards”.
- Accordingly, most bids communicate something about both the strength of the hand and the distribution of the hand:
 - Strength of the hand
 - Whether the combined strengths of the hands of the partners is such that the final contract could be a contract for game (game bonus) – noting the differences in the tricks required for a game in notrump, a major suit, and a minor suit – or even a contract for slam (slam bonus) -- or neither (called a “partial” or a “part score”)
 - Because the input of both partners is needed to determine if a makeable game can be bid, and, if “yes”, *which* game should be bid, some bids made by one partner cannot be passed by the other partner (in bridge terminology, the bid is “forcing”). Some bids are forcing for only one round (meaning partner cannot pass the bid just made), and some bids are forcing to game (meaning neither partner can pass until one of the partners has bid game)
 - Suit length or suit distribution of the hand
 - Whether the partnership has sufficient combined length in a suit to name that suit as the trump suit
 - How the two hands of the partners “fit” with another. Some hands fit together well (combined, they can produce lots of tricks even though the combined High Card Points are moderate) and some hands fit together poorly (combined, they can produce not so many tricks even though the combined High Card Points are pretty high)
 - The combined exchanged information between partners about strength and suit length/suit distribution is used by the partners to determine the level and strain of the final contract.

- Just as you have begun to learn that play and defense is subject to continual improvement and refinement – you can play bridge quite quickly, but you can always learn to play better so that you can make more tricks –, you will also begin to learn that it is easy to make a bid but that you can always learn to make improved, refined bids so that your partnership gets to better final contracts.
- The first part of Standard American you will learn is the opening bid. An opening bid is the first call in an auction, by any player, that is not Pass. If you own a hand that is not strong enough for an opening bid, you should choose to pass. What you will now learn is to answer two questions:
 - How strong must be your hand for an opening bid?
 - If your hand is strong enough for an opening bid, which opening bid should you choose to make?
- The valuation technique you will learn is that a hand is strong enough for an opening bid at the one level (or, you might say, strong enough to open) if the hand counts to at least 13 Total Points. Total Points consist of two types of points:
 - High Card Points – you already know how to count these; and
 - Length Points – you will learn this now
- Length Points are assigned for each suit five cards or longer. One point is added for each card over four. Thus a five card suit counts for how many Length Points (1)? A six card suit counts for how many Length Points (2)? A seven card suit (3)?
- Why do you count Length Points as part of Total Points? Reference here the “Planning the Play” document. Notice the item on the “Planning the Play” document that tells you that one of the ways you can develop more winners in a hand is to establish smaller cards in your long suits; that is, to develop more winners “by length”. Including Length Points in the counting of Total Points to determine if you have an opening bid reflects a projection that, say, owning an 11 HCP hand that has a long suit (Axxxxx, Kxx, Qx, Qx as an example) will win more tricks than an 11 HCP hand that has a “balanced” distribution of suits (Axxx, Kxx, Qxx, Qxx as an example). See exhibit for example
- Count the Total Points (HCP + Length Points) for these hands:
 - AQJ43, 532, KQ7, J7 (13 HCP + 1 Length Point for the five card spade suit = 14 Total Points, more than the 13 for an opening bid)
 - A2, K9873, QJ987, A (14 HCP + 1 Length Point for the five card heart suit + another 1 Length Point for the five card diamond suit = 16 Total Points, more than the 13 for an opening bid)
 - KQ3, 987632, 84, T6 (5 HCP + 2 Length Points for the six card heart suit = 7 Total Points, not close to the 13 for an opening bid).
 - See exhibit for example.
- Why do you think it might be important for your partner to know that your opening bid contains a minimum of 13 Total Points? (One reason is so that your partner can use that knowledge to ascertain whether his hand is strong enough opposite your opening bid to try to bid for a game bonus.)
- There is not only a lower limit of 13 Total Points for opening the bidding with a bid at the one level, there is also an upward limit ... so that you can say that the range for opening the bidding at the one level is from 13-21 Total Points. You will learn much later what to open the bidding should you be favored with being dealt a hand with more than 21 Total Points.

- Once you have concluded that your hand is an opening bid (meaning 13 to 21 Total Points), what opening bid do you make? (Show the document entitled “**Opening the Bidding**” (file name: Opening the Bidding – Stage 1). Tell the students that the document will be at their playing table and should be used by them to determine which suit to open.)
 - With a five-card or longer major suit (which suits are the major suits?):
 - Bid your longest suit.
 - Bid the higher ranking of two five-card or two six-card suits (which is the higher ranking major suit?)
 - With no five-card or longer major suit:
 - Bid your longer minor suit (which suits are the minor suits?); or
 - Bid your higher ranking of two four-card minor suits or the lower-ranking of two three-card minor suits
 - More information about each of these opening bids will be covered in later lessons.
 - Going back to the two hands that you had concluded had enough Total Points to open the bidding, what would be your choice of opening bid? Go back to the examples and open 1♠ on the first hand and 1♥ on the second hand.
 - Why do you think that you should look preferentially to the length of your major suits when choosing to determine the strain of an opening bid? (Because the major suits outrank the minor suits, and because earning a game bonus in a major suit requires you to contract for only ten tricks while earning a game bonus in a minor suit requires you to contract for eleven tricks).
 - In a later lesson you will learn even more about the preference in the choice of bids to find a major suit in which you and your partner have a combined length of at least eight cards, over finding a minor suit in which you and your partner have a combined length at least eight cards.
 - Next lesson you will learn about making an opening bid in no trump.
- Randomly deal the deck. Or, if the teacher prefers, pre-deal the cards ensuring a layout where the opening bid is 1 of a suit (that is, is not 1NT, nor is a hand too strong for an opening bid of 1 of a suit).
- See Guidelines for Table Supervisors.

Objective of Bidding

- To legally exchange information with partner to reach the partnership's highest scoring contract
 - By communicating your hand's
 - Strength
 - Suit lengths
 - Via a coded language
 - Beginning with the opening bid
 - With special emphasis on exploring
 - Existence of major suit fit, meaning combined holding of 8 or more cards
 - Potential for earning game bonus

Strength for an Opening Bid

- 13- 21 Total Points
- Where Total Points is sum of:
 - High card points, and
 - Length points, of 1 for each card in each suit over four cards in length

Why Total Points Include Length Points (as well as High Card Points)

♠ A x x x x x

♥ K x x

♦ Q x

♣ Q x

♠ A x x x

♥ K x x

♦ Q x x

♣ Q x x

Length points: one for every card over four in each suit

Are these hands opening bids?

♠ A Q J 4 3
♥ 5 3 2
♦ K Q 7
♣ J 7

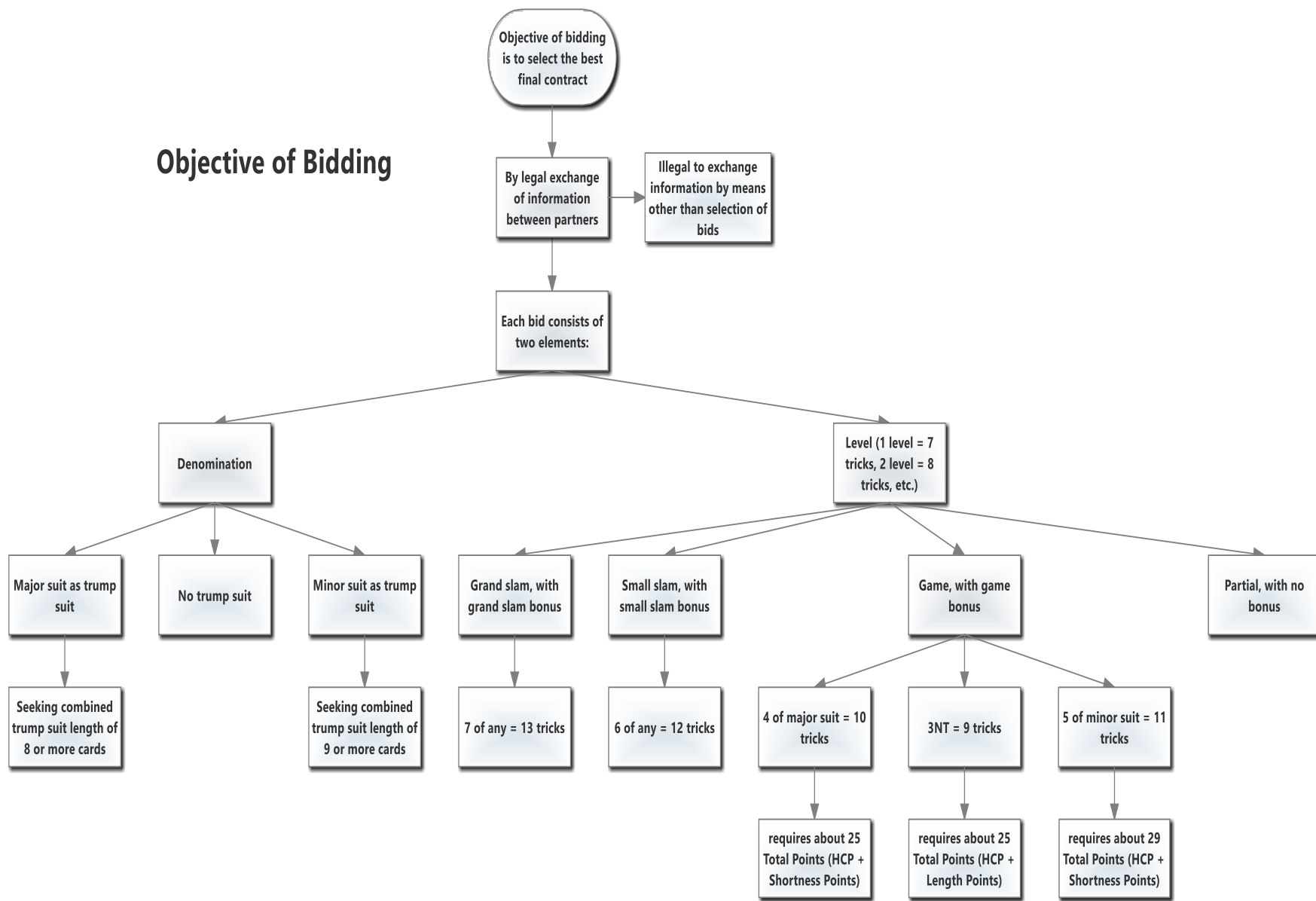
♠ A 2
♥ K 9 8 7 3
♦ Q J 9 8 7
♣ A

♠ K Q 3
♥ 9 8 7 6 3 2
♦ 8 4
♣ 10 6

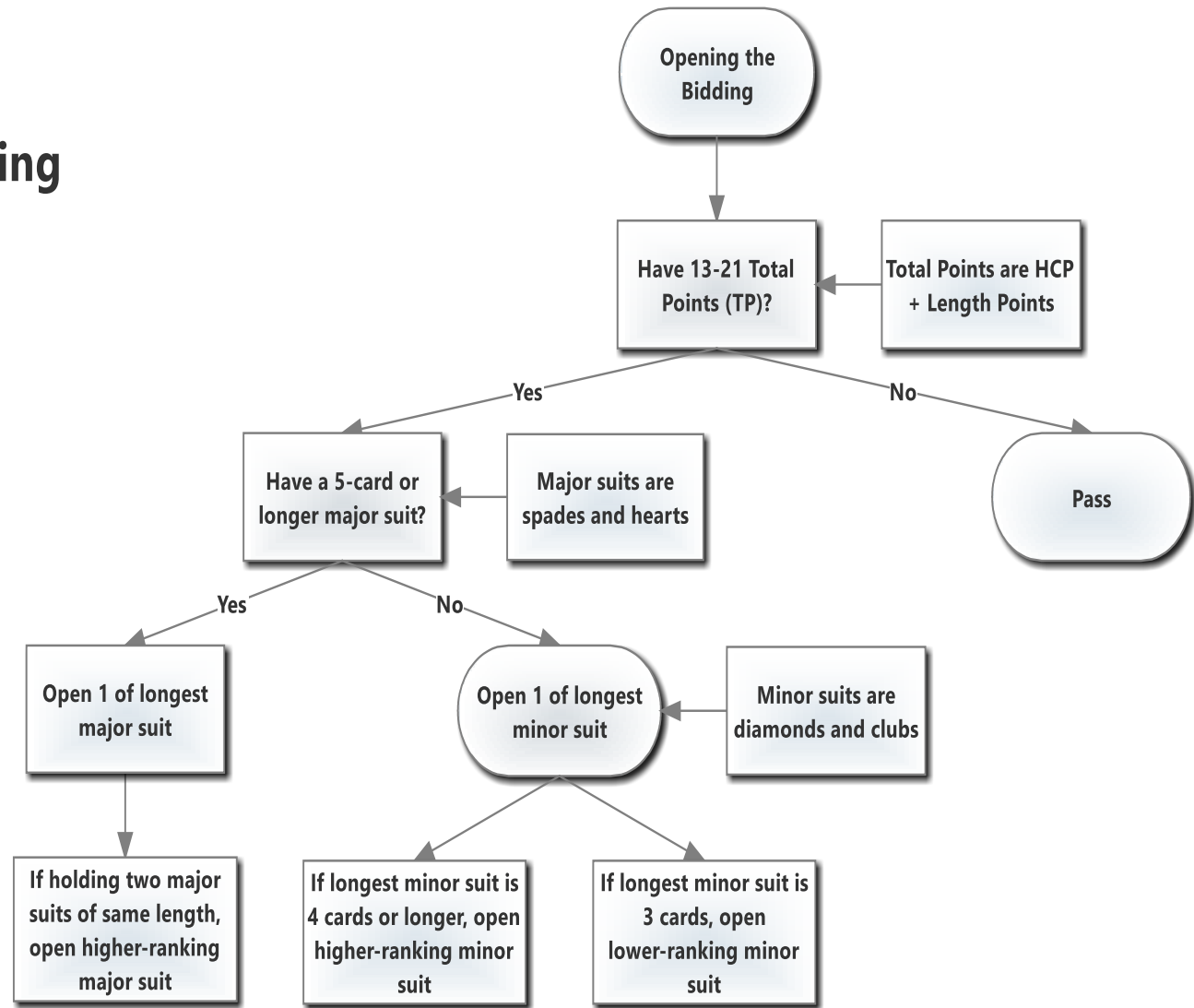
Which opening bid do you choose?

- If you have a five card or longer major suit, choose to open at one level in your longest major suit
 - With two five card majors, open your higher major suit (spades)
- If you have no five card or longer major suit, choose to open at one level in your longest minor suit
 - With two four card or longer minors, open your higher minor suit (diamonds)
 - With two three card minors, open your lower minor suit (clubs)

Objective of Bidding



Opening the Bidding



Lesson 31 – Opening Bid of 1NT

Objectives:

- to understand the guideline requirements for opening 1NT

Teaching points:

- In the last lesson you learned the guideline requirements for a hand to be strong enough to open the bidding (at least 13 Total Points). You also learned which suit to choose for your opening bid. Today you will learn what hands can open the bidding in the strain of no trump.
 - In Standard American bidding language, an opening bid of 1NT requires more strength than an opening bid of 1 of a suit because in a no trump contract you can no longer exercise the control from being able to use a long suit (that you would bid to become the trump suit) to trump the opponents' winners in a different suit.
 - For the reason that having any short suit increases the chances that the opponents can win tricks in their long suit when their long suit is your short suit, opening bids in no trump are on hands that have no really short suit. Instead opening bids in no trump are on hands that have a "balanced" distribution of suits: no singleton or void (ask to define those terms). Also, because it is so important to find an eight card major suit fit, hands that do not have a 5-card or longer major suit.
 - The valuation technique is the same as you learned for opening bids in a suit strain. You count Total Points, by adding High Card Points and Length Points.
 - But the Total Points to be strong enough for an opening bid of no trump are higher than for an opening suit bid – use the document "**Opening the Bidding**" (file name: Opening the Bidding – Stage 2) to illustrate:
 - 15-17 Total Points for an opening bid of 1NT
 - 20-21 Total Points for an opening bid of 2NT
 - Don't worry now about the range of Total Points not covered above (18-19 Total Points and 22+ Total Points). You will learn about how to bid hands in those ranges later.
 - And opening bids in notrump have the other requirements for their distribution:
 - No singleton or void
 - No five-card or longer major suit
 - Can the following hands be opened 1NT? (As students answer, highlight appropriate language in the document "**Opening the Bidding**".)
 - JT9, A76, K872, AKJ? (Yes, no five-card major, no singleton or void, HCP of 16 + Length Points of 0 = Total Points of 16, within the 15-17 range.)
 - JT9, A76, 9872, AKJ? (No, OK for distribution [no five-card major, no singleton or void] but not OK for Total Points [HCP of 13 + Length Points of 0 = Total Points of 13], too low for the 15-17 range.) So, what would this hand open, given that it will not be opened 1NT? (1♦, no 5-card major suit and so open longest minor suit.)
 - J, AQ93, KQT85, AJ7? (No, hand has a singleton.) So, what would this hand open, given that it will not be opened 1NT? (Also 1♦, no 5-card major suit and

so open longest minor suit.) You can see that this hand is much different from the previous hand that opened 1♦. Not only does it have way more HCP than the previous hand, but also the previous hand was balanced – that is, had no singleton or void – but this hand is unbalanced – it has a singleton. As you might guess, the bids the players who holds these hand will make *after* the 1♦ opening bid will help differentiate the two hands.

- Randomly deal the deck. Or, if the teacher prefers, pre-deal the cards ensuring a layout where the opening bid is 1NT. Using hand generator software that allow the setting of parameters are good ways of ensuring such a layout.
- See Guidelines for Table Supervisors.

Requirements for Opening 1NT

- 15- 17 Total Points
 - No singleton or void
 - No five-card or longer major suit
-
- Opening 2NT is 20-21 Total Points

Are these hands opening bids of 1NT?

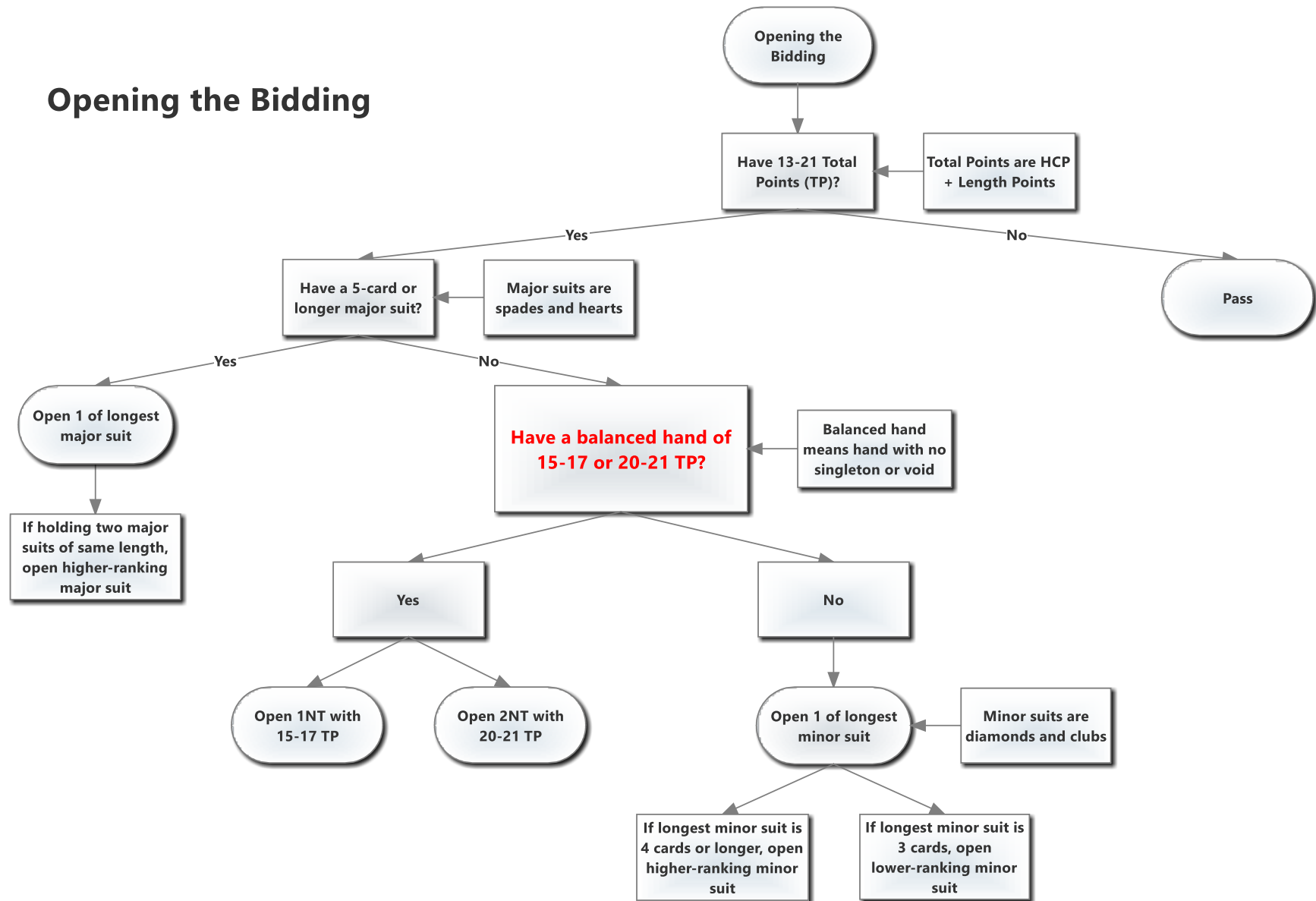
If “no”, why not, and what call would you make as dealer?

♠ J 10 9
♥ A 7 6
♦ K 8 7 2
♣ A K J

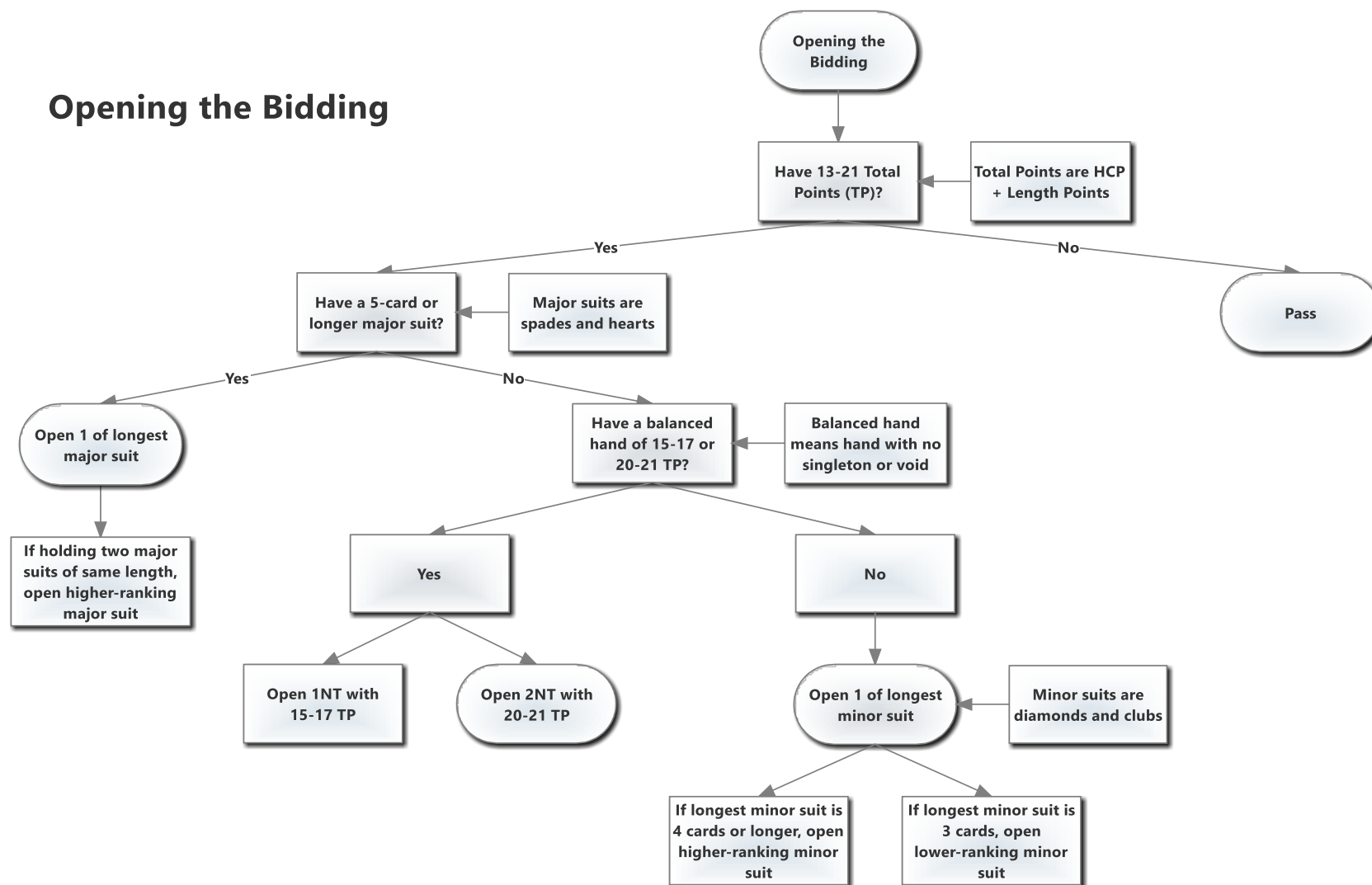
♠ J 10 9
♥ A 7 6
♦ 9 8 7 2
♣ A K J

♠ J
♥ A Q 9 3
♦ K Q 10 8 5
♣ A J 7

Opening the Bidding



Opening the Bidding



Lesson 32 – Responding to 1 Major Opening with Support

Objectives:

- to understand the general responsibilities of responder when partner opens the bidding with 1 of a major suit (promising at least 5 cards in the opened major)
- to understand the bids by responder when responder has support for opener's major suit (at least 3 cards in the opened major suit)

Teaching points:

- The teacher references the document “Opening the Bidding”. Your partner has opened the bidding with 1 of a major suit. You know that he has from 13-21 Total Points, but you might not know if your partner's hand has balanced distribution (no singletons or voids) or unbalanced distribution (with singleton or void). You know that your partner has at least 5 of more cards in the major suit he opened. You don't know whether your partner has more than 5 cards in his major suit and you don't know whether partner has a second suit of four cards in length or more. And even the known range of strength of your partner's hand, from 13-21 Total Points, is quite broad. Only rarely would you know enough about your partner's hand to conclude on the best final contract for your partnership. If the next player passes, you must continue the exchange of information to help your partnership reach the best final contract by bidding to discover:
 - which trump suit (if any) is best; and
 - if the combined strength of your hand and opener's hand is such that you should bid a game.
- To make a major suit game usually takes a combined total for the partnership of about 25 Total Points.
- Just as opener's first responsibility was to determine if he had the strength to open the bidding, responder's first responsibility is to determine if he has enough strength to make *any* response to the opening bid. Because the opening bidder might have as many as 21 Total Points, responder should make *some* bid with as few as 6 Total Points.
- Assuming responder has the 6 Total Points to respond, his first priority is to determine if he has support (3 cards or more) for opener's major suit. Reference the document “**Responding to Opening Bid of 1 of Major Suit**” (file name: ... - Stage 1)
 - If responder has at least 3-card support for opener's major, then he knows that the partnership has a combined major suit fit of at least eight cards. When responder *does* have support for opener's major, then responder bids to show his strength, so that opener can determine what level of the major suit to place the final contract.
 - To determine his strength, responder calculates Total Points by adding to his High Card Points not his Length Points but his Shortness Points. You count Shortness Points by looking to your shortness in suits other than the suit that your partner opened.
 - Side suit void counts for 5 Shortness Points
 - Side suit singleton counts for 3 Shortness Points
 - Side suit doubleton counts for 1 Shortness Point

- Why does side suit shortness cause you to add Shortness Points to calculate your Total Points? Refer to the document “Planning the Play” and note that one of the ways you can develop more winners is to ruff losers with your trumps. When you have side suit shortness, you can hope that your partner might be able to play some losers in the side suit from his hand and convert those losers into winners by trumping/ruffing them in your hand. You estimate value to that possibility by adding Shortness Points to get to your Total Points.
- Having calculated Total Points to include Shortness Points, responder supports opener’s major suit as follows:
 - When you as responder have 0-5 Total Points. You pass.
 - When you as responder have 6-11 Total Points. You bid, because game is possible if opener has more than a minimum.
 - With 6-9 Total Points, you raise opener’s major to the two level. With 987, K6, QJT43, T84, you raise to 2♠ over partner’s 1♠ opening bid. The raise to the two level is called a single raise. Opener will pass unless he has much more than a minimum opening bid.
 - With 10-11 Total Points, you raise opener’s major to the three level. With 987, K6, QJT43, A94, you raise to 3♠ over partner’s 1♠ opening bid. The raise to the three level is called a limit raise. Opener can pass the raise with a minimum.
 - When you as responder have 12 or more Total Points. You bid game. Your minimum of 12 Total Points + Opener’s minimum of 13 Total Points = 25 Total Points for the partnership, which is generally enough for game. With Q87, K6, QJT43, A94, you bid 4♠ over partner’s 1♠ opening bid.
 - Responder’s bids when he lacks 3-card support for opener’s major will be the subject of the next lesson.
- Randomly deal the deck. Or, if the teacher prefers, pre-deal the cards ensuring a layout where the opening bid is 1M and responder has support. Using hand generator software that allow the setting of parameters are good ways of ensuring such a layout.
- See Guidelines for Table Supervisors.

When Raising Your Partner's Major Suit Opening Bid

- Requires combined holding of at least eight cards in the opened major suit
- Requires at least 6 Total Points
- Determine your Total Points by adding to High Card Points your Shortness Points, and not your Length Points
- Shortness Points:
 - 5 points for each side suit void
 - 3 points for each side suit singleton
 - 1 point for each side suit doubleton

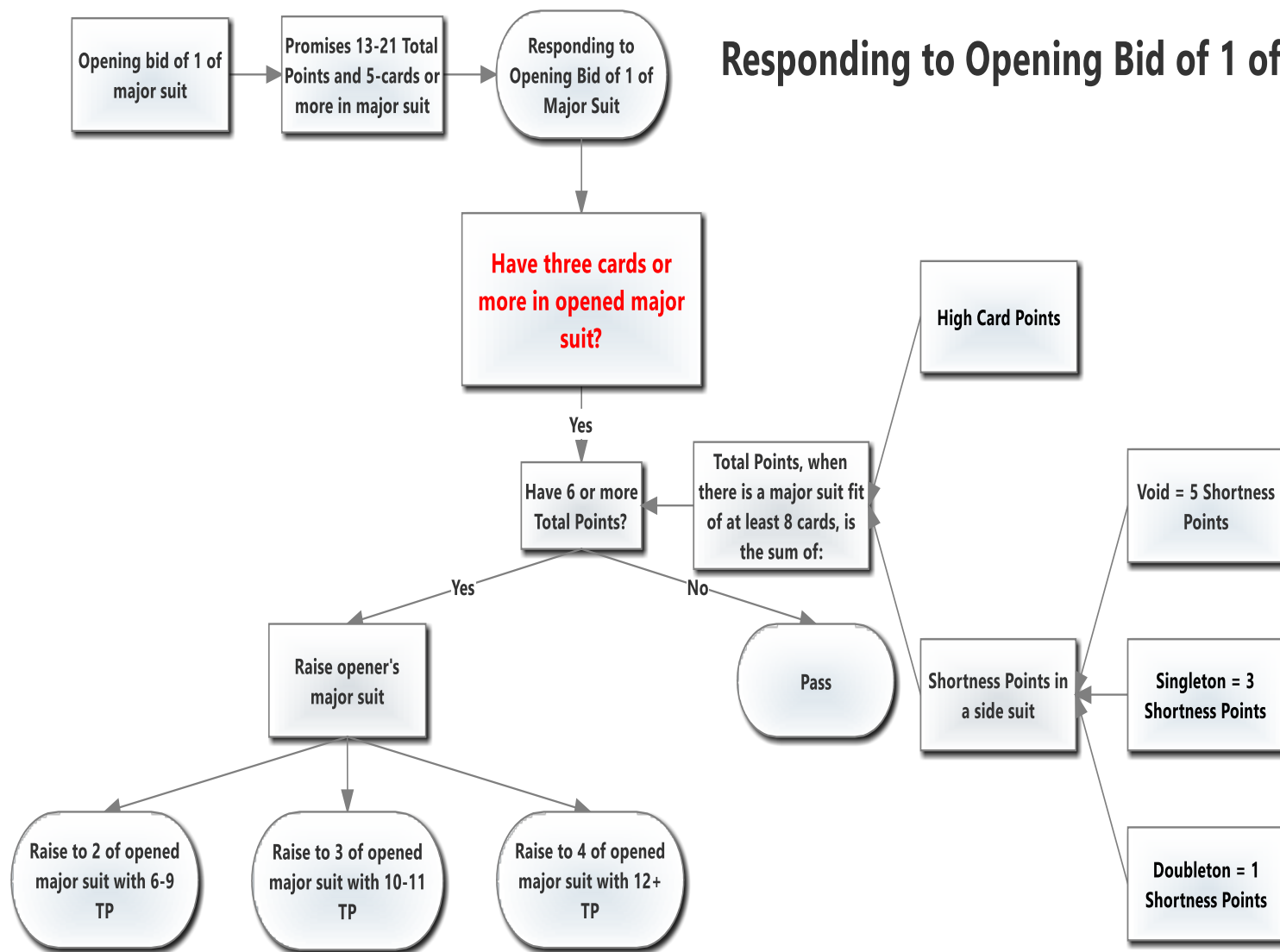
What do you respond after your partner has opened 1♠? Why?

♠ 9 8 7
♥ K 6
♦ Q J 10 4 3
♣ 10 8 4

♠ 9 8 7
♥ K 6
♦ Q J 10 4 3
♣ A 9 4

♠ Q 8 7
♥ K 6
♦ Q J 10 4 3
♣ A 9 4

Responding to Opening Bid of 1 of Major Suit



Lesson 33 – Responding to 1 Major Opening without Support

Objectives:

- to understand the bids by responder when responder does *not* have support for opener's major suit (meaning responder has fewer than 3 cards in the opened major suit)
- to understand that 2 over 1 bids require game forcing strength

Teaching points:

- Assuming that responder has at least the 6 Total Points to respond to his partner's opening bid, remember that responder's first priority is to show his support (3 cards or more) for opener's major. Last lesson you learned what responder should bid when he *does* have support for opener's major. This lesson you will learn today is what responder should bid when he *does not* have support for opener's major. Refer to the document “**Responding to Opening Bid of 1 of a Major Suit**” (file name: (Responding ... - Stage 2):
- When responder lacks support for opener's major suit, responder will describe his hand by bidding a new suit or bidding no trump. The particular bids available to responder to describe his hand depend upon responder's calculation of his Total Points. Given that responder lacks a known fit with opener, responder calculates his Total Points as equaling his High Card Points. That is, responder calculates no Shortness Points or Length Points.
- Responder's priorities when he has no support for opener's major suit:
 - First choice. Bid 1♠ over a 1♥ opening bid, seeking a major suit fit. Because a new suit response has no upward limit of Total Points – a new suit response can be considered as having from 6 to infinity Total Points – a new suit bid by responder is forcing; opener will bid again. With J975, J4, QJ853, A2, what would you bid over partner's opening bid of 1♥? (1♠.)
 - Second choice. Bid 2♥ over a 1♠ opening bid.
 - When you as responder have 6-11 Total Points, this choice is not available to you. In the version of Standard American that you are learning, responder's bid of 2 of a new suit in response to opener's bid of 1 of a suit (whether 1 of a minor suit or 1 of a major suit) – a “2 over 1 bid” – is forcing to game. Even with J8, QJ9864, K6, 754, you cannot bid 2♥. Because opener might have as few as 13 Total Points, you as responder need at least 12 Total Points to make a bid that is forcing to game.
 - When you as responder have 12 or more Total Points, you are strong enough to force to game by making a 2 over 1 bid. . (Responder's 12 Total Points + Opener's minimum of 13 Total Points = 25 Total Points for the partnership.) *However*, a response of 2♥ to a 1♠ opening bid, like an opening bid of 1♥, requires at least five cards. With A4, KQT83, AJ2, 542, you bid 2♥ in response to partner's 1♠ opening bid. But with A4, KQT3, AJ82, 542, you lack the five hearts required to bid 2♥.
 - Third choice. Bid no trump.
 - With 6-11 Total Points, bid 1NT. With the hand shown earlier, J8, QJ9864, K6, 754, you bid 1NT in response to partner's 1♠ opening bid. The 1NT bid by responder *does not* promise a balanced hand. Instead the 1NT bid sends opener the message that you have enough Total Points to keep the bidding open because there might be a game, but you have no other bid to make. You cannot bid 2♥ because you lack the 12 Total Points for a 2 over 1 (game forcing) bid.

- With 12-15 Total Points and a balanced hand, bid 2NT. With A4, KQT3, AJ82, 542, respond 2NT to partner's opening bid of 1♠. Your bid is forcing to game.
 - With 16-18 Total Points and a balanced hand, bid 3NT.
- Fourth choice. Bid a lower-ranking suit at the two level.
 - When you as responder have 6-11 Total Points, this choice, a 2 over 1 bid, is not available to you. Remember that even with J8, QJ9864, K6, 754, you bid 1NT in response to partner's 1♠ opening bid.
 - When you as responder have 12 or more Total Points, you are strong enough to force to game by making a 2 over 1 bid. With 3, A3, AKJ974, QT83, respond 2♦ to partner's opening bid of 1 of either major suit. After hearing opener's rebid, you as responder will be in a better position to decide on the strain and level of the game contract your partnership will bid.
- Randomly deal the deck. Or, if the teacher prefers, pre-deal the hands so that the opening bid is 1M and responder has fewer than three or more cards in the opened M. Using hand generator software that allow the setting of parameters are good ways of ensuring such a layout.
- See Guidelines for Table Supervisors.

When Unable to Raise Your Partner's Major Suit Opening Bid

Your priorities are:

- Bid the other major suit when holding four or more cards in that major suit ... *but only when such bid does not misdescribe your strength or major suit length*
- Bid notrump
- Bid two of a lower ranking suit ... *but only when such bid does not misdescribe your strength*

Can you respond in your longest major suit? Why or why not?

♠ J 9 7 5

♥ J 4

♦ Q J 8 5 3

♣ A 2

West North East South

1 ♥ Pass ?

♠ J 8

♥ Q J 9 8 6 4

♦ K 6

♣ 7 5 4

West North East South

1 ♠ Pass ?

♠ A 4

♥ K Q 10 8 3

♦ A J 2

♣ 5 4 2

West North East South

1 ♠ Pass ?

♠ A 4

♥ K Q 10 3

♦ A J 8 2

♣ 5 4 2

West North East South

1 ♠ Pass ?

What do you respond to partner's opening bid of 1♠? Why?

♠ J 8

♥ Q J 9 8 6 4

♦ K 6

♣ 7 5 4

♠ A 4

♥ K Q 10 3

♦ A J 8 2

♣ 5 4 2

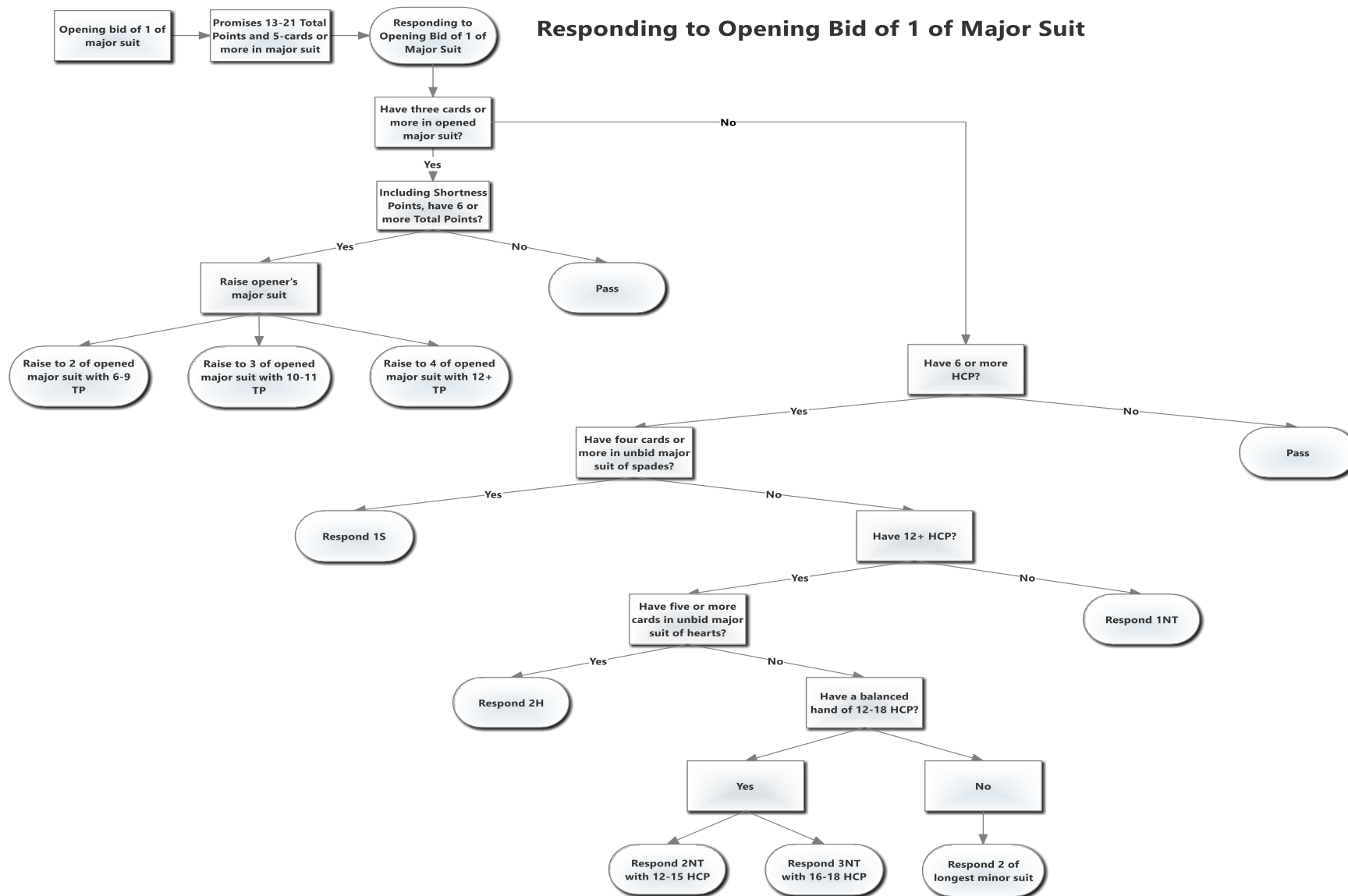
♠ 3

♥ A 3

♦ A K 10 9 7 4

♣ Q 10 8 3

Responding to Opening Bid of 1 of Major Suit



Lesson 34 – Responding to 1 Minor Opening

Objectives:

- to understand the general responsibilities of responder when partner opens the bidding with 1 of a minor suit
- to understand the bids by responder that prioritize finding a major suit fit for the partnership

Teaching points:

- The teacher references the document “Opening the Bidding”. Your partner has opened the bidding with 1 of a minor suit. You know that he has from 13-21 Total Points, but you might not know if your partner’s hand has balanced distribution (no singletons or voids) or unbalanced distribution (with singleton or void). You know that your partner has at least 3 cards in the minor suit he opened. You don’t know whether your partner has more than 3 cards in his minor suit and you don’t know whether partner has a second suit, especially a four card major suit. And even the known range of strength of your partner’s hand, from 13-21 Total Points, is quite broad. Only very rarely would you know enough about your partner’s hand to conclude on the best final contract for your partnership. If the next player passes, you must continue the exchange of information to help your partnership reach the best final contract by bidding to discover:
 - choice of strain
 - a major suit, if you and your partner have a major suit with a combined length of at least eight cards
 - no trump, if you and your partner do not have a major suit fit of at least eight cards
 - a minor suit, if you and your partner do not have a major suit fit of at least eight cards and you have extra combined length in a minor suit
 - level of contract -- if the combined strength of your hand and opener’s hand is such that you should bid a game or should settle for a partial.
- Responder’s first responsibility is to determine if he has enough strength to make *any* response to the opening bid. Because the opening bidder might have as many as 21 Total Points, responder should make *some* bid with as few as 6 Total Points.
- Assuming responder has at least the 6 Total Points to respond, why do you, as responder, prioritize looking for a major suit fit when your partner has opened 1 of a minor suit, denying a 5-card major suit? One reason is that the game contract that requires the most Total Points to make is a minor suit game. Reference the document “Objectives of Bidding”. A minor suit game of 5♣/5♦ generally takes about 29 Total Points to make, while a major suit game of 4♥/4♠ generally takes only about 25 Total Points to make. (By the way, it also takes about 25 Total Points to make a game of 3NT .. but there are, as you have learned, you count no Shortness Points in a contract of 3NT, because there are no trumps with which to ruff losers.)
- Reference the document “**Responding to Opening Bid of 1 of Minor Suit**”. When you are strong enough to respond to your partner’s opening bid of 1 of a minor suit, your bidding choices in order of priority are:
 - Your first choice. Bid a new suit at the one level, in particular a major suit. You bid your longest major suit, if it is at least four cards in length. If you have two four-card majors, bid the lower-ranking. If you have two five-card majors, bid the higher-ranking.

Because a new suit response has no upward limit of Total Points – a new suit response can be considered as having from 6 to infinity Total Points – a new suit bid by responder is forcing; opener will bid again.

- With K763, 85, J7653, A2, what do you respond to partner's opening bid of 1♦? (1♠.) You have diamond support but uncovering a major suit fit is your first priority. You can later support diamonds if you learn that partner does not have four spades.
- With K765, AQ84, 863, 72, what do you respond to partner's opening bid of 1♦? (1♥.) With two four-card majors, bid your lower-ranking four card major first. If partner does not have four hearts but does have four spades, he will rebid 1♠ and you will uncover the spade fit.
- With K7653, AQ854, 5, 72, what do you respond to partner's opening bid of 1♦? (1♠.) Even though your heart suit is stronger than your spade suit, each major suit is five cards in length; bid your higher-ranking five-card major first. You plan at your next turn to bid your five-card heart suit. When you bid spades and then hearts partner will know that you have at least five spades. If you had only four spades to go along with your hearts, you would have responded 1♥.
- Your next choices:
 - With 6-11 Total Points
 - Bid 1NT. With K76, Q82, J5, Q9642, respond 1NT to partner's opening bid of 1♦. You have no four card major to bid. Even with 942, KJ5, 6, AQT854, you should respond 1NT, and not 2♣, to partner's opening bid of 1♦. You cannot bid a new suit at the two level (2♣ over 1♦). In the version of Standard American you are learning, a response of 2 of a new suit to an opening bid of 1 of a suit (a 2 over 1 bid) promises at least 12 Total Points. You have only 10 Total Points, consisting of 10 High Card Points plus 0 Shortness Points. Because your response of 1NT shows a maximum of 11 Total Points, your response of 1NT to your partner's opening bid of 1 is not forcing. Opener can pass with a minimum.
 - Support your partner's suit if you have five or more cards in his minor suit (occasionally, just four cards will do). You require more length to raise partner's minor suit than you do to raise partner's major suit, because partner might open 1 minor with as few as three cards in the minor while partner would open 1 major with a minimum of five cards in the major.
 - With 6-9 Total Points, raise your partner to the two level. Your raise is not forcing. Opener will not bid again unless he has much more than a minimum.
 - With 10-11 Total Points, raise your partner to the three level. With 95, 742, AJ7, KQ975, respond 3♣ to partner's opening bid of 1♣. Your raise is not forcing. Opener will not bid again unless he has more than a minimum. But if partner has over a minimum opening bid, partner might be able to bid a game contract of 3NT or even 5♣.

- With 12 or more Total Points, you will force to game. (Responder's 12 Total Points + Opener's minimum of 13 Total Points = 25 Total Points for the partnership.)
 - Bid 2NT with a balanced hand and 12-15 HCP. With AJT, KJ9, KT73, Q96, respond 2NT over an opening bid of 1 of either minor. Your most likely game is 3NT. Your 2NT bid is forcing to game.
 - Bid 3NT with a balanced hand and 16-18 HCP.
 - Bid 2♣ over a 1♦ opening bid. With 12 or more Total Points, you are strong enough to make a game forcing "2 over 1 bid".
- Randomly deal the deck. Or, if the teacher prefers, pre-deal the hands so that the opening bid is 1m. Using hand generator software that allow the setting of parameters are good ways of ensuring such a layout.
- See Guidelines for Table Supervisors.

When Responding to Your Partner's Minor Suit Opening Bid

Your priorities are:

- Bid a four card or longer major suit
- With a balanced hand, bid notrump
- With an unbalanced hand, bid your longest minor suit... *but only when such bid does not misdescribe your strength*

What Do You Respond to an Opening Bid of 1 of a Minor Suit? Why?

♠ K 7 6 3
♥ 8 5
♦ J 7 6 5 3
♣ A 2

West North East South

1 ♦ Pass ?

♠ K 7 6 5
♥ A Q 8 4
♦ 8 6 3
♣ 7 2

West North East South

1 ♦ Pass ?

♠ K 7 6 5 3
♥ A Q 8 5 4
♦ 5
♣ 7 2

West North East South

1 ♦ Pass ?

♠ K 7 6

♥ Q 8 2

♦ J 5

♣ Q 9 6 4 2

West North East South

1 ♦ Pass ?

♠ 9 4 2

♥ K J 5

♦ 6

♣ A Q 10 8 5 4

West North East South

1 ♦ Pass ?

♠ 9 5

♥ 7 4 2

♦ A J 7

♣ K Q 9 7 5

West North East South

1 ♣ Pass ?

♠ A J 10

♥ K J 9

♦ K 10 7 3

♣ Q 9 6

West North East South

1 ♣ Pass ?

♠ A J 10

♥ K J 9

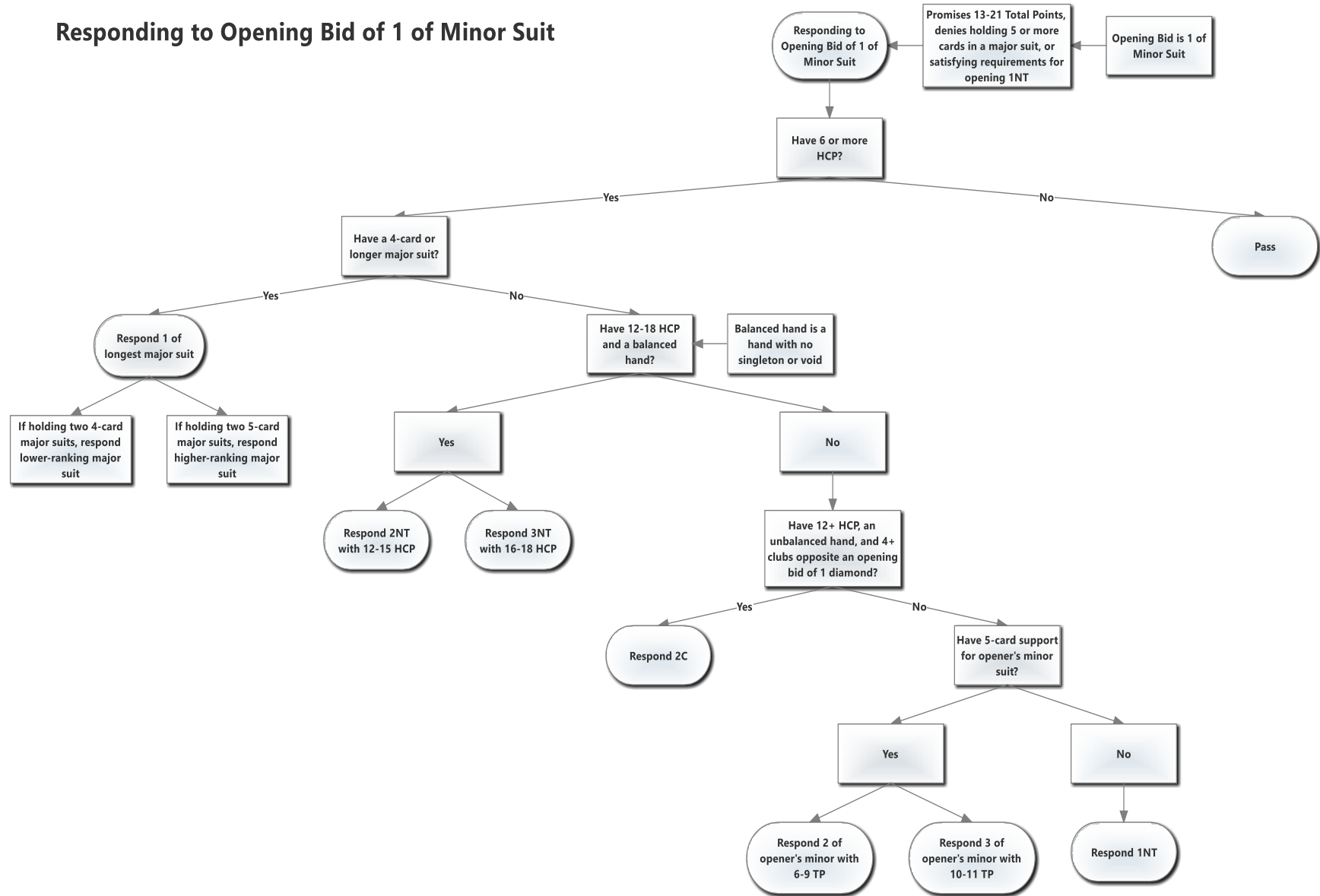
♦ K 10 7 3

♣ Q 9 6

West North East South

1 ♦ Pass ?

Responding to Opening Bid of 1 of Minor Suit



Lesson 35 – Responding to 1NT Opening

Objectives:

- to understand the general responsibilities of the partners after opener has opened 1NT
- to introduce the concept that a 2♣ response to 1NT is different from the other two level responses to 1NT

Teaching points:

- The teacher references the document “Opening the Bidding”. Your partner has opened the bidding with 1NT. You know that he has from 15-17 Total Points, and you also know that he has no five-card major suit and that he has a balanced hand (no singletons or voids). When you compare your knowledge about partner’s hand when he opened 1NT with your knowledge about partner’s hand when he opened 1 of a suit, you realize how much more defined is his 1NT opening bid. Still, the general description of your responsibilities as responder remains the same as when responding to a less-defined opening bid of 1 of a suit:
 - to help decide what level should be the final contract ... a game contract or less than a game contract
 - to help determine the strain of the final contract, in particular whether the partnership has an eight-card or longer fit in a major suit
- Reference the document “**Responding to Opening Bid of 1NT**”. To help the partnership determine whether the partners might have the combined 25 Total Points to generally make a game in a major suit or a game in notrump, as responder your first responsibility is to decide which of three categories best describes your hand. These are different categories from those you learned earlier, because the range of the opening bid is different: 1NT opening promises from 15-17 Total Points instead of 1 of a suit having the broader range of from 13-21 Total Points:
 - a hand that will sign off, having almost no chance for game. 0-7 Total Points (giving the partnership 15-24 Total Points, less than the 25 Total Points generally needed for game).
 - a hand that will invite game. 8-9 Total Points (giving the partnership 23-26 Total Points, possibly enough for the 25 Total Points generally needed for game).
 - a hand that will force to game. 10-15 Total Points (giving the partnership 25-32 Total Points, more than the 25 Total Points generally needed for game).
- When you have 0-7 Total Points.
 - You can pass partner’s opening bid of 1NT. With JT9, 987, Q974, K42, you count 6 Total Points (6 High Card Points + 0 Length Points). You conclude that opposite partner’s 15-17 Total Points, the Total Points for your partnership is only 21-23, not enough for game.
 - Or, you sign off in your long suit (five or more cards) by bidding 2♦, 2♥, or 2♠. (You cannot sign off in a long club suit by bidding 2♣; you will later learn why that is the case.) Because you know that partner has a balanced hand (no singleton or void), you know that he will have at least two card support for your long suit; in fact, partner might have three or four card support for your long suit ... even five card support is possible if your long suit is diamonds. Partner will pass your sign off bids of 2♦, 2♥, or 2♠.

- When you have 8-9 Total Points, you will invite game.
 - If you have no four card or longer major suit – so that it is not possible for the partnership to have a combined eight cards or more in the major suit (remember, you know that partner has fewer than five cards in a major suit or else he would have opened 1 of the major suit) – you invite game by bidding 2NT. With Q85, K6, KJ42, T953, you count 9 Total Points (9 High Card Points + 0 Length Points). You conclude that opposite partner's 15-17 Total Points, the Total Points for your partnership is 24-26, maybe enough for the 25 Total Points generally needed for game but maybe not enough. With no four card or longer major suit in your hand, you invite game by bidding 2NT. Opener will pass if he has a minimum and will bid 3NT if he has a maximum. What would you call after partner opens 1NT and you hold Q8, AT9, J3, T98653? (2NT. You count 9 Total Points (7 High Card Points + 2 Length Points). You bid 2NT to invite game. You do not bother to show your long club suit, because it generally takes at least 29 Total Points to make a game contract of 5♣. You don't have enough for a minor suit game.
 - If you have four or more cards in a major suit – so that it is possible for the partnership to have a combined eight cards or more in the major suit – you bid 2♣, the Stayman convention, to try to uncover a major suit fit. You will learn in the next lesson how the Stayman convention operates. (This is why you cannot signoff in 2♣, bidding 2♣, unlike bidding 2♦, 2♥, or 2♠, is not a signoff bid but is the Stayman convention.)
- When you have 10-15 Total Points, you will eventually bid to game.
 - If you know which game should be bid, you bid game directly.
 - What do you bid with A87, AQ8763, 862, 7? (You bid 4♥. You count 12 Total Points [10 High Card Points + 2 Length Points]. You conclude that opposite partner's 15-17 Total Points, the Total Points for your partnership is 27-29, more than enough for the 25 Total Points generally needed for game. You also know that your partnership has at least eight cards in the heart suit [you have six; partner, who has promised no singleton or void in his hand, must have at least two, if not three or four]). Opener will pass, because he knows that you have enough information from his tightly-defined opening bid of 1NT to decide what should be the final contract.
 - What do you bid with T9, Q2, A9864, KJ53? (You bid 3NT. You count 11 Total Points [10 High Card Points + 1 Length Point]. Accordingly the Total Points of the partnership is from 26-28, generally enough for game. Because you have no four card or longer major suit [and you know that opener does not have as many as five cards in a major – since he did not open 1 of a major suit] – you know that the partnership has no major suit with a combined length of eight cards.) Opener will pass.
 - If you have a five card major suit, you can give opener the choice of which game to bid. With 986, AJ962, KQ3, Q7, you count 13 Total Points (12 High Card Points + 1 Length Point). You conclude that the combined Total Points of the partnership, 28-30 is generally enough for game. You do not know, however, if the partnership has an eight card fit in the heart suit: you have five hearts, and partner might have three or four hearts, but then partner might have only two hearts. You bid 3♥. Your bid shows exactly five hearts and requires opener to bid again. If opener has three or four hearts, he will bid 4♥;

if opener has only two hearts, he will bid 3NT. Game is reached, and whenever the partnership has eight or more hearts, that game will be in the eight card or longer major suit fit.

- If you have four or more cards in a major suit – so that it is possible for the partnership to have a combined eight cards or more in the major suit – you bid 2♣, the Stayman convention, to try to uncover a major suit fit. You will learn in the next lesson how the Stayman convention operates.
- Randomly* deal the deck. Or, if the teacher prefers, pre-deal the cards ensuring a layout where the opening bid is 1NT. Using hand generator software that allow the setting of parameters are good ways of ensuring such a layout.
- See Guidelines for Table Supervisors.

* Because the students have not been taught the Stayman convention, the parameters might also direct hands for responder that do not contain a major suit that is exactly four cards in length.

When Responding to Your Partner's 1NT Opening Bid

Your priorities are:

- Determine if your partnership has the combined strength to contract for a game bonus
 - Pass or signoff if you think there is no game
 - Make an invitational bid if you are unsure if there is a game
 - Make a forcing bid if you think there is a game
- Explore existence of a major suit fit, meaning combined holding of 8 or more cards... *but only when such bid does not misdescribe your strength*

What do you respond to your partner's opening bid of 1NT? Why?

♠ J 10 9
♥ 9 8 7
♦ Q 9 7 4
♣ K 4 2

♠ J 10 9
♥ Q 9 8 7 5
♦ 9 7
♣ K 4 2

♠ Q 8 5
♥ K 6
♦ K J 4 2
♣ 10 9 5 3

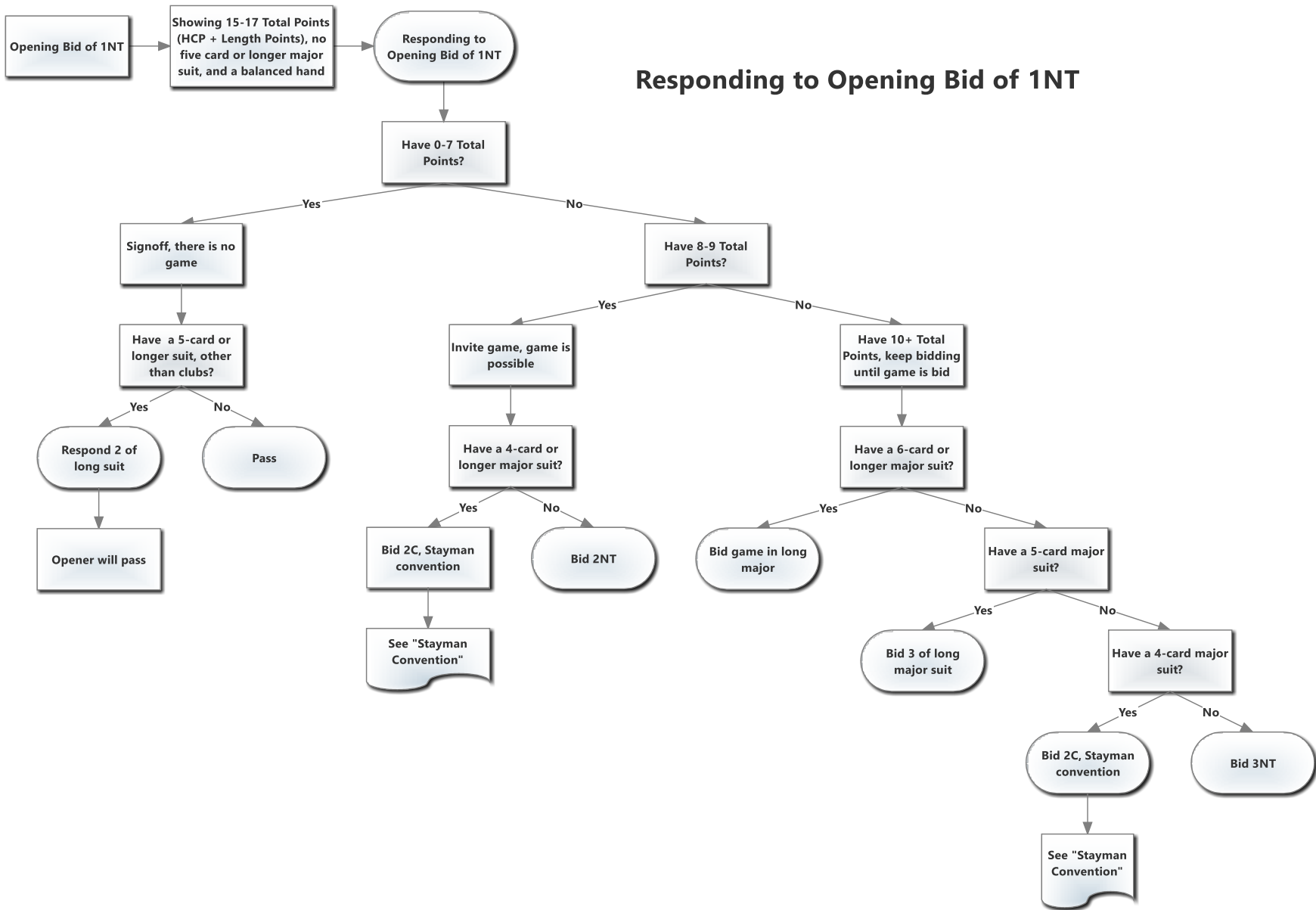
♠ Q 8
♥ A 10 9
♦ J 3
♣ 10 9 8 6 5 3

♠ A 8 7
♥ A Q 8 7 6 3
♦ 8 6 2
♣ 7

♠ 10 9
♥ Q 2
♦ A 9 8 6 4
♣ K J 5 3

♠ 9 8 6
♥ A J 9 6 2
♦ K Q 3
♣ Q 7

♠ A Q 7 2
♥ K Q 5 4
♦ 9 8 7 6
♣ 8



Lesson 36 – Responding to 1NT Opening – the Stayman Convention, Part 1

Objectives:

- to understand the use and responses following a response of 2♣, the Stayman convention, to an opening bid of 1NT
- to understand how to take inferences from the bids chosen by your partner

Teaching points:

- The teacher references the document “Opening the Bidding” and “Responding to an Opening Bid of 1NT”. Your partner has opened 1NT, promising 15-17 Total Points, no five card major and a balanced hand. Let’s assume that you have categorized your hand as either invitational to game (8-9 Total Points) or game forcing (10-15 Total Points). In the last lesson, you learned how to respond to 1NT in some cases when you were pretty sure that your partnership either had an eight card or longer major suit fit (when you had how many cards in your long major suit? [6 or more]) or when you were sure that the partnership did not have an eight card or longer major suit fit (when you had how many cards in your long major suit? [3 or fewer]). In previous lessons, you have learned that when the partnership has an eight card or longer fit in a major suit, the best contract for the partnership is usually a contract with that major suit as the trump suit. Last lesson, you were advised that on hands where you are uncertain whether the partnership has an eight card or longer fit in a major suit, you could uncover whether the partnership has an eight card or longer major suit fit by employing a conventional bid of 2♣, called the Stayman convention. In this lesson, you will learn how the Stayman convention can help you bid to a major suit contract when your partnership has a combined eight or more cards in that major.
- Let’s say that your partner opens 1NT and you have the following hand: AQ72, KQ54, 9876, 8. You count Total Points of 11, generally enough for game. However, if your partner has four cards in either major suit, then you have an eight card fit in a major suit. And when you do have an eight card fit in a major suit, usually it is easier to make a game contract of 4 of the major suit rather than 3NT. The solution is that you, as responder, ask the opener if he has a four card major suit. You can’t, of course, ask him verbally or by body language – that would be illegal and unethical – but you can ask him whether he has a four card major by bidding 2♣, the Stayman convention.
- How does partner, the opening bidder of 1NT, respond to show which four card majors, if any, he has? Reference the document “**Stayman Convention**“. When responder bids 2♣, opener rebids as shown:
 - With no four card major suit, opener bids 2♦. Just like the 2♣ bid by responder says nothing about clubs – instead it asks a question about opener’s major suit lengths – , the 2♦ response by opener says nothing about diamonds – instead it answers the question asked by responder by saying that opener has no four-card major. With KT3, AJ7, 53, AKT63, opener will bid 2♦. Here, responder has five clubs and only two diamonds. If opener’s minor suits were reversed, so that he held five diamonds and two clubs, he would still rebid 2♦. This is because the only message provided by opener from his rebid of 2♦ is that he has no four card major.
 - With four hearts, opener bids 2♥. With KJ, 8763, AKT4, AJT, opener would bid 2♥ over responder’s 2♣ Stayman bid. Note that the quality of the heart suit is irrelevant; opener

will bid 2♥ whether his four hearts are all low hearts or his four hearts include multiple high hearts. Opener's bid is based solely upon the quantity of his hearts, not their quality.

- With four spades, but without four hearts, opener bids 2♠. With KJ83, JT8, AK, K953, opener will bid 2♠. Note, however, that with two four-card majors, opener will show his hearts. With KJ83, JT82, AK, KT5, opener will bid 2♥ and not 2♠. If responder also has four or more hearts, fine, the eight card fit has been found. If, on the other hand, responder has four or more spades but fewer than four hearts, then, you will learn, the opener can later infer that responder has four or more spades and opener can bid spades later.
- What are responder's bids once he bid Stayman and heard opener's response to the Stayman inquiry about major suits?
 - If opener's bid causes responder to discover that there can be no eight card or longer major suit fit, responder can bid 2NT with 8-9 Total Points (invitational to game) or can bid 3NT with 10-15 Total Points.
 - Responder holds AQ72, Q53, 9876, 87. Over partner's opening bid of 1NT, responder bids 2♣. If opener next bids 2♦, denying having a four-card major, what should responder bid? (2NT. There can be no eight-card major suit fit.)
 - Responder holds AQ72, AQ3, 9876, 87. After the Stayman 2♣ bid by responder and 2♦ bid by opener, what should responder bid? (Responder bids 3NT.)
 - What should responder bid if his major suits were reversed, so that responder holds AQ3, AQ72, 9876, 87 and opener bids 2♠ in response to responder's 2♣ Stayman bid? (3NT. Responder now knows that there is no eight-card major suit fit: opener has spades but responder has hearts.)
 - If opener's rebid causes responder to uncover an eight card or longer major suit fit, he can raise opener's rebid of 2 of the major suit to 3 of the major suit with 8-9 Total Points (invitational to game) or can bid 4 of the major suit with 10-15 Total Points.
 - With the hand shown above AQ72, Q53, 9876, 87. Over partner's opening bid of 1NT, responder bids 2♣. If opener next bids 2♠, showing four spades, responder re-counts his Total Points. Now that he knows the partnership has eight spades, responder can add to his High Card Points of 8 a Shortness Point of 1 for his doubleton club. This gives him Total Points of 9, still in range for an invitational bid of 3♠.
 - Alternatively, let's say that responder's hand was AQ72, Q53, 98765, 8. Again responder bids 2♣, and let's say that opener bids 2♠. What should responder bid next? (4♠. With a known eight card fit in spades, responder can count Total Points of 11, consisting of the same 8 High Card Points but now 3 Shortness Points for the club singleton. So now responder has upgraded his hand from invitational to game forcing. He will rebid not 3♠, but will instead rebid 4♠. Good bridge players realize that the value of a hand will change as the auction progresses and they can better assess how well their hand fits with the hand of their partner.)
 - With AQ72, AQ3, 9876, 87 and the same Stayman 2♣ bid by responder and 2♠ rebid by opener, responder bids 4♠.

- Recall that opener will bid 2♥ to responder's 2♣ Stayman bid, when opener has four hearts *and* four spades. Accordingly, when responder hears a 2♥ rebid and responder has four spades but not four hearts, responder is uncertain whether the partnership has an eight card fit in spades. No matter, because opener can *infer* whether responder has four spades. With the hand shown above, AQ72, AQ3, 9876, 87, responder bid 2♣ Stayman and then would rebid 3NT if opener's bid were 2♥, promising four hearts. But if opener happened to hold four hearts *and* four spades, with, say, a hand of KJ54, T954, AK3, AJ6, opener would ask himself the question: why did responder employ the Stayman 2♣ bid if he had no interest in learning that I hold four hearts? And opener can infer that the reason is that responder was interested in learning that I have four spades. Accordingly, when responder rebid 3NT over opener's rebid of 2♥, opener can next bid 4♠!
- Randomly* deal the deck. Or, if the teacher prefers, pre-deal the cards ensuring a layout where the opening bid is 1NT. Using hand generator software that allow the setting of parameters are good ways of ensuring such a layout.
- See Guidelines for Table Supervisors.

Your partner has opened 1NT. What do you bid as responder? Why?

♠ A 8 7
♥ A Q 8 7 6 3
♦ 8 6 2
♣ 7

West North East South
1 NT Pass ?

♠ 9 8 6
♥ A J 9 6 2
♦ K Q 3
♣ Q 7

West North East South
1 NT Pass ?

♠ A Q 7 2
♥ K Q 5 4
♦ 9 8 7 6
♣ 8

West North East South
1 NT Pass ?

You opened 1NT. What is your next bid? Why?

♠ K 10 3

♥ A J 7

♦ 5 3

♣ A K 10 6 3

West North East South

1 NT Pass 2 ♣ Pass

?

♠ K J

♥ 8 7 6 3

♦ A K 10 4

♣ A J 10

West North East South

1 NT Pass 2 ♣ Pass

?

♠ K J 8 3

♥ J 10 8

♦ A K

♣ K 9 5 3

West North East South

1 NT Pass 2 ♣ Pass

?

♠ K J 8 3

♥ J 10 8 2

♦ A K

♣ K 10 5

West North East South

1 NT Pass 2 ♣ Pass

?

Your partner opened 1NT. You responded 2♣. What is your next bid? Why?

♠ A Q 7 2

♥ Q 5 3

♦ 9 8 7 6

♣ 8 7

West North East South

1 NT Pass 2 ♣ Pass

2 ♦ Pass ?

♠ A Q 7 2

♥ A Q 3

♦ 9 8 7 6

♣ 8 7

West North East South

1 NT Pass 2 ♣ Pass

2 ♦ Pass ?

♠ A Q 3
 ♥ A Q 7 2
 ♦ 9 8 7 6
 ♣ 8 7

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
1 NT	Pass	2 ♣	Pass
2 ♠	Pass	?	

♠ A Q 7 2
 ♥ Q 5 3
 ♦ 9 8 7 6
 ♣ 8 7

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
1 NT	Pass	2 ♣	Pass
2 ♠	Pass	?	

♠ A Q 7 2
 ♥ Q 5 3
 ♦ 9 8 7 6 5
 ♣ 8

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
1 NT	Pass	2 ♣	Pass
2 ♠	Pass	?	

♠ A Q 7 2

♥ A Q 3

♦ 9 8 7 6

♣ 8 7

West North East South

1 NT Pass 2 ♣ Pass

2 ♠ Pass ?

♠ A Q 7 2

♥ A Q 3

♦ 9 8 7 6

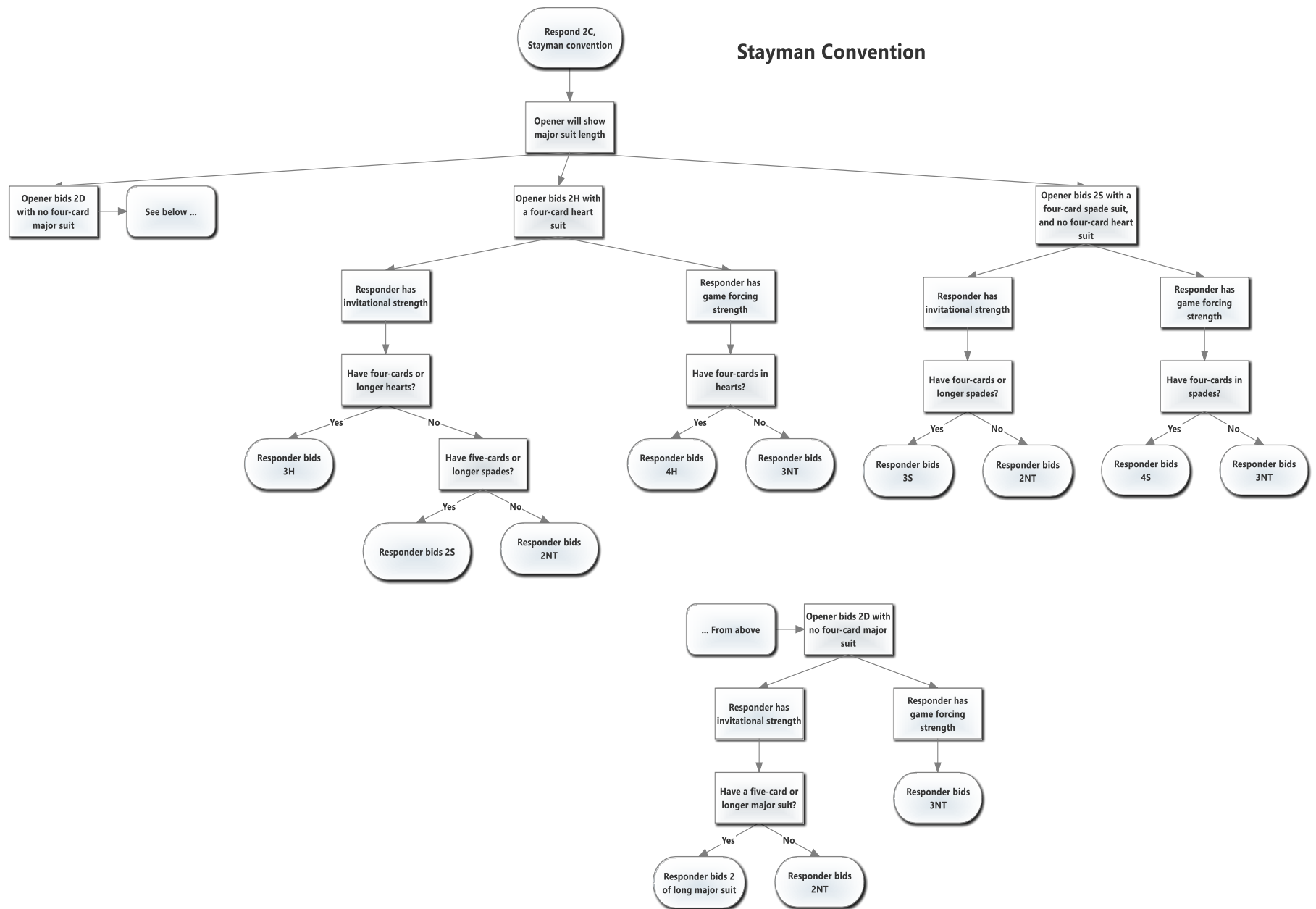
♣ 8 7

West North East South

1 NT Pass 2 ♣ Pass

2 ♥ Pass ?

Stayman Convention



Lesson 37 – Responding to 1NT Opening – the Stayman Convention, Part 2

Objectives:

- to understand the use and responses following a response of 2♣, the Stayman convention, to an opening bid of 1NT
- to understand the meaning of playing a “convention”
- to understand how to take inferences from the bids chosen by your partner

Teaching points:

- Remember that last week you learned how to use the Stayman convention. The Stayman convention is used by responder after partner has opened 1NT, when responder has at least enough strength to invite game and wants to uncover whether the partnership has an eight card or longer fit in a major suit.
- On one more hand type of responder's, responder should bid 2♣. That hand is a hand of invitational strength (8-9 Total Points) and that has *five* cards in a major suit. With KJ843, 9, A86, T962, responder counts 9 Total Points, consisting of 8 High Card Points + 1 Length Point for the five card length in spades. Responder should bid 2♣.
 - If opener bids 2♠, responder will re-count his hand as 11 Total Points, consisting of the same 8 High Card Points + (now that an eight card, actually a nine card, fit has been uncovered) 3 Shortness Points. That's enough to bid game, 4♠.
 - If, on the other hand, opener rebids either 2♦ or 2♥, responder is uncertain whether the partnership has an eight card fit in spades. He shows that uncertainty by rebidding 2♠. Because opener knows that this sequence of bids by responder shows invitational values and exactly five spades, opener is in a good position to choose whether to bid 4♠, pass 2♠, sign off in 2NT, or bid 3NT. Yes, good bidders know their agreements and can derive lots of good inferences from the bids their partners choose!
- The teacher can explain why the 2♣ response to a 1NT opening bid is called a convention.
 - In bridge language, a convention is a bid that has a coded meaning that differs from what one would expect from the bid; that is, it differs from its natural meaning. Here, because a bid of 2♣ is not saying anything about the bidder's holding in the club suit, the 2♣ bid is a convention, specifically the Stayman convention. Also, the 2♦ rebid by opener to a 2♣ response by opener is a convention, because it says nothing about the diamond suit.
 - You should note that each time a partnership agrees to play a convention, they give up on the natural meaning of a bid. When you bid the Stayman convention bid of 2♣ after your partner has opened 1NT, you lose the ability to sign off in a contract of 2♣ when you have 0-7 Total Points. Accordingly, you should only agree to play a conventional bid if you think the gain you can achieve by employing the convention outweighs the loss you concede by being unable to use the bid in its natural sense. Tournament players typically play lots of conventions, but both partners have to remember the conventions, they have to use them properly, and, in cases in which a convention bid by one player is not commonly used and understood, the partner of that player is required to alert the opponents that a bid is a convention and not a natural bid. All in all, you will be learning very few conventions in these lessons. The only conventional bids you will learn are

those that are almost universally used by all experienced players and have clearly proven to have benefits that outweigh their losses.

- Randomly* deal the deck. Or, if the teacher prefers, pre-deal the cards ensuring a layout where the opening bid is 1NT. Using hand generator software that allow the setting of parameters are good ways of ensuring such a layout.
- See Guidelines for Table Supervisors.

* The teacher might want to have pre-dealt the hands so that each hand includes a hand that would open the bidding with 1NT and a responder that would bid 2♣ Stayman. Using hand generator software that allow the setting of parameters are good ways of ensuring such a layout.

Your partner opens 1NT. How do you plan to bid the following hand?

♠ K J 8 4 3

♥ 9

♦ A 8 6

♣ 10 9 6 2

♠ K J 8 4 3

♥ 9

♦ A 8 6

♣ 10 9 6 2

West North East South

1 NT Pass ?

Bridge Conventions

- A convention is a coded bid that is not “natural”; i.e., not showing length in the suit of the bid
- Must weigh benefits of the coded meaning of a bid against detriment of losing a natural meaning of the bid
- Volume of conventions in tournament bridge.
- Stayman is among the more popular conventions. Some less common conventions require alerting.

Lesson 38 – Overcalls, Part 1

Objectives:

- to understand meanings of competitive bidding and overcall
- to understand benefits and detriments of competitive bidding
- to understand factors that alter the benefits and detriments, including the vulnerability and the penalty double

Teaching points:

- To date, all of the bidding you have learned relates just to the side that opened the bidding: what is an opening bid, what is the response to an opening bid, what are some of the rebids of opener and responder. With this lesson, you will learn some bids that are made not by the pair who opened the bidding, but instead by the pair who did *not* open the bidding.
- When the pair that did not open the bidding makes a bid (remember that Pass is a “call”, but not a “bid”), the bidding auction is a competitive bidding auction.
- The most common bid that makes an auction a competitive bidding auction is an overcall.
- Here are some examples of an overcall. (Demonstrate with the bidding cards from a bidding box.) Let’s say that the opponent right before you opens the bidding with 1♦. If you were to bid 1♠ (show cards of KQJxx, Kxx, xx, xxx), that is an overcall ... a one-level overcall. If you were, instead, to bid 2♣ (show cards of Kx, Kxx, xx, AQTxxx), that is an overcall ... a two-level overcall. You can also make an overcall after both of your opponents have bid. Let’s say that your partner passed the 1♦ opening and that then responder bid 1♥. If you were to then bid 1♠ or 2♣, those bids would be overcalls.
- In the next lesson, you will learn some possible standards for determining whether your hand should overcall. To provide a context for that lesson, you will learn in today’s lesson some of the benefits and detriments that should be considered by the pair that did not open the bidding before that pair decides to engage in competitive bidding. Can someone define “benefit”? (Await an answer.) Now, then, can you guess how to define “detriment”? (Await an answer.) Many decisions that one makes in life, like decisions at the bridge table, have benefits and detriments. For example, if you decide to go to a restaurant for dinner, a benefit might be that the restaurant can cook you one of your favorite meals, a meal that you are unable to cook, or have cooked, at home. But a detriment of going to the restaurant is that you have to pay more for a restaurant meal. You have to balance the benefit of the special meal with the cost of paying the additional price.
- Refer to the document “**Making a Suit Overcall**” (file name: ... - Stage 1). Before you learn the hands with which you might engage in competitive bidding, you will learn, in general terms, some of the benefits and detriments of competitive bidding, and some of the factors you will balance in deciding whether the benefits outweigh the detriments or whether the detriments outweigh the benefits. Let’s discuss first the benefits.
- Compete, for a better score. Let’s say that the opponents open the bidding with 1♥ and bid up to 2♥. Many times, the opponents can make their contract with no overtricks and you will earn a score of -110. But let’s say that on the hand that the opponents can make 2♥, your pair can make 2♠. (It is not unusual that both sides can make a contract, because maybe the long spades that

your side has, that will be highly useful in declaring a spade contract, will be of little use defending a heart contract ... because when you play a high spade, the declarer ruffs that spade with one of his hearts.) If you can find a way to bid 2♠ on the hand, and you make your contract of 2♠, then *your* side can make +110. That is a much better result for your side than being -110. And maybe if the opponents bid on to 3♥ over your 2♠ bid, they will be down one trick, again a better result for your side than being -110 defending 2♥.

- Interfere with the bidding of the opponents. You have learned some about how to respond to an opening bid. Let's say that responder plans to respond 1♥ to his partner's opening bid of 1♦. But if you bid 1♠ immediately after the 1♦ opening bid – that bid is called an overcall because you are making a call “over” the opening bid – responder can no longer bid 1♥. If he wants to bid hearts, he now must bid 2♥ and that gives his pair less bidding room to try to determine their best final contract. Although there are ways to make a competitive bid other than by making an overcall, for now let's assume that when the term “competitive bidding” is used, it means an overcall; that is, a bid in a suit in which you hold some length and some strength. (You will learn the details later.)
- Help your partner defend. When your partner is on opening lead, he is often guessing what suit to lead. He might want to lead a suit in which you have strength, and if you have made an overcall in a particular suit, he has a good idea that the suit you bid for your overcall is the suit in which you have length and strength.
- So ... with all of these benefits for engaging in competitive bidding, would you want to make a bid each time the opponents open the bidding? No ... because there are detriments to competitive bidding, too. Let's discuss those detriments.
- Compete, for a worse score. Let's say that the opponents open the bidding with 1♥ and bid up to 2♥. As you have learned, if they make their contract with no overtricks, you will score -110. But maybe the cards do not lie well for the opponents – perhaps your partner has all five missing trumps. Or perhaps if you compete to 2♠ over their 2♥ contract, the opponents can beat your 2♠ contract multiple tricks. If either of those scenarios occurs, then you would have had a better score by defending 2♥ than by competing over the 2♥ contract.
- Present more bidding options to the opponents. Sometimes the bidding auction can go unfavorably for the side that opened. One opponent might realize that the hands fit poorly and that his partner has already bid to too high a level. Your making an overcall can rescue the other pair by allowing them a new option in the auction, the option to let you play the hand – maybe being defeated in your contract – when had you not made a competitive bid the opponents would have had no choice but to get a negative score by playing a contract that they were not going to make.
- Help opponent declare. Declarer makes a play plan based not only upon the 26 cards he can see, but also upon his guess at which of the unseen 26 cards are held by you and which are held by your partner. When you make an overcall, declarer's guess about which of the other 26 cards you hold is improved and he can maybe make a contract that, without the information you had given him by overcalling, he might have been defeated.
- So there are benefits and detriments to overcalling, just like there are benefits and detriments to most of life's decisions, even going out to eat at a restaurant. By the way, did you notice how the benefits and detriments lined up on the document? For example, just as your overcall can help your partner defend better, it can also help the opponent declare better. Nothing worthwhile is

ever easy, right? How do you balance the benefits and detriments to help you make an overcall only when the situation suggests that the benefits outweigh the detriments? Here are some of the factors to consider.

- **Quality of suit.** The better the suit of your overcall, the better the overcall. Let's say you overcall a spade suit of KQJTxx. You can probably take five tricks when declaring, losing only to the ♠A, while your length in spades makes it more likely that the opponents have very few spades, and can ruff some of your high spades. On the other hand, if you overcall on a poor suit, which would be any suit that is fewer than five cards in length or a suit without much strength, let's say J9xxx, you might find that your suit is worth very few tricks on offense. And if your partner is on lead against a contract of the opponents and he leads a spade based upon his expectation that you have a good spade suit, he might find that he has not made as good a lead as he would have had you not overcalled.
- **Strength of hand.** The stronger your hand, the better the chance that you can successfully compete for the part score. (Do you know what I mean when I use the word "part score" or the word "partial"?) But if you overcall on a weak hand, you might find that your overcall causes no direct harm to the opponents, and, in fact, helps them to better determine something about which cards your hand holds.
- **Bidding space used.** The more bidding space that is taken by your overcall, the more difficulty have your opponents in continuing their bidding to find the best final contract. (Point to bidding box cards.) Let's say that you decide to show your good diamond suit by overcalling a 1♣ opening bid with a 1♦ overcall. If responder had planned to respond 1♥, your overcall has not affected responder's planned auction at all. But let's say that your good suit was not diamonds but was spades. Now if you overcall the 1♣ opening bid with 1♠, your overcall has affected responder's planned auction to bid 1♥.
- **Vulnerability.** Vulnerability is a bridge term that affects risk vs. reward. Each side in a bridge hand is either not vulnerable or vulnerable. If you can bid and make a game, you will score more points when you are vulnerable than when you are not vulnerable. However, if you are defeated in a contract, you will score a bigger minus when you are vulnerable than when you are not vulnerable. Bigger rewards and bigger risks occur for your side when you are vulnerable. The duplicate board will display the vulnerability for that board. To date, you have used only boards that show neither side vulnerable. But that is only because of the two boards that I bring to the lessons. In a regular game, you will find that the vulnerability changes every board in a cycle of eight boards: sometimes neither side is vulnerable, sometimes both sides are vulnerable, and sometimes one side is vulnerable and the other side is not vulnerable. The vulnerability has a big impact on a player's strategy. What you need to learn now is just that making a vulnerable overcall is more risky than making a non-vulnerable overcall. And so your standards for making a vulnerable overcall should be higher than your standards for making a nonvulnerable overcall.
- **Penalty double.** Just as this lesson is the first time you have learned about the complicating factor in bridge of vulnerability, it is also the first time you will learn about the penalty double. If you think the opponents have overbid, you can choose to "increase the stakes" on the hand by making a penalty double. (Show the penalty double card in the bidding box.) If you make a penalty double and the opponents are defeated in a contract you score more than you would if the opponents were not doubled. But if you make a penalty double and the opponents make their

doubled contract, you will score very badly; in fact, sometimes the opponents can stop short of game and be doubled into game, earning a game bonus that they had not counted on.

- All of these risks and rewards you have learned – that flow from the benefits and detriments of making an overcall – help make bridge such a fun and complex game.
- In the next lesson, you will learn how to apply these concepts of risk/reward benefit/detriment to decide which hands might be best to overcall. For the hands at the table, however, you should just exercise your judgment to decide whether to overcall, thinking about the benefits and detriments you just learned.
- Randomly deal the deck. Or, if the teacher prefers, pre-deal the hands so that one hand is likely to overcall an opening bid. Using hand generator software that allow the setting of parameters are good ways of ensuring such a layout.
- See Guidelines for Table Supervisors.

Overcalls are suit bids by opponents of the opening bidder.

♠ K Q J 4 3

♥ K 9 5

♦ 10 4

♣ 7 6 5

West North East South

1 ♣ 1 ♠

East has made a one-level overcall in ♠.

♠ K 4

♥ K 8 6

♦ 10 4

♣ A Q 10 6 5 4

West North East South

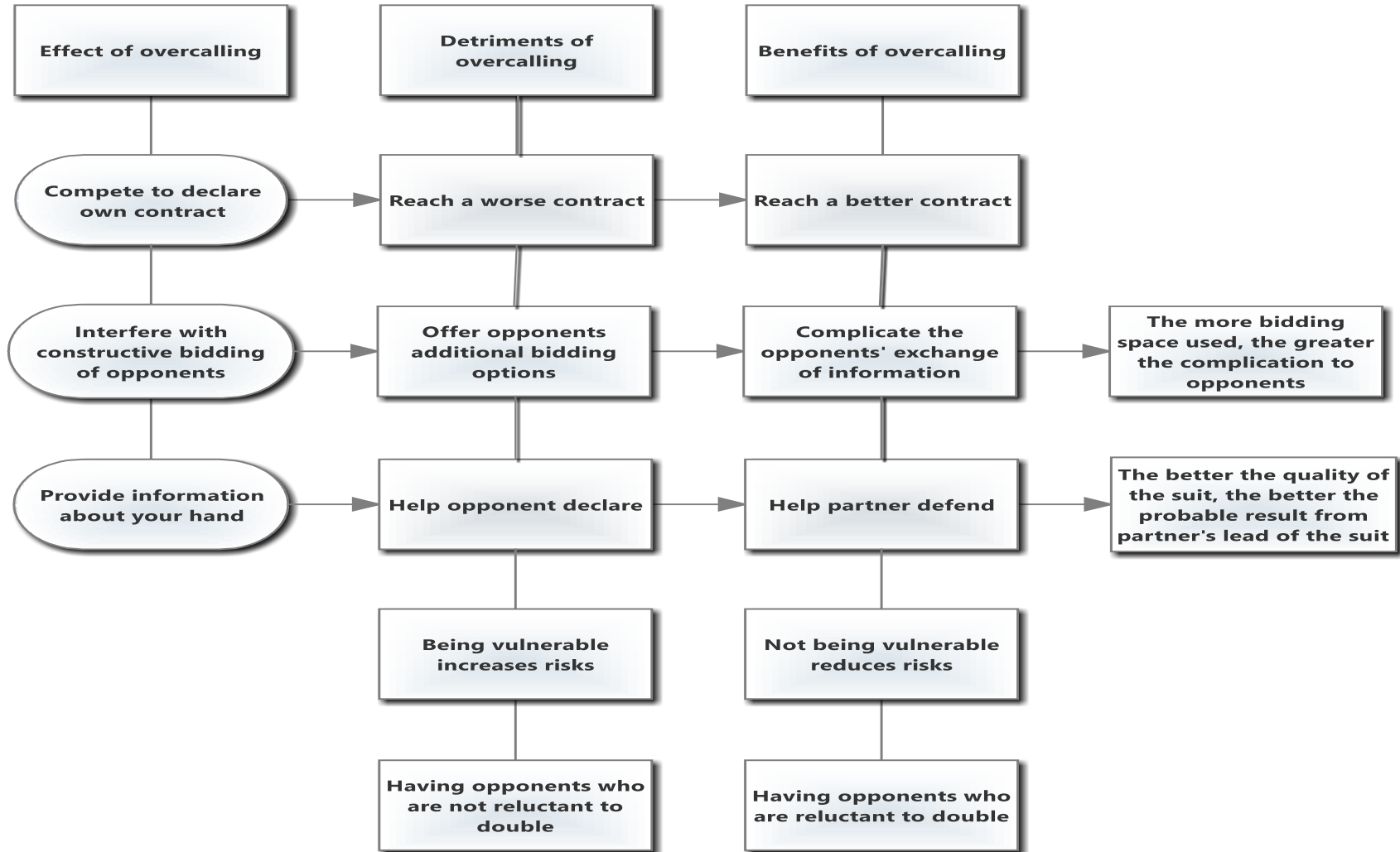
1 ♠ 2 ♣

East has made a two-level overcall in ♣.

Overcalls create competitive auctions, which can produce rewards or risks to the overcalling side.

- Declaring the contract
- Interfering with the auction
- Providing information about your hand
- Risks and rewards are affected by many factors
 - Bidding room used
 - Vulnerability
 - Characteristics of opponents

Making a Suit Overcall



Lesson 39 – Overcalls, Part 2

Objectives:

- to understand the length and strength generally required for an overcall
- to understand the bids by the advancer to an overcall

Teachers note: The main body of material below covers only the advances to overcalls that are raises of the overcalled suit. Following the main body of material is supplemental material that covers advances to overcalls that are other than raises.

Teaching points:

- In the last lesson, you learned that overcalling – that is, bidding a suit in an auction in which an opponent had opened the bidding – has many benefits and many detriments. Reference the document “**Making a Suit Overcall**”. You also learned something about factors that will affect the decision whether the benefits outweigh the detriments or the detriments outweigh the benefits.
- In this lesson, you will learn some general requirements, in terms of the suit quality and the overall hand strength, for making an overcall. Then you will learn how to bid when your partner has overcalled.
- Let me first say this, however. The decisions on whether to overcall are very dependent upon the style of the partnership. Some partnerships will agree to have less restrictive, looser requirements for making an overcall. And some partnerships will agree to have more restrictive, tighter requirements for making an overcall. The exact requirements you and your partner choose is not as important as: (1) your having made an agreement as to those requirements; and (2) your partnership’s agreements reflecting some consideration of the factors that you balance when you are deciding whether or not to overcall.
- What you will see on the document “Making a Suit Overcall” as the requirements are, I would say, sort of middle of the road requirements. Today, you will not hear about the factors that you balance when deciding to overcall — that is, as one example, that overcalls should be stronger when you are vulnerable than when you are not vulnerable, but you should always bear in mind those factors.
- What are the length and strength requirements of an overcall? The first item to focus on is the quality of the suit in which you overcall. When you overcall in a suit, you should expect your partner, if he is on defense, to lead the suit of your overcall. Your partner leading your suit is probably good for your side, if you have overcalled on a good suit; but is probably bad for your side, if you have overcalled on a bad suit. You might remember that when you learned about “Choosing an Opening Lead”, you were often looking to find a suit in which your side has strength and/or length. Because an overcall is showing a long suit that usually has some strength, your partner, if on opening lead, is quite likely to choose to lead the suit in which you made an overcall.
- Note that the document “Making a Suit Overcall” distinguishes between a suit overcall at the one level and a suit overcall at the two level. The suit quality requirements – both suit length (usually six cards at the two level, often only five cards at the one level) and suit strength (headed by more honors at the two level than at the one level) – for a two level overcall are higher than for a one level overcall. And so are the hand strength requirements. You will note that a minimum one-

level overcall would be much weaker in Total Points than a minimum opening bid. But that a minimum two-level overcall is pretty close to the Total Points of a minimum opening bid.

- In addition to making an overcall in a suit, you can also overcall 1NT. The 1NT overcall looks very much like a 1NT opening. One difference is that when you overcall 1NT, you promise stoppers in the suit that the opponents have bid. By “stoppers”, I mean enough strength in the suit bid by the opponents so that the opponents are unlikely to take more than a couple of top tricks in the suit. (Show a hand of AJx, Jx, QJxx, AKxx.) If you were the dealer, you would open this hand with a bid of 1NT. If the opponent right before you opened the bidding with 1♣, 1♦, or 1♠, you would overcall 1NT. But if the opponent right before you opened the bidding with 1♥, you should not overcall 1NT. Since you know that the 1♥ opening bid of the opponent shows long hearts, it is just too likely, when you hold only Jx of hearts, that the opponents, if on lead against your no trump contract, can run off at least the first five tricks just by playing the heart suit.
- You have learned that the partner of the opening bidder is called the responder and that the responder can bid, too. The partner of the overcaller is called the advancer and the advancer can bid, too. Next you will learn what bids can be made by the advancer and what those bids tend to show.
- You will learn in this lesson the requirements for advance to raise the suit bid by his partner, the overcaller. Although an advancer can also bid a new suit and bid notrump after his partner has made a suit overcall, it is beyond the scope of this class to discuss bids by advancer other than raises. Reference the document “**Advancing an Overcall**”.
- What must advancer have to constitute “support” for the overcall? Because an overcall promises at least five cards in the suit of the overcall, three card support is sufficient. Because a two-level overcall usually (but not always) delivers at least six cards in the suit of overcall, two card support might be sufficient. To what level should advancer support his partner’s overcalled suit depends upon the strength of advancer’s hand. Let’s say that his partner overcalled 1♠ and this is advancer’s hand: QJx, Axx, xx, xxxxx. That’s not much of a hand but it does have three card support for partner’s spade suit of at least five cards in length and it does have 8 Total Points, consisting of 7 High Card Points + 1 Shortness Point for the doubleton in diamonds. That’s enough to raise 1♠ to 2♠. Now, let’s strengthen the hand of advancer to the 1♠ overcall. Let’s now give him QJx, Axx, xx, AKxxx. Now advancer has 15 Total Points, consisting of 14 High Card Points + 1 Shortness Point for the doubleton in diamonds. This is enough for advancer to bid 4♠. Why is 15 Total Points enough for advancer to bid a game when his partner could have as few as only 9 Total Points ... when 15+ 9 is only 24, just short of the 25 Total Points that you have learned is generally enough to bid game? This is because when partner was counting his Total Points to make his 1♠ overcall, he was counting High Card Points + Length Points for his long suit (he definitely has at least one Length Point because he has shown at least 5-card length in the spade suit) ... but now, since your hand as advancer is known to have a fit for partner’s hand as overcaller, partner can count his Total Points by adding to his High Card Points his Shortness Points rather than his Length Points. Probably, the recast count means that partner does have at least 10 Total Points.
- By the way, notice that the Total Points required by advancer to bid game opposite a partner who has made a two-level overcall are about three Total Points fewer than the Total Points required by advancer to bid game opposite a partner who has made a one-level overcall. Why is that?

(Because the Total Points required for partner to make a two-level overcall are about three more than the Total Points required for partner to make a one-level overcall.)

- You have already learned the responses to a 1NT overcall ... because they are exactly the same as the responses to a 1NT opening bid!
- Randomly deal the deck. Or, if the teacher prefers, pre-deal the hands so that one hand is likely to overcall an opening bid. Using hand generator software that allow the setting of parameters are good ways of ensuring such a layout.
- See Guidelines for Table Supervisors.

Supplemental material on advances to suit overcalls other than raises:

- If the overcaller overcalled in a major suit, the first thing advancer should ask is, do I have support for my partner's major suit? If the overcaller overcalled in a minor suit, then, by contrast, the first thing advancer should consider is, do I have a stopper in the suit(s) bid by the opponents? You will note that the favoring of advancing in major suits and no trump over minor suits is consistent with the favoring of major suit games and notrump games that you learned in opening and responding.
- What bids does advancer make when he does not have support for the suit bid by overcaller? Or, if the suit bid by overcaller is a minor suit? Well, a better question is, should advancer bid at all when he does not have support for his partner's suit. After all, if he does not fit his partner's suit, he might think it is prudent to pass before the bidding gets so high that any contract his side reaches will be defeated. Accordingly, when advancer does bid even though he does not has support for the suit overcalled by his partner, advancer should have some values. If advancer has a stopper in the suit(s) bid by the opponents, he can bid notrump, with higher notrump bids showing more Total Points. No notrump bid is forcing on overcaller because each notrump bid has a top range. Or if advancer has a good suit of his own, he can bid the suit. As you are learning, the new suit is a bid that overcaller cannot pass, because the new suit might be the first bid by an advancer who has a hand that might make game.

Standards for Making an Overcall

- Standards are dependent upon partnership style
- More risk than reward when:
 - Suit of the overcall is long
 - Suit of the overcall is strong
 - Hand of the overcaller is strong
 - “Favorable” vulnerability for the overcaller
 - Much bidding space is used by the overcall
- 2-level overcalls require higher standards than 1-level overcalls

Advancing Your Partner's Overcall when You Have Support

♠ Q J 6

♥ A 8 4

♦ 10 4

♣ 10 7 6 5 3

West North East South

1 ♣ 1 ♠ Pass ?

♠ Q J 6

♥ A 8 4

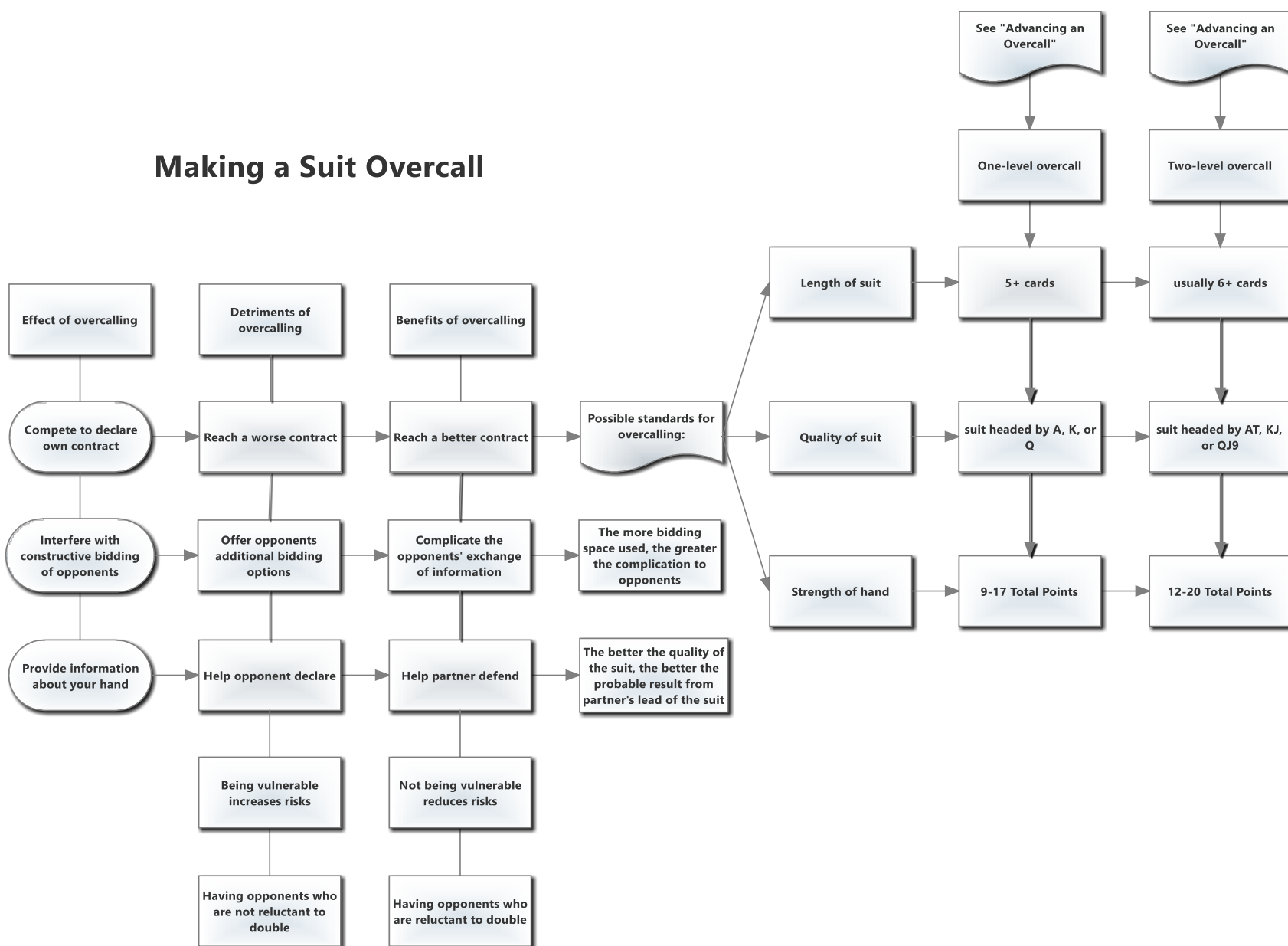
♦ 10 4

♣ A K 10 5 3

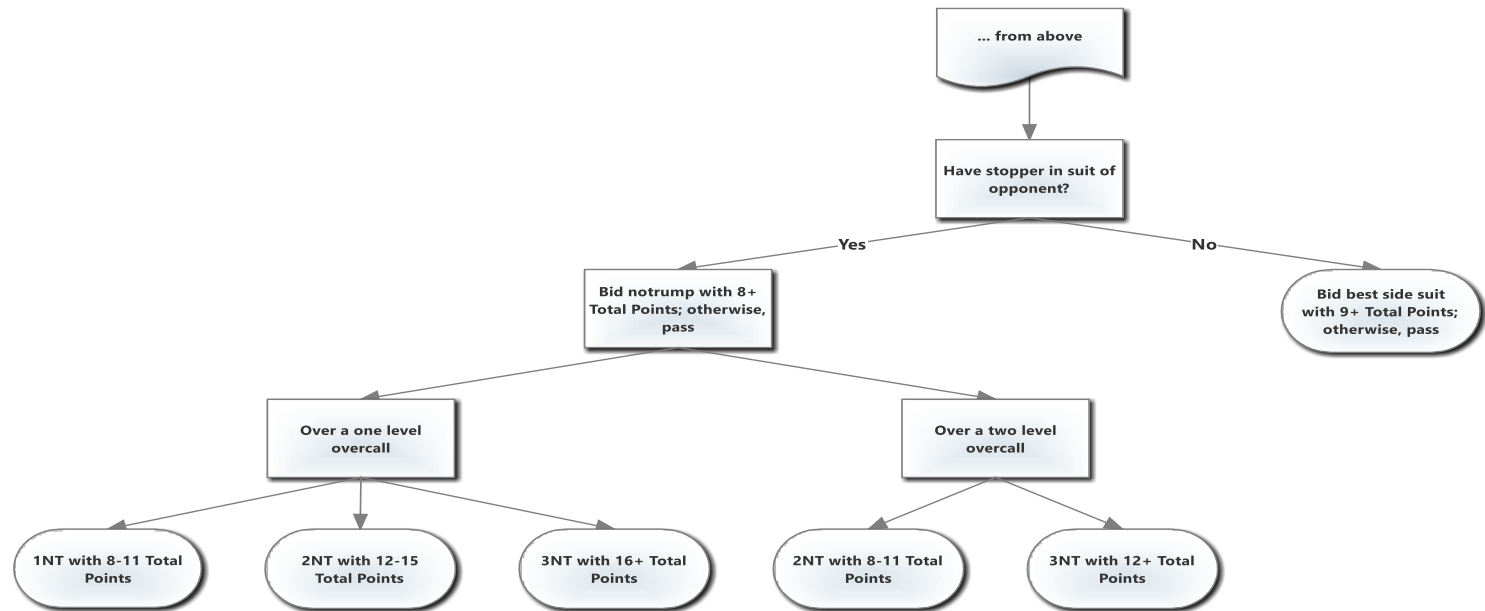
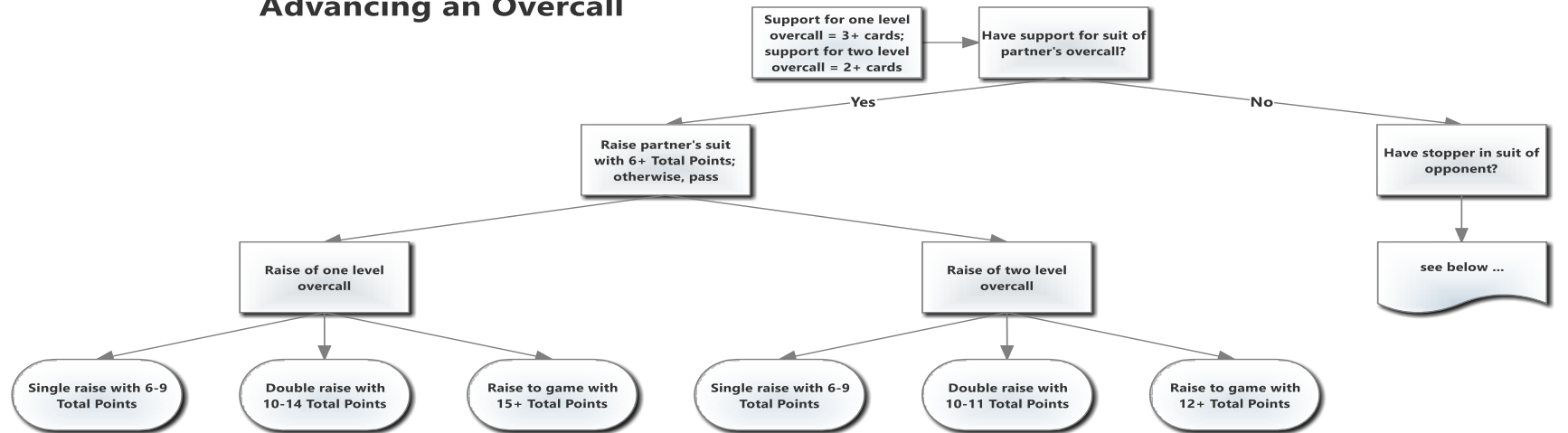
West North East South

1 ♣ 1 ♠ Pass ?

Making a Suit Overcall



Advancing an Overcall



Lesson 40 – Takeout Double, Part 1

Objectives:

- to understand which doubles are for takeout

Teaching points:

- The last few weeks, you have learned about bidding in an auction in which an opponent has shown the strength to open the bidding. You learned that you could bid a suit in such an auction – that is, you could make an overcall – and by competing for the final contract achieve some benefits for your side, while risking some detriments.
- In the lesson today, you will begin to learn about another way to bid in an auction in which an opponent has opened the bidding. In this lesson, you will learn how to compete without your bidding a possible trump suit by making an overcall, but rather by asking your partner to select a possible trump suit by your making a “takeout double”.
- Sounds fine, but, you remember, a few lessons ago, when you were learning about the benefits of detriments of entering the auction by making an overcall, didn’t you learn that double was a bid the opponents can make to say “I think you will be defeated in the contract of the overcall and I am going to increase the size of the penalty by doubling you”? Noting that there is only one type of double card in the bidding box, how can you now be learning that double instead means says “I think you will make your contract and I want to compete in one of the other suits ... and I would rather compete by asking my partner to choose a trump suit rather than my choosing a trump suit by making an overcall”?
- Using the example on the exhibit, the teacher can ask the students about what they *want* their a double to mean when the opponent right before then opens 1H and they own K65, AQT872, 9, AK8 (for penalty, and you want your partner to pass) or when they own KQ76, 5, AT43, KQT4 (for takeout, and you want your partner to bid one of the other three suits). The teacher can then inform the students that – given that the opening 1H bid promises five or more hearts, they are much more likely to own a hand with one of the remaining eight or fewer hearts than they are to own a hand with six of the remaining 7 or 8 hearts.
- Well, double can have each of these two distinct meanings ... you just need to understand the circumstances in which Double is a penalty double (“I think you are going to be defeated and I want my partner to pass my double so that I can penalize you”) and the different circumstances in which Double is a takeout double (“I think you are going to make and I want my partner to take-out my double to his best suit so that we can compete in that suit”).

- When is a double for takeout and when is a double for penalty? That can be a complicated question, because different partnerships have different understandings. Some general guidance is this:
 - Most, particularly low level or early in the auction, doubles are for takeout and not for penalty.
 - Prominent, generally agreed exceptions – that is, situations where most partnerships would have reached agreement that double is for penalty include:
 - Doubles of notrump bids
 - Doubles when the opponents have already mentioned more than two suits.
 - Doubles of bids made after the opponents have already been doubled for penalty.
 - Doubles in competitive auctions both partners have bid and at least one partner has already limited his hand.
- Using the exhibit, discuss the meaning of the double in the following auctions:
 - (1♥)-Dbl. Or P-(1♥)-Dbl. Or (P)- P-(1♥)-Dbl. Or even P-(P)-P-(1♥), Dbl. In each of these three situations, your double is a takeout double, asking your partner to bid his longest suit that is not hearts.
 - (1♥)-P-(2♥)-Dbl. Again your double is a takeout double. Because the suit you are asking partner to bid (or, to take out to) is at a higher level than when you were making a takeout double of 1♥, you will be a little stronger to make this takeout double, but the double is still a takeout double.
 - (1♣)-P-(1♠)-Dbl. Again the double is for takeout. A difference between this takeout double and the other takeout doubles you have seen is that this takeout double is asking partner to takeout to one of two suits not bid by the opponents (hearts and diamonds, the suit that are not the clubs and spades that the opponents have bid) rather than asking partner to takeout to one of three suits not bid by the opponents.
 - (1C)-P-(1S)-P; (2C)-P-(2H)-Dbl is a penalty double and not a takeout double. The opponents have bid three suits; a takeout double cannot apply when there are fewer than two unbid suits.
 - (1NT)-Dbl is a penalty double and not a takeout double. In this auction, the opponents have not bid *any* suits; they just bid no trump.
 - (1H)-2C-(2H)-3C; (4H)-Dbl is a penalty double. In this auction, your side has shown its values (the 3C raise is limited) and the doubler is simply expressing his view that the opponents have bid too much.
- In the next lesson, you will learn how strong your hand should be in order to make a takeout double.
- Randomly deal the deck*.
- See Guidelines for Table Supervisors.

* The teacher might want to have pre-dealt the hands so that each hand includes a hand that would open the bidding with 1 of a suit and the next hand satisfies the general requirements for making a takeout double. Using hand generator software that allow the setting of parameters are good ways of ensuring such a layout.

The Odds for Doubling

You are West. The dealer is South and South opens the bidding with 1♥. What do you *want* your double to mean ...

... when this is your hand?:

♠ K 6 5
♥ A Q 10 8 7 2
♦ 9
♣ A K 8

... when this is your hand?:

♠ K Q 7 6
♥ 5
♦ A 10 4 3
♣ K Q 10 4

Is the double for takeout or for penalty?

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
	1 ♥		Dbl

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
Pass	1 ♥		Dbl

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
Pass	Pass	1 ♥	
Dbl			

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
	1 ♥	Pass	2 ♥
Dbl			

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
	1 ♣	Pass	1 ♠
Dbl			

West North East South

1 ♣ Pass 1 ♠

Pass 2 ♣ Pass 2 ♥

Dbl

West North East South

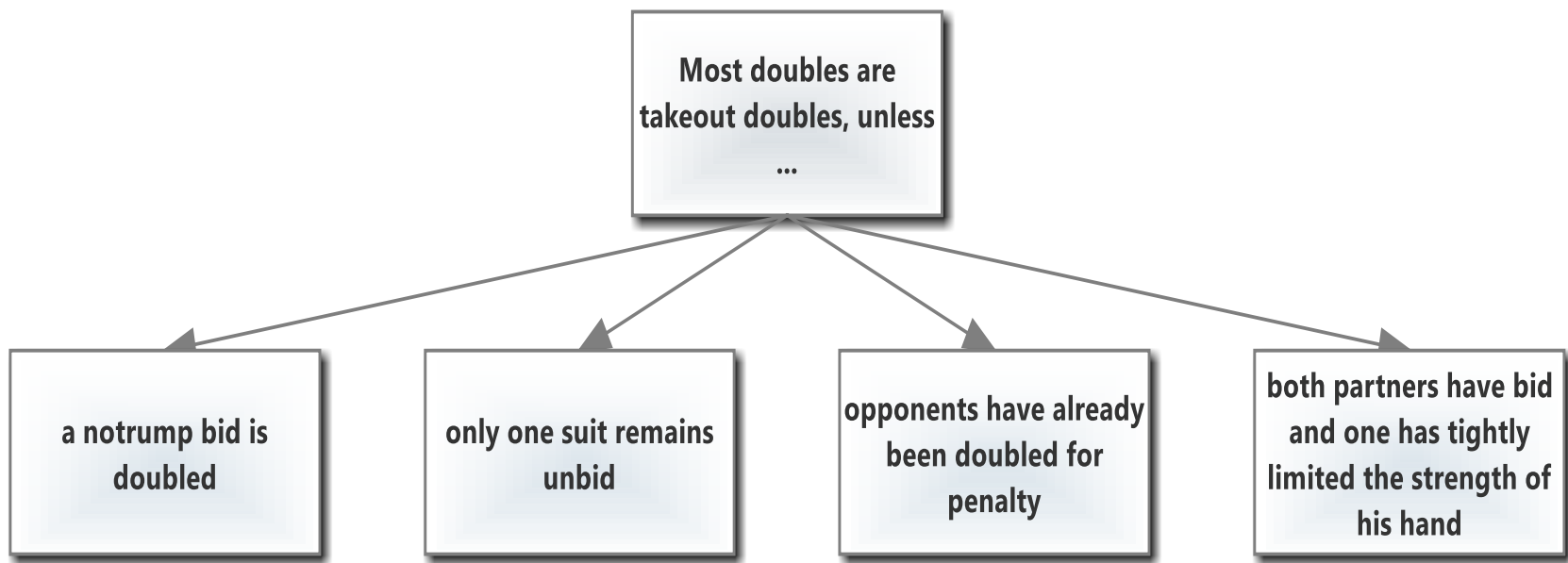
1 NT Dbl

West North East South

1 ♥ 2 ♣ 2 ♥

3 ♣ 4 ♥ Dbl

Takeout Doubles



Lesson 41 – Takeout Double, Part 2

Objective:

- to understand the strength required to make a takeout double

Teaching points:

- In the last lesson you learned which doubles are takeout doubles. In this lesson, you will learn about the strength required to make a takeout double.
- Because when you make a takeout double you are asking your partner to choose a suit, you determine if your hand is strong enough to make a takeout double by valuing your hand as if partner had already bid one of the suits from which you are asking him to choose. Remember the hand shown when you were learning about one hand that would want to compete against an opponent's 1♥ opening bid by asking his partner to choose a suit from among the three non-heart suits: KQ76, 5, AJ43, KQT4? If you were counting the Total Points for this hand, you would count not only the 15 High Card Points, but also the 3 Shortness Points for the heart singleton, just as if partner had already chosen one of the other three suits to be your trump suit. Accordingly, you would value this hand as 18 Total Points.
- How strong must your hand be to make a takeout double? Reference the document “**Takeout Double** “. There are two general requirements:
 - At least 13 Total Points, including Shortness Points.
 - At least three cards in each unbid suit. This requirement exists because you do not want your partner to takeout to an unbid suit in which you do not have adequate support. If that happens, then your side might be playing in a trump suit in which you might have fewer trumps than the opponents!
 - Do these hands qualify for a takeout double when the player to your right deals and opens 1♥?
 - KQ98, 32, AT76, KQ4 (Yes. 15 Total Points [14 High Card Points + 1 Shortness Point] and at least three cards in each of the suits not bid by the opponents.)
 - KQ98, 3, KT76, Q974 (Yes. 13 Total Points [10 High Card Points + 3 Shortness Points] and at least three cards in each of the suits not bid by the opponents. Note that this hand would not be strong enough to open the bidding – you would count not Shortness Points of 3 but instead Length Points of 0 for opening the bidding – but the hand is strong enough to make a takeout double.)
 - 32, KQ98, AT76, KQ4 (No. The hand does not have three cards in the unbid suit of spades.)
- There is one hand type that can make a takeout double without three card support for each unbid suit. That type would be a hand that has at least 18 High Card Points.
 - With AQJ987, 3, AK75, A4, you would double a 1♥ opening bid. Whatever suit your partner chooses, you would next bid your spade suit. By the parlay of doubling and then bidding your own suit, you show that your double was based not upon support for the unbid suits but rather was based upon your having 18 or more HCP and a good suit of your own. If your hand were a little weaker – say that your ♦A became the ♦8 – you would be content to overcall 1♠. But with your actual hand, you are too strong to

overcall 1♠ for fear that your partner would pass your overcall with a hand good enough to make a spade game.

- In the next lesson, you will learn what to bid when your partner has made a takeout double.
- Randomly deal the deck*.
- See Guidelines for Table Supervisors.

* The teacher might want to have pre-dealt the hands so that each hand includes a hand that would open the bidding with 1 of a suit and the next hand satisfies the general requirements for making a takeout double. Using hand generator software that allow the setting of parameters are good ways of ensuring such a layout.

Requirements for Making a Takeout Double

- Overall strength at one level:
 - 13 or more Total Points, equaling high card points and shortness points
 - Count your shortness points as if your partner has four cards in an unbid major suit, if any
- Distribution: at least three cards in each unbid suit
- Exception: any hand with 18 or more HCP can make a takeout double

Do these hands qualify as takeout doubles
when the opponent before you opens 1♥?

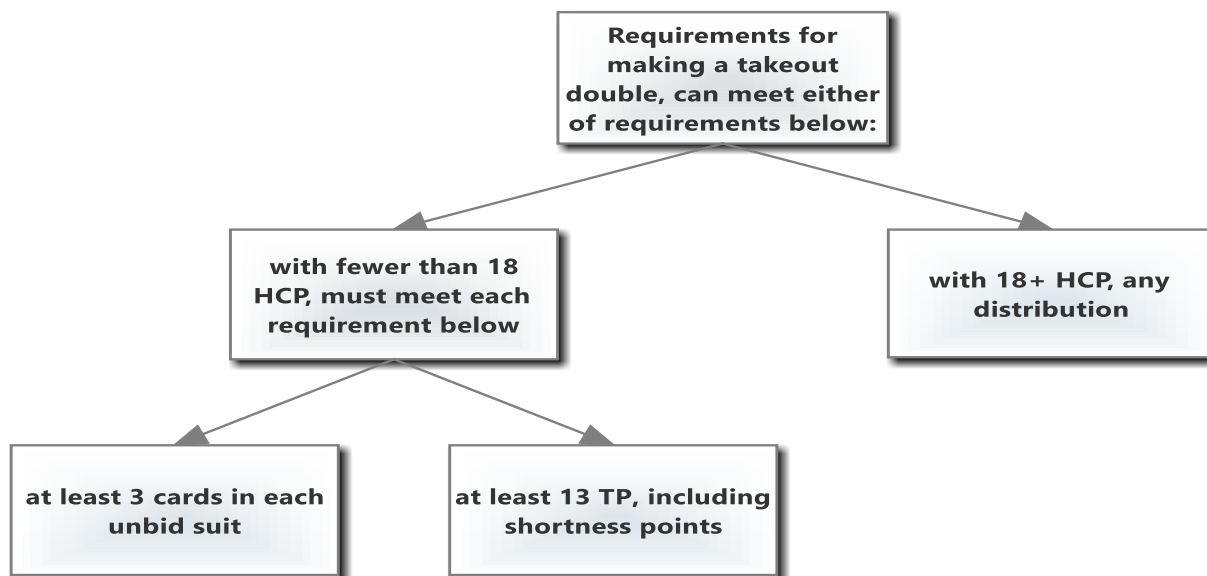
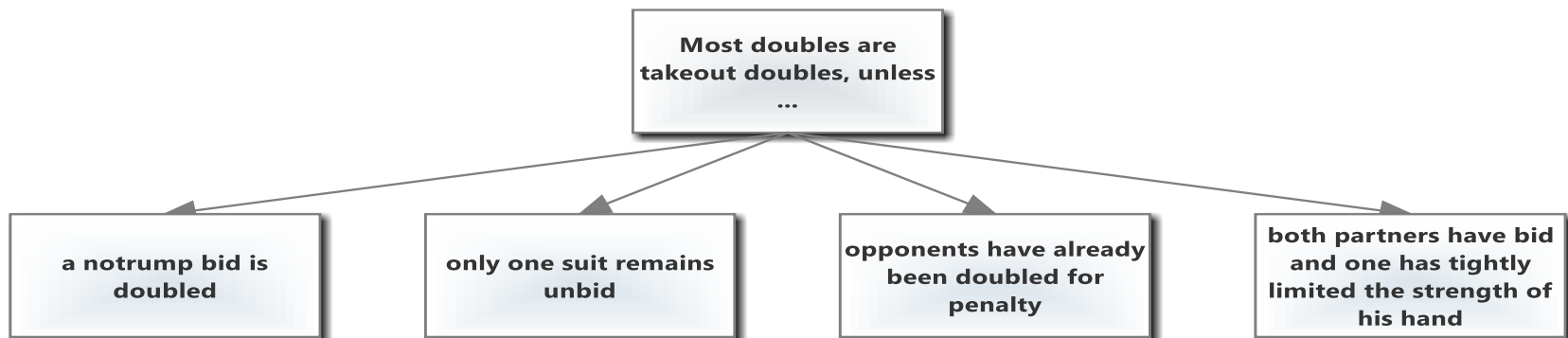
♠ K Q 9 8
♥ 3 2
♦ A 10 7 6
♣ K Q 4

♠ K Q 9 8
♥ 3
♦ K 10 7 6
♣ Q 9 7 4

♠ 3 2
♥ K Q 9 8
♦ A 10 7 6
♣ K Q 4

♠ A Q J 9 8 7
♥ 3
♦ A K 7 5
♣ A 4

Takeout Doubles



Lesson 42 – Advancing a Takeout Double

Objectives:

- to understand how to bid once your side has made a takeout double

Teaching points:

- In the previous lessons, you learned about making a takeout double. In this lesson, you will learn what to bid after your side has made a takeout double.
- Remember that when the conditions were such that your partner's double is a takeout double, your partner is showing at least 13 Total Points (including Shortness Points) and at least three card support for each of the suits not bid by the opponents who had opened the bidding. (Usually there are three unbid suits; sometimes there might be only two unbid suits.) How do you advance ("advance" is the bridge term for the calls made by the partner of the overcaller or takeout doubler) when your partner has made a takeout double?
- Reference the document "**Advancing a Takeout Double**". Your priorities in advancing a takeout double are similar to your priorities when you respond to an opening bid:
 - 1st, find a major suit fit by bidding a four card or longer unbid major suit
 - 2nd, bid no trump when you have a stopper in the suit(s) bid by the opponents
 - 3rd, bid a four card or longer unbid minor suit
- As advancer, to what level you bid to show the priorities above depends upon the strength of your hand:
 - When you can bid a four card or longer major suit, you bid that suit.
 - At the minimum level with 0-8 Total Points
 - With 874, J9652, 962, 43, what do you advance after your partner has made a takeout double of an opening bid by the opponents of 1♣? (You bid 1♥. You have only 1 HCP and 1 Shortness Point, but matters could be much worse: at least you have a five card unbid major suit to bid.)
 - With J743, A9, J9754, 32, what do you advance after your partner has made a takeout double of an opening bid by the opponents of 1♥? (You bid 1♠. Your diamonds are longer than your spades, but bidding an unbid major suit of four cards or more in length is your first priority.)
 - By jumping one level with 9-11 Total Points
 - With T974, Q86, KQJ8, K3, what do you advance after your partner has made a takeout double of an opening bid by the opponents of 1♥? (You bid 2♠. You have 11 High Card Points and your doubleton club adds 1 Shortness Point ... but with your partner having made a takeout double of 1♥, you suspect that your ♥Q will not be of much help in a spade contract. 2♠ seems the right value call. You would prefer to have five spades, because your partner might have as few as three spades, but again you have to exercise some judgment and bidding only 1♠ might cause you to miss a game.)
 - By jumping two levels or by bidding game with 12+ Total Points

- With 72, A9752, AK3, J52, what do you advance after your partner has made a takeout double of an opening bid by the opponents of 1♠? (You bid 4♥.)
- Here is a special case. When your partner has made a takeout double of an opening bid by the opponents of 1♦, and you hold AQ64, KJ72, A83, 65, you will bid 2♦! When you bid a suit bid by the opponents, you are not trying to make that suit your trump suit, instead you are, by making a “cue bid”, asking your partner to describe his hand. In this case, you are asking your partner, the takeout doubler, to bid his longest major suit. Whichever major suit he bids next, you plan to raise that major suit to game. You made the cue bid of 2♦ rather than jumping to game yourself by bidding, say 4♠, just in case your partner holds only three spades but holds four hearts; you prefer to be playing game in your eight card major suit fit rather than a seven card major suit fit.
- When you have a stopper in the suit(s) bid by the opponents, you can bid no trump:
 - By bidding 1NT with 8-10 Total Points. With 973, KQJ, QT63, J43, what do you advance after your partner has made a takeout double of an opening bid by the opponents of 1♥? (You bid 1NT.)
 - By bidding 2NT with 11-12 Total Points
 - By bidding 3NT with 13+ Total Points
 - With 0-7 Total Points, you will not bid no trump. Although sometimes you can make a contract in a trump suit with very limited strength, because you can win tricks with small trumps by ruffing some high cards of the opponents, you can rarely make a contract in no trump with very limited strength.
- When you can bid a four card or longer minor suit, you bid that suit:
 - At the minimum level with 0-8 Total Points
 - By jumping one level with 9-11 Total Points
 - By jumping two levels or by bidding game with 12+ Total Points
- The next bids by the takeout doubler are dependent upon whether the takeout doubler thinks the partnership has enough strength for game
 - If “no”, the takeout doubler signs off by passing advancer’s bid. if you make a takeout double of a 1♦ opening bid on KQ65, A854, 62, AJ9 (15 Total Points) and hear your partner advance 1♠ (promising 0-8 Total Points), you know the partnership does not have the 25 Total Points generally required for game. You pass.
 - If “maybe”, the takeout doubler invites game by raising the response of the advancer, or by bidding no trump with a stopper in the suit(s) bid by the opponents. If you held the same hand as above but heard your partner advance not 1♠, but 2♠ (9-11 Total Points), you can count on the partnership having from 24-26 Total Points. You bid 3♠. If partner has a maximum for his range of 9-11, he will raise to 4♠. If partner has a minimum his range of 9-11, he will pass 3♠.
 - If “yes”, the takeout doubler bids game.
- Two special cases will now be discussed.
 - Is there a time when advancer should pass his partner’s takeout double ... that is, advancer converts the takeout double to a penalty double by not making a choice of unbid

suits as requested by his partner? Yes, but it is quite rare. Only when advancer has both length (at least five cards) and strength (QJ973 might be an example of a minimum) in the suit which your partner doubled, should advancer consider passing the takeout double. And even then, passing often does not work well as the opponents can make their contract, now with the extra points of having been doubled.

- Remembering that there was a second type of hand with which partner's takeout double was the proper bid, a hand with 18 or more High Card Points, how does advancer follow up? Advancer bids as if his partner has a normal takeout double and not a special takeout double with 18 or more High Card Points, a long suit, and maybe not three card support for each unbid suit. Once advancer's partner bids his long suit over the advance, advancer will know that his partner has a special takeout double. After hearing the new suit bid by partner, advancer can next bid as if his partner has 18+ High Card Points and a good six card suit.

- Randomly deal the deck*.
- See Guidelines for Table Supervisors.

* The teacher might want to have pre-dealt the hands so that each hand includes a hand that would open the bidding with 1 of a suit and the next hand satisfies the general requirements for making a takeout double. Using hand generator software that allow the setting of parameters are good ways of ensuring such a layout.

Priorities when Advancing a Takeout Double:

1. Bid a four card or longer major suit.
2. Bid notrump with a stopper in opponent's suit.
3. Bid a four card or longer minor suit.

What bid do you make as advancer of your partner's double? Why?

♠ 8 7 4
♥ J 9 6 5 2
♦ 9 6 2
♣ 4 3

West North East South
1 ♣ Dbl Pass ?

♠ J 7 4 3
♥ A 9
♦ J 9 7 5 4
♣ 3 2

West North East South
1 ♥ Dbl Pass ?

♠ 10 9 7 4
♥ Q 8 6
♦ K Q J 8
♣ K 3

West North East South
 Pass Pass 1 ♥
Dbl Pass ?

♠ 7 2
♥ A 9 7 5 2
♦ A K 3
♣ J 5 2

West North East South

1 ♠ Dbl Pass ?

♠ A Q 6 4
♥ K J 7 2
♦ A 8 3
♣ 6 5

West North East South

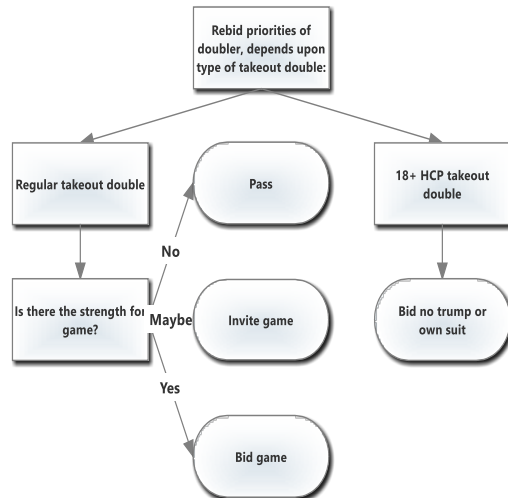
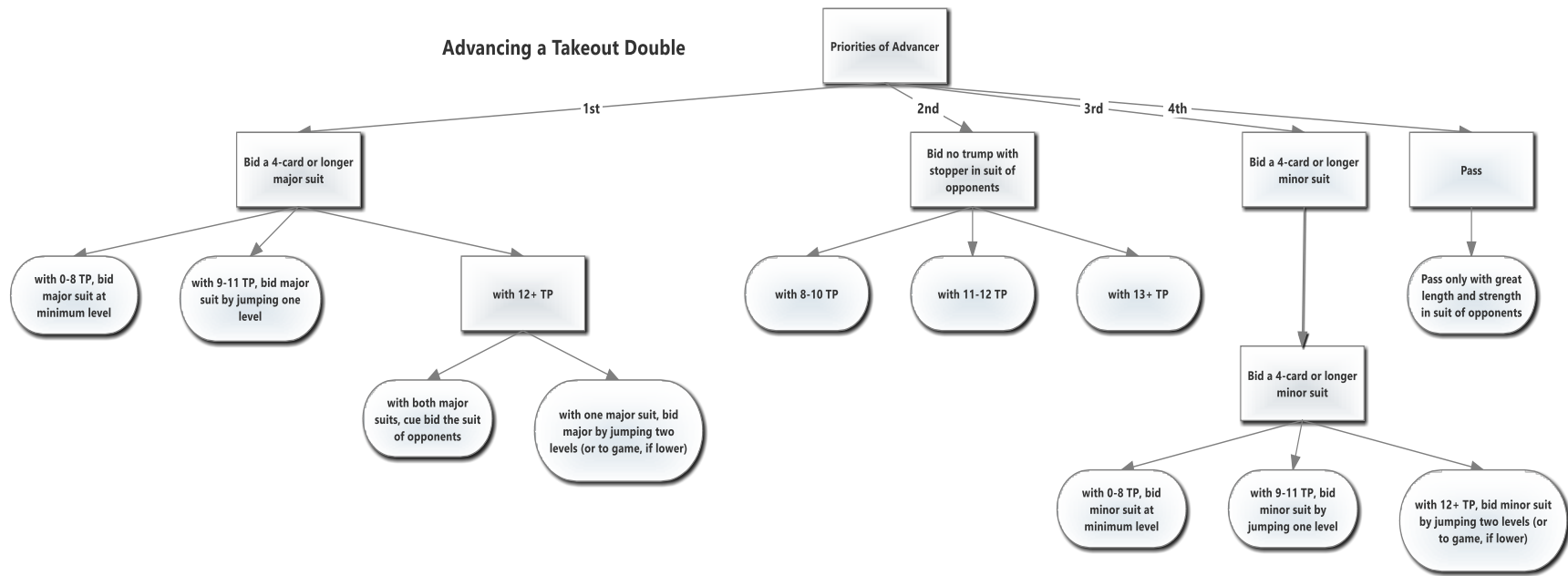
1 ♦ Dbl Pass ?

♠ 9 7 3
♥ K Q J
♦ Q 10 6 3
♣ J 4 3

West North East South

1 ♥ Dbl Pass ?

Advancing a Takeout Double



Lesson 43 – Opening Bid of 2♣ and Responses

Objective:

- to understand the requirements for a strong opening bid of 2♣
- to understand the general scheme of responses to an opening bid of 2♣ and opener's rebids after such responses

Teaching points:

- You have learned the guidelines for all the opening bids of 1 of a suit. The range for the opening bids of 1 of a suit is 13-21 Total Points. Because the upper range of partner's opening bid was as much as 21 Total Points, you also learned the guideline to respond to an opening 1-level suit bid with as few as 6 Total Points. That way, opener would be able to continue to look for the best contract that has a game bonus if opener were at or close to the upper range of 21 Total Points.
- Today you will learn that if opener has more than 21 Total Points, opener should open the bidding with a bid of 2♣. Because the 2♣ opening bid does not promise any length in the club suit: (1) the 2♣ opening bid cannot be passed by responder, even when responder has fewer than 6 Total Points; and (2) the 2♣ opening bid is a convention (just like the 2♣ Stayman response to a 1NT opening bid, a bid that promises nothing in the bid suit of clubs, is a convention).
- Here's an example of a 2♣ opening bid: ♠AK4, ♥KQT8, ♦AJ6, ♣AQT. Being a balanced hand, this hand looks like a hand that should open the bidding in notrump. But this hand has 23 Total Points, while the guidelines for opening 1NT is 15-17 Total Points and for opening 2NT is 20-21 Total Points. The solution is to open 2♣, and then, once responder bids something, to rebid 2NT.
- Here's another example of a 2♣ opening bid: ♠AKJT96, ♥AQ4, ♦AQT, ♣4. With a long spade suit, this hand looks like a hand that should open the bidding with 1♠. But this hand has 20 High Card Points and 2 Length Points, for Total Points of 22, above the 13-21 Total Point range for an opening bid of 1♠. The solution is to open 2♣, and then, once responder bids something, to rebid 2♠.
- The responder to an opening bid of 2♣ cannot pass. Not only is the 2♣ bidder not promising any length in clubs, but the opening 2♣ bidder might even have enough to try for the game bonus, even if responder has no useful values. Thus, in most cases, responder will bid 2♦ over a 2♣ opening bid (yet another convention because the 2♦ bid does not promise any length in diamonds), in order to allow opener to make a 2-level rebid that describes his hand ... as, for example, with the 2NT rebid or 2♠ rebid shown above.
- Randomly deal the deck*.
- See Guidelines for Table Supervisors.

* The teacher might want to have pre-dealt the hands so that each hand includes a hand that would open the bidding with 2♣. Using hand generator software that allow the setting of parameters are good ways of ensuring such a layout.

What do you plan to open the following hands? Why? What is your planned next bid?

♠ A K 4
♥ K Q 10 8
♦ A J 6
♣ A Q 10

♠ A K J 10 9 6
♥ A Q 4
♦ A Q 10
♣ 4

Lesson 44 – Preemptive (Weak) Bids

Objective:

- to understand the intention for an opening preemptive bid
- to understand the general requirements for an opening preemptive bid
- to understand the intention for a weak jump overcall

Teaching points:

- You have learned not only the general guidelines for opening bids at the 1-level, but also the general guidelines for opening bids of 2♣ (any hand with more than 21 Total Points) and 2NT (a balanced hand of 20-21 Total Points).
- Today you will learn the general guidelines for not only the opening bids of 2♦, 2♥, and 2♠, but also for opening bids of 3♣, 3♦, 3♥, and 3♠ ... or even 4♣, 4♦, 4♥, and 4♠. These high level opening bids are, in bridge terminology, called *preemptive bids*. Preemptive bids have that name because they take away, or preempt, the other three players (two opponents and one partner) from making constructive bids to help their partner's bid to their best contract.
- Because preemptive bids preempt not only the opponents but also partner, the guidelines for opening a preemptive bid generally include two factors:
 - One factor is that the opening preemptive bid contains less values than an opening 1-level bid; that is, the opening preempt has fewer than 13 Total Points. The reason for this factor is that, when you open a preempt, you actually hope that the opponents have most of the High Card Points. Your intent is to raise the level of bidding right away so that you make it very difficult for the opponents to explore their best contract.
 - The other factor is that the hand that makes an opening preemptive bid contains a very long, very good suit. The reason for this factor is that, should the opponents decide to double you in the contract of your preemptive opening bid, you might, even if you cannot make the contract you bid, produce a negative score from suffering a penalty that is smaller than the negative score you would have if the opponents were to have the bidding room to bid to a makeable game or slam. In short, you are "trying to cut your losses".
- How long and good of a suit might you have to open with a preemptive suit bid of 2♦ or higher? Let's address the length of the suit of the preempt first: generally speaking, a preemptive opening bid at the 2-level shows a six-card suit, at the 3-level shows a seven-card suit, and at the 4-level shows an eight-card suit. Now let's address the quality of the suit of the preempt: generally speaking again – and remember that what you are learning are just guidelines and not rules – the suit of the opening preemptive bid should include either two of the top three honors in the suit (that would be 2 of the A, K, and Q) or three of the top five honors in the suit (that would be 3 of the S, K, Q, J, and T).
- You can also apply these guidelines to make weak jump overcalls. For example, if your RHO opens 1♣ and you hold a weak hand with a good six card spade suit, you should consider overcalling not just 1♠, but a weak jump overcall of 2♠!

- Randomly deal the deck*.
- See Guidelines for Table Supervisors.

* The teacher might want to have pre-dealt the hands so that each hand includes a hand that would open the bidding with a preemptive bid or would make a weak jump overcall. Using hand generator software that allow the setting of parameters are good ways of ensuring such a layout.

What would you open, holding the following hands? Why?

♠ K Q 10 8 5 4
♥ J 10
♦ Q 6 5
♣ 9 3

♠ 6
♥ A J 10 7 6 5 4
♦ J 3 2
♣ 9 6

If the opponent before you opened the bidding with 1♦, what bid would you make with the hands above?

Lesson 45 – Opener’s Rebid after Responder’s Raise of a Major Suit Opening Bid

Objectives:

- to learn how opener’s rebid after a major suit raise explores game in that major suit

Teaching points:

- Responder, if he has the 6+ Total Points to bid at all, can respond three different ways: he can raise opener’s suit to some level, he can bid some level of notrump, or he can bid a new suit. In this lesson, you will learn how opener chooses his rebid when responder has raised opener’s suit.
- Responder’s raise of opener’s suit can be either a single raise (that is, a raise to the two level) or a limit raise (that is, a raise to the three level).
- You will learn that opener’s choice of rebid, after responder’s raise, will be affected by two factors: the strain of the raise is one factor, whether responder’s raise was of opener’s major suit or opener’s minor suit; and the strength of opener’s hand is the other factor. Reference the document “**Opener’s Rebid when Responder has Raised Opener’s Major Suit**”. As is the case for all the lessons about bidding, what you will learn is one approach to bidding, one that is pretty close to the mainstream in bridge. Each partnership, or sometimes each player, develops a style that might differ from the approach that you are learning. The purpose of the bidding lessons here is to present you with an approach that you can use as a foundation for the style of bidding that best suits you.
- Choice of strain when responder has raised opener’s suit. When responder has raised opener’s major suit, the strain of the final contract is settled; the strain will be that major suit. Opener has at least five cards of the major suit for his opening bid, responder has at least three cards of the major suit for his raise; thus the partnership has at least an eight card major suit fit. On the other hand, when responder has raised opener’s minor suit, the preferential strain for the final contract is no trump, and the second choice of strain is the agreed minor suit (where it takes 11 tricks to make game). In this lesson you will learn about opener’s rebids after his opening of 1 of a major suit has been raised. In the next lesson you will learn about opener’s rebids after his opening of 1 of a minor suit has been raised.
- Opener’s strength. Once opener has been raised, opener should determine whether the Total Points of the partnership sum to the 25 Total Points generally needed for a major suit game. Opener can calculate that sum by adding his own Total Points to the (range of) Total Points shown by responder’s bid. If the sum must equal or exceed 25 Total Points, then opener should ensure that the partnership bids a game. If the sum must be less than 25 Total Points, then opener should pass the raise. When the sum might or might not be 25 Total Points or more, opener should invite game and allow responder to choose whether to bid game (with a maximum for his range) or to sign off in a partial (with a minimum for his range).
- When opener’s major suit has been raised by responder, opener calculates his Total Points by adding to his High Card Points his Shortness Points. Shortness Points are included, rather than Length Points, because in a suit contract, opener expects that his short suits will lead to winning tricks by ruffing losers. Recall that Shortness Points are calculated as follow:
 - Side suit void counts for 5 Shortness Points. With 962, AKT862, AJ43, --, you counted 14 Total Points when you opened 1♥ (12 High Card Points [HCP] + 2 Length Points for

the six card heart suit. After partner raises you to 2♥, you can count 17 Total Points (same 12 HCP + 5 Shortness Points for the club void).

- Side suit singleton counts for 3 Shortness Points
- Side suit doubleton counts for 1 Shortness Point
- Try some examples:
 - With K97, KJ753, A82, J7, you open 1♥ and are raised to 2♥. What are your Total Points after the raise? (13 = 12 HCP + 1 Shortness Point for the club doubleton.) What is the range of partner's Total Points? (6-9.) What, then, are the Total Points of the partnership? (19-22.) What do you bid? (Pass.) What if partner had raised you not to 2♥, but to 3♥? (Your 13 + partner's 10-11 sum to 23-24; you pass.)
 - With AQJ742, A9, 742, A6, you open 1♠ and are raised to 2♠. What are the Total Points of the partnership? (23-25.) What do you bid? (You invite game by bidding 3♠.) With a hand toward the maximum of his range of 6-9 Total Points, responder accepts the invitation by bidding 4♠; with a hand toward the minimum of his range of 6-9 Total Points, responder rejects the invitation by passing the 3♠ bid.
 - With AQJ742, A9, A742, 6, you open 1♠ and are raised to 2♠. What are the Total Points of the partnership? (25-28.) What do you bid? (You bid game by bidding 4♠.) This hand and the previous hand valued the same at the time you opened the bidding. After your opening bid was raised, however, this hand revalued to higher TP than the previous hand because it has more shortness and thus more ruffing value.
- Randomly deal the deck. Or, if the teacher prefers, pre-deal the hands so that there is an opening bid of 1M and a raise to 2M or 3M. Using hand generator software that allow the setting of parameters are good ways of ensuring such a layout.
- See Guidelines for Table Supervisors.

When Partner Has Raised Your Major Suit

Recalculate your Total Points by adding to High Card Points your Shortness Points, rather than your Length Points

Shortness Points:

- 5 points for each side suit void
- 3 points for each side suit singleton
- 1 point for each side suit doubleton

What call do you make? Why?

♠ 9 6 2

♥ A K 10 8 6 2

♦ A J 4 3

♣ —

West North East South

?

♠ 9 6 2

♥ A K 10 8 6 2

♦ A J 4 3

♣ —

West North East South

1 ♥ Pass 2 ♥ Pass

?

♠ K 9 7
♥ K J 7 5 3
♦ A 8 2
♣ J 7

West North East South

1 ♥ Pass 2 ♥ Pass

?

♠ K 9 7
♥ K J 7 5 3
♦ A 8 2
♣ J 7

West North East South

1 ♥ Pass 3 ♥ Pass

?

♠ A Q J 7 4 2

♥ A 9

♦ 7 4 2

♣ A 6

West North East South

1 ♠ Pass 2 ♠ Pass

?

♠ A Q J 7 4 2

♥ A 9

♦ A 7 4 2

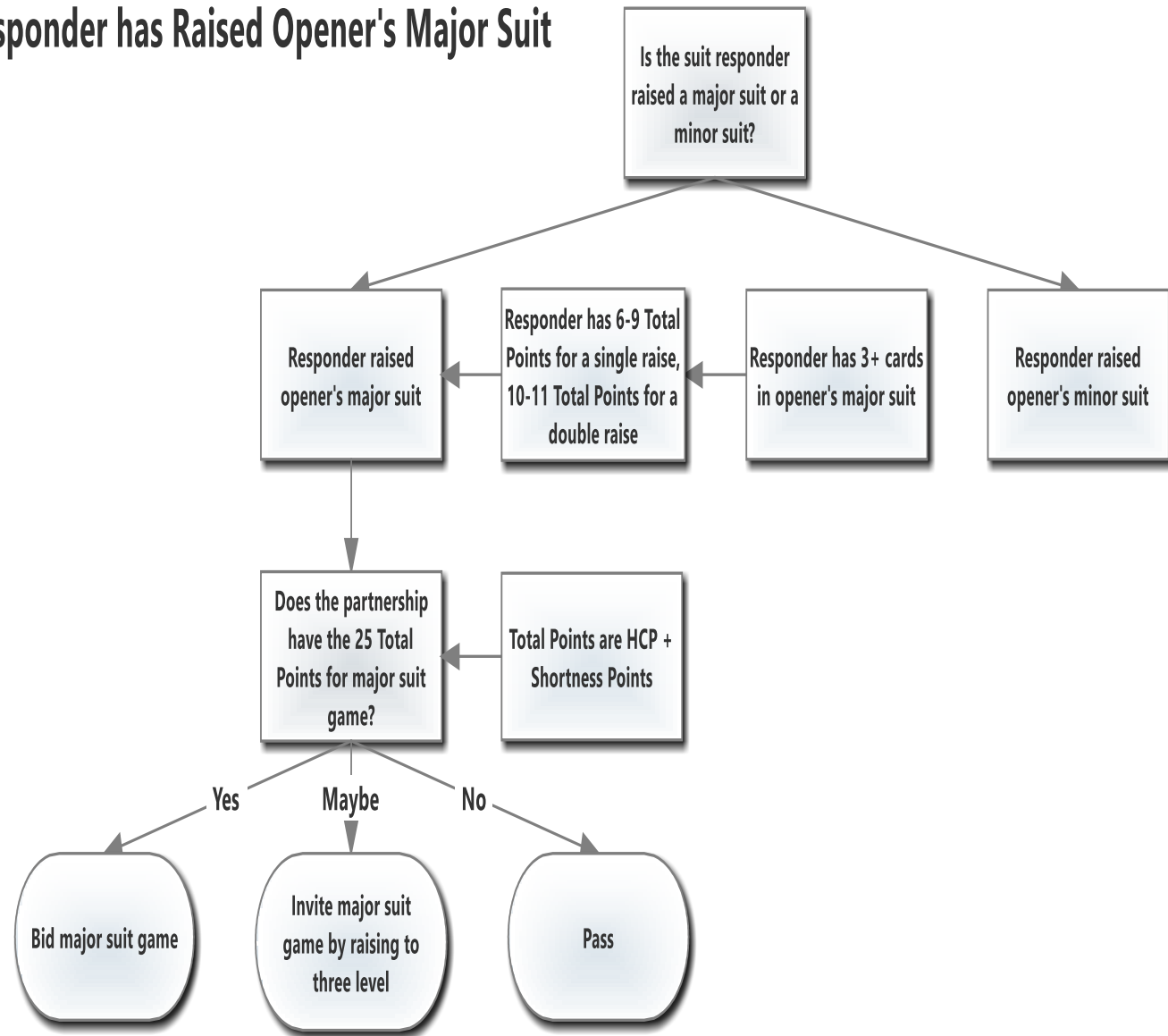
♣ 6

West North East South

1 ♠ Pass 2 ♠ Pass

?

Opener's Rebid when Responder has Raised Opener's Major Suit



Lesson 46 – Opener’s Rebid after Responder’s Raise of a Minor Suit Opening Bid

Objectives:

- to learn how bidding after a minor suit raise first explores game in no trump and only secondarily explores game in the minor suit

Teaching points:

- Remember that opener’s choice of rebid, after responder’s raise, will be affected by two factors: the strain of the raise is one factor, whether responder’s raise was of opener’s major suit or opener’s minor suit; and the strength of opener’s hand is the other factor.
- Choice of strain when responder has raised opener’s suit. In the previous lesson, you learned that when responder has raised opener’s major suit, the strain of the final contract is settled; the strain will be that major suit. Opener has at least five cards of the major suit for his opening bid, responder has at least three cards of the major suit for his raise; thus the partnership has at least an eight card major suit fit. On the other hand, when responder has raised opener’s minor suit, the preferential strain for the final contract is no trump, and the second choice of strain is the agreed minor suit (where it takes 11 tricks to make game). Reference the document “**Opener’s Rebid when Responder has Raised Opener’s Minor Suit**“. In this lesson, you will learn how opener’s rebid will explore whether a no trump contract is playable.
- Opener’s strength. Once opener’s minor suit opening bid has been raised, opener should determine whether the Total Points of the partnership sum to the 25 Total Points generally needed for game (that is, for a game in no trump; game in a minor suit requires about 29 Total Points).
- Opener can calculate that sum by adding his own Total Points to the (range of) Total Points shown by responder’s bid. If the sum must equal or exceed 25 Total Points, then opener should explore contracting for a game of 3NT. If the sum must be less than 25 Total Points, then opener should pass the raise. When the sum might or might not be 25 Total Points or more, opener should invite the 3NT game and allow responder to choose whether to bid game (with a maximum for his range) or to sign off in a partial (with a minimum for his range).
- Remember that by opening the bidding one of suit, opener has shown from 13 to 21 Total Points. Not surprisingly, given that the final strain when a major suit has been raised will be that major suit while the final strain when a minor suit has been raised might well be in no trump, the method that opener uses to calculate his Total Points for his rebid differs when a minor suit has been opened and raised from what you learned last lesson when a major suit had been opened and raised
- When opener’s minor suit has been raised by responder, opener calculates his Total Points by adding to his High Card Points his Length Points. Length Points are included, rather than Shortness Points, because the partnership is still exploring a final strain in no trump and no ruffing tricks would be available in a no trump contract. With 98, 97, AKJ64, AKQ4, you counted 18 Total Points when you opened 1♦ (17 HCP + 1 Length Point for the five card diamond suit). After partner raises you to 2♦, you still count Total Points the same way. You only count Shortness Points (instead of Length Points) when you are certain that the final contract will be a suit contract. When a minor suit is raised, your primary target is to play 3NT, not 5♦.
- Try some examples:

- With Q97, JT, A98763, KQ, you open 1♦ and are raised to 2♦. What are the Total Points of the partnership? (20-23). You have 12 HCP + 2 Length Points for the six-card diamond suit; partner has 6-9. (Be sure that students calculate Length Points and not Shortness Points when the target contract is no trump and not a suit contract.) What do you bid? (Pass.)
 - With AK7, KT4, KJT7, KJ5, -- a balanced hand -- you open 1♦ and are raised to 2♦. What is the range of the partnership's Total Points (24-27.) With a balanced hand, you can invite 3NT by rebidding 2NT.
 - With AK7, KJ4, KJT74, K5, you open 1♦ and are raised to 2♦. What are the Total Points of the partnership? (25-28.) Is your hand balanced or unbalanced? (Balanced.) What is your bid? (3NT.)
 - With 9, 97, KQJ642, AKQ4, -- an unbalanced hand -- you open 1♦ and are raised to 2♦. What is the range of the partnership's Total Points (23-26.) With an unbalanced hand – that is a hand with a singleton or void –, you are concerned that if you were to play a contract in no trump, the opponents might win the first five or more tricks in the side suit in which you have shortness. With an unbalanced hand that is game invitational, you describe your hands by next bidding 3♦, or, perhaps better, by bidding 3♣. Responder can choose to rebid 3NT or to return to the agreed minor suit.
- Randomly deal the deck. Or, if the teacher prefers, pre-deal the hands so that there is an opening bid of 1m and a raise to 2m or 3m. Using hand generator software that allow the setting of parameters are good ways of ensuring such a layout.
 - See Guidelines for Table Supervisors.

When Partner Has Raised Your Minor Suit

Continue to calculate your Total Points by adding to High Card Points your Length Points.

Do not recalculate by considering your Shortness Points, until such time as you have determined that the hand will be played with a minor suit as trumps.

What call do you make? Why?

♠ Q 9 7

♥ J 10

♦ A 9 8 7 6 3

♣ K Q

West North East South

1 ♦ Pass 2 ♦ Pass

?

♠ A K 7

♥ K 10 4

♦ K J 10 7

♣ K 10 5

West North East South

1 ♦ Pass 2 ♦ Pass

?

♠ A K 7

♥ K J 4

♦ K J 10 7 4

♣ K 5

West North East South

1 ♦ Pass 2 ♦ Pass

?

♠ 9

♥ 9 7

♦ K Q J 6 4 2

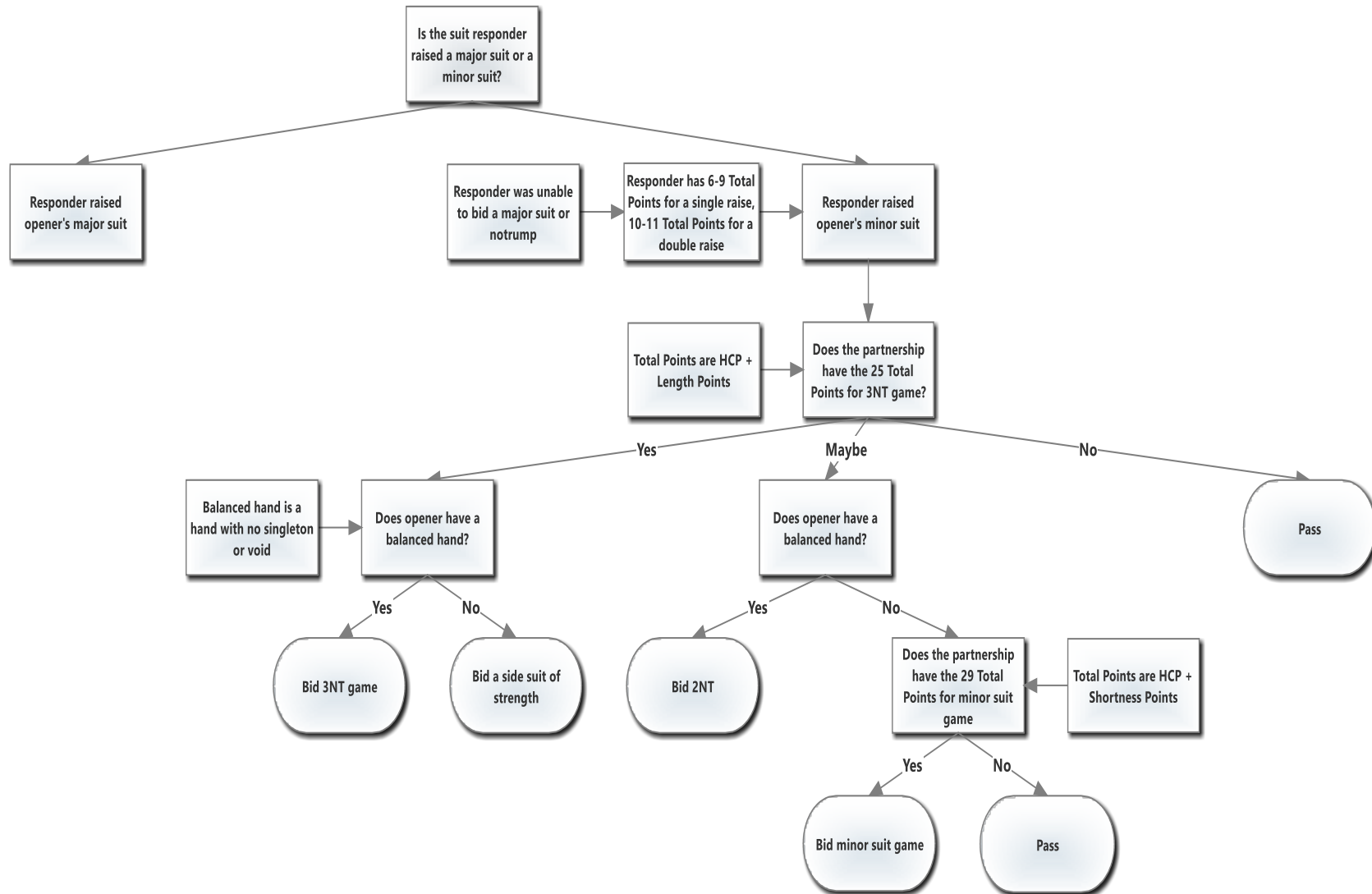
♣ A K Q 4

West North East South

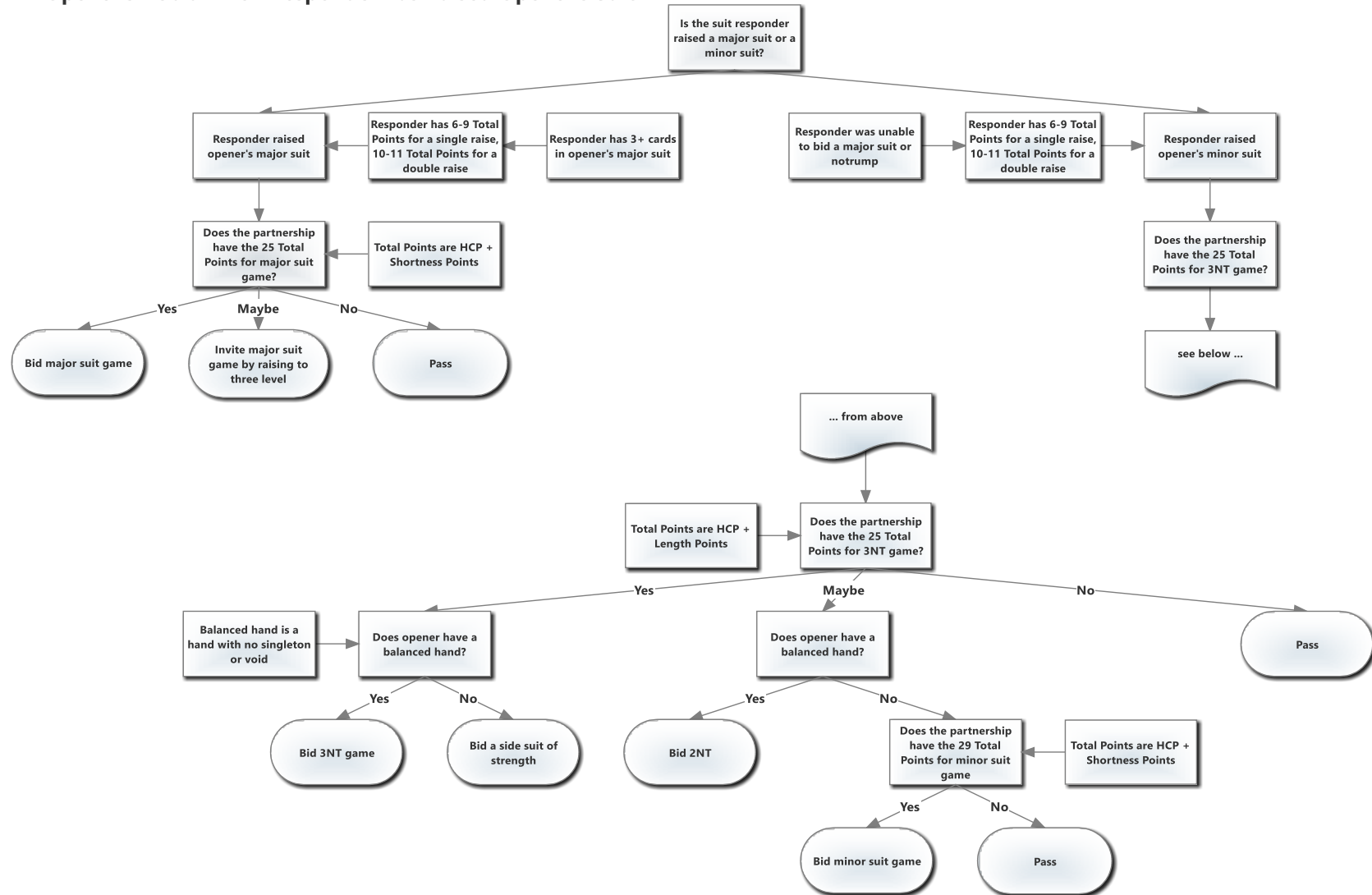
1 ♦ Pass 2 ♦ Pass

?

Opener's Rebid when Responder has Raised Opener's Minor Suit



Opener's Rebid when Responder has Raised Opener's Suit



Lesson 47 – Opener's Rebid after Responder Bids 1NT

Objectives:

- to understand how opener rebids after responder bids 1NT
- to understand how, after a 1NT response, opener's choice of rebid with an unbalanced hand differs from his choice of rebid with a balanced hand
- to understand that extra strength is required to make a reverse bid and a jump shift bid

Teaching points:

- In the previous two lessons, you learned opener's rebid after responder had raised the suit of the opening bid. In this lesson, you will learn opener's rebid after responder bid 1NT. Remember that responder's 1NT bid shows 6-11 Total Points and denies the abilities to: (a) support opener's major suit (meaning responder has fewer than three cards in opener's major); and (b) bid a four-card suit, especially a major suit, at the one level.
- You will learn that opener's choice of rebid, after responder's 1NT bid, will be affected by two factors. One factor is whether opener's hand is balanced or unbalanced (an unbalanced hand is one with a singleton or void). The other factor is opener's strength. Reference the document **"Opener's Rebid when Responder Bids 1NT"**.
- When opener's hand is balanced, opener is pleased that the contract is in no trump and will not make further suit bids. Opener's next call will be either to pass, invite game by bidding 2NT, or bid 3NT game, depending upon the overall combined Total Points of the partnership. Try these examples:
 - With K73, AQT95, KT3, 82, you open 1♥ and responder bids 1NT. You count 13 Total Points (12 High Card Points + 1 Length point for your five card heart suit). Responder has shown 6-11 Total Points, so that your partnership Total Points are from 19-24. With a balanced hand and fewer than 25 Total Points for the partnership, you pass.
 - With AK3, AQT95, KT3, 82 – a balanced hand of 17 Total Points –, the partnership has 23-28 Total Points. After 1♥-1NT, invite game by bidding 2NT.
 - With AKJ87, T42, AQ7, AT – a balanced hand of 19 Total Points –, how many Total Points has the partnership? (25-30 Total Points.) After 1♥-1NT, what do you bid? (3NT.)
- When opener's hand is unbalanced, opener will not pass the 1NT bid. Instead, opener will bid a suit in a way that best describes his distribution to responder. First, however, opener must categorize his hand.
 - With A76, 5, KQJ865, K82, you open 1♦ and responder bids 1NT. You count 15 Total Points (13 HCP + 2 Length Points for your six card diamond suit). Responder has shown 6-11 Total Points, so that your partnership Total Points are from 21-26. With an unbalanced hand, describe your distribution. When you have no second suit of at least four cards of length, rebid your diamond suit. Bid 2♦.
 - With Q98, KQ643, AJ84, 3, you open 1♥ (13 Total Points). Responder bids 1NT. Your partnership has Total Points of 19-24. Bid your second suit of four cards in length. Rebid 2♦.

- With the spades and diamonds exchanged, your hand becomes AJ84, KQ643, Q98, 3. Again you open 1♥ and responder bids 1NT. In this case, you rebid 2♥ and not 2♠. The difference between the last two examples is derived from the level of responder's next bid that might be preferring hearts, the suit you opened. When you held four diamonds and rebid 2♦, partner could prefer hearts by making a two level bid of 2♥. But when you hold four spades, a 2♠ bid by you would force responder, if he prefers hearts over spades, to support hearts by making a three level bid of 3♥. Your hand of 13 Total Points is not strong enough to force responder to preference hearts at the three level. Accordingly, you cannot bid a new suit that is higher ranking than the suit you opened at a higher level of bidding; that is, you cannot make a "reverse" bid.
 - Keep the same distribution as the previous hand, but strengthen the hand. With AQJ4, AKJ63, Q98, 3 (18 Total Points), you open 1♥ and responder bids 1NT. With 18 Total Points, your unbalanced hand is strong enough to make a reverse bid and bid 2♠ at your second turn.
 - Discussing the follow up to reverse bids by opener is beyond the scope of this class. For now, just know that reverses by opener promise at least 16 Total Points.
 - With 2, AQJ976, A83, A42 (17 Total Points), you open 1♥ and responder bids 1NT. With an unbalanced hand, you want to escape from no trump and describe your distribution. You can do so, show your extra values and your extra heart length by jump bidding 3♥.
 - With AQT53, 95, AKJ6, A3, you open 1♥ and responder bids 1NT. With 19 Total Points you are strong enough to force to game. You could rebid 3NT, but a more descriptive bid is to jump to 3♠. Because you could have bid 2♦, your jump to 3♠ is a very strong bid, forcing to game. The jump in a new suit is called a jump shift.
- Randomly deal the deck. . Or, if the teacher prefers, pre-deal the hands so that there is an opening bid of 1 of a suit, and a response of 1NT. Using hand generator software that allow the setting of parameters are good ways of ensuring such a layout.
 - See Guidelines for Table Supervisors.

When partner has responded 1NT

With a balanced hand (one with no singleton or void and no six card or longer suit), prefer a contract in notrump.

With an unbalanced hand (one with a singleton or void or a six card or longer suit), prefer a trump suit contract and show your distribution.

... but do not make a bid that is a “reverse” unless you have sufficient strength.

... and do make a bid that is a “strong jump shift” when you have sufficient strength.

What call do you make? Why?

♠ K 7 3

♥ A Q 10 9 5

♦ K 10 3

♣ 8 2

West North East South

1 ♥ Pass 1 NT Pass

?

♠ A K 3

♥ A Q 10 9 5

♦ K 10 3

♣ 8 2

West North East South

1 ♥ Pass 1 NT Pass

?

♠ A K J 8 7

♥ 10 4 2

♦ A Q 7

♣ A 10

West North East South

1 ♠ Pass 1 NT Pass

?

♠ A 7 6

♥ 5

♦ K Q J 8 6 5

♣ K 8 2

West North East South

1 ♦ Pass 1 NT Pass

?

♠ Q 9 8

♥ K Q 6 4 3

♦ A J 8 4

♣ 3

West North East South

1 ♥ Pass 1 NT Pass

?

♠ A J 8 4

♥ K Q 6 4 3

♦ Q 9 8

♣ 3

West North East South

1 ♥ Pass 1 NT Pass

?

♠ A J 8 4

♥ K Q 6 4 3

♦ Q 9 8

♣ 3

West North East South

1 ♥ Pass 1 NT Pass

?

♠ A Q J 4

♥ A K J 6 3

♦ Q 9 8

♣ 3

West North East South

1 ♥ Pass 1 NT Pass

?

♠ 2

♥ A Q J 9 7 6

♦ A 8 3

♣ A 4 2

West North East South

1 ♥ Pass 1 NT Pass

?

♠ A Q 10 5 3

♥ 9 5

♦ A K J 6

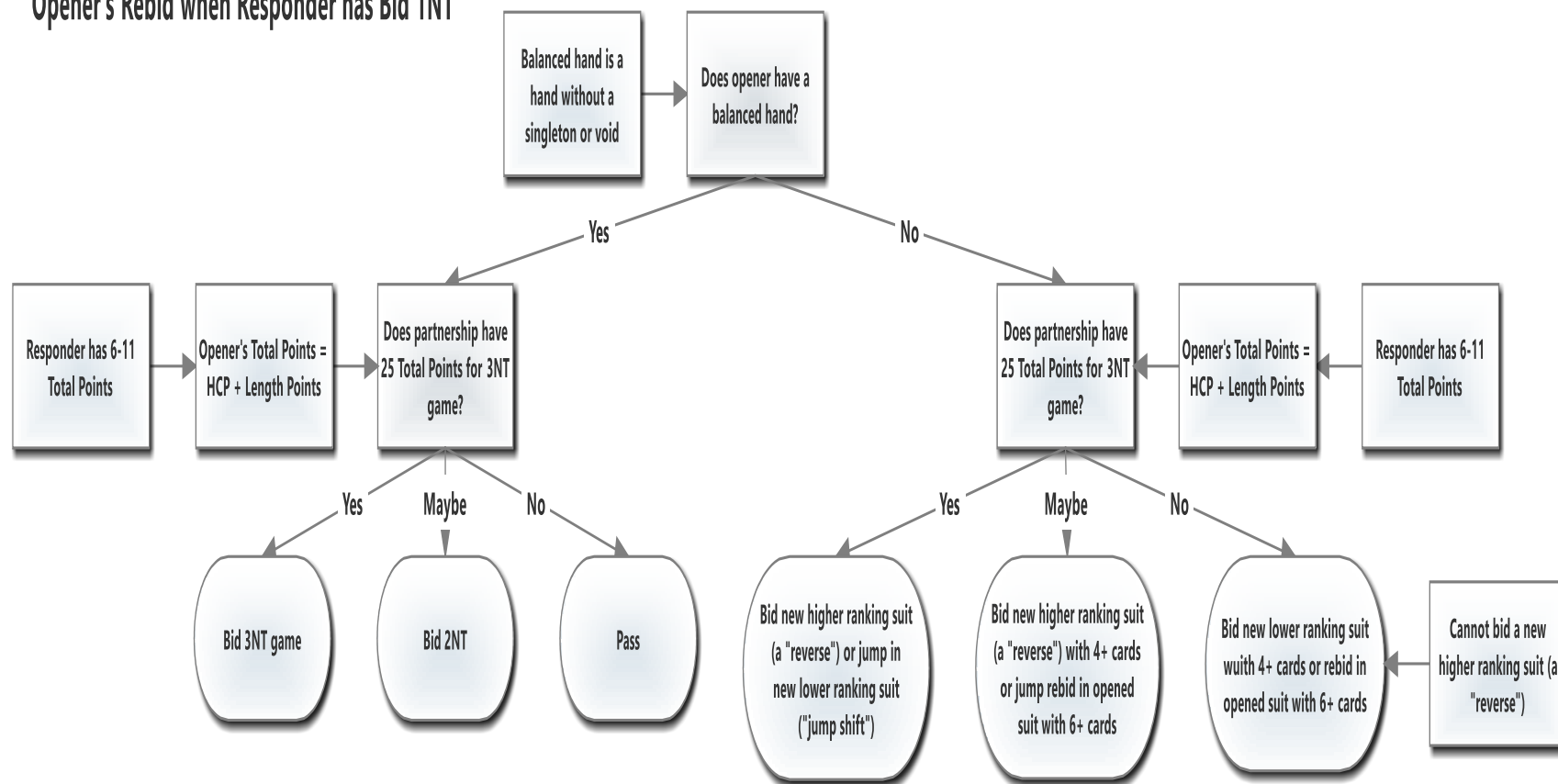
♣ A 3

West North East South

1 ♠ Pass 1 NT Pass

?

Opener's Rebid when Responder has Bid 1NT



Lesson 48 – Opener’s Rebid after Responder Bids New Suit at One Level

Objectives:

- to learn how opener rebids after responder bids a new suit at the one-level
- to understand how, after responder has bid a new suit at the one-level, opener’s priority is to find a major suit fit

Teaching points:

- In previous lessons, you learned opener’s rebid after responder had raised the suit of the opening bid and after responder bid 1NT. In this lesson, you will learn opener’s rebid after responder has bid a new suit at the one-level, often a new major suit. Remember that responder’s bid of a new suit at the one level shows 6+ Total Points. Should opener’s opening bid have been 1 of a major suit, responder’s bid of a new suit denies the ability support opener’s major suit (meaning responder has fewer than three cards in opener’s major suit). Because responder’s bid of a new suit has no upward limit of Total Points, opener must bid again.
- Reference the document “**Opener’s Rebid when Responder Bids a New Suit at One-Level**”. In choosing his rebid when responder has bid a new suit at the one-level, opener follows a specified list of priorities.
- Particularly when the new suit bid by a responder is a major suit, opener’s first priority is to raise responder’s suit. Opener can raise responder’s suit any time opener has four cards in that suit. Making the raising of responder’s suit opener’s first priority is focusing the partnership on finding an eight-card major suit fit. What is opener’s rebid on these hands, where opener has opened 1♦ and responder makes the indicated response of 1 of a major suit?:
 - Responder bids 1♥ and opener holds A93, K764, AJ732, 9. Opener holds four card support for the heart suit bid by responder; accordingly, opener will follow his first priority and raise the heart suit. To determine to which level opener should raise hearts, opener counts his Total Points. When an eight-card fit in a major suit is assured, opener counts his Total Points by adding to his High Card Points not his Length Points but his Shortness Points. Shortness Points are counted because the contract will play in the strain of hearts and opener’s shortness can be used to win more tricks by ruffing tricks of the opponents. With the shown hand, opener counts 15 Total Points (12 HCP + 3 Shortness Points for the singleton club). 15 Total Points falls within the range for raising 1♥ to 2♥.
 - Responder bids 1♠ and opener holds AK64, 93, AKJ63, J8. Opener’s first priority is to raise spades. Opener has how many Total Points in support of spades? (18 Total Points, 16 HCP + 2 Shortness Points, one for each doubleton). What does opener bid? (3♠.)
- When opener cannot follow his first priority – that is, the new suit bid by responder is not a suit in which opener has four card support –, opener looks for his second priority: to bid an unbid four-card major. Note that even opener’s second priority is directed toward finding a major suit fit. What is opener’s rebid on these hands, where opener has opened 1♣ and responder has made the indicated response?:
 - Responder bids 1♥ and opener holds QJ94, J82, Q5, AKJ4. Does opener have four card support for responder’s hearts, his first priority to show? (No.) Does opener have four cards in the unbid major of spades? (Yes.) What does opener bid? (1♠).

- Responder bids 1♠ and opener holds the same hand as above but with the major suits exchanged J82, QJ94, Q5, AKJ4. Opener does not have four card support for responder's spades but opener does have four cards in the unbid major of hearts. Can opener therefore bid 2♥? (No, opener is not strong enough to bid 2♥.) Remember learning in last lesson about the extra strength required for opener to make a reverse bid? A reverse bid is a bid in a higher-ranking suit than the suit that opener opened and at a higher level. In this case, a rebid of 2♥ would require responder to prefer opener's clubs over opener's hearts by bidding clubs at the three level (1♣-1♠, 2♥-3♣). With only 14 Total Points, opener is not strong enough to make the 2♥ bid. Now, if opener had 16-18 Total Points, say A8, KJ94, Q5, AKJ42 (19 Total Points), then opener is strong enough to show his four card heart support by making a reverse bid of 2♥. As to what opener should bid with his hand of 14 Total Points, you will learn in a few moments that opener should bid 1NT.
- Responder bids 1♥ and opener holds KJ94, A8, A5, AK942. Opener cannot support hearts and so will bid his four card spade support, trying to find an eight card fit in spades. With 20 Total Points, opener is strong enough to jump bid his spades, making a jump shift by bidding 2♠. The jump shift announces to responder that opener is strong enough to force the partnership to bid a game.
- When opener has neither four card support for the suit bid by responder, nor an unbid four card major, but has extra distribution (meaning either a singleton or void or, in this case, two doubletons, or a six card suit), opener will bid his third priority. That third priority is to show his extra distribution. What is opener's rebid on these hands, where opener and responder have made the indicated opening bid and response?:
 - With 5, KQT73, AT8, AJ42, opener opens 1♥ and responder bids 1♠. Does opener have four card support for responder's spades? (No.) Does opener have an unbid major suit? (No, both major suits have been bid.) Opener does have, however, a distributional hand, with a singleton spade and a side four card suit in clubs. What does opener bid? (2♣).
 - With AT, AQJ853, T4, 754, opener opens 1♥ and responder bids 1♠. How does opener show his extra distribution in the form of six hearts? (Opener bids 2♥.)
 - With a stronger hand of AT, AKJ853, T4, K53, opener opens 1♥ and responder bids 1♠. With 17 Total Points, opener bids 3♥.
 - With 7, Q983, KQJT5, A75, opener opens 1♦ and responder bids 1♠. Opener cannot bid 2♥, because 2♥ is a reverse bid and with only 13 Total Points, opener is not strong enough to make a reverse bid. Opener has a distributional hand, however, because of the singleton spade. Opener has no lower ranking suit than his diamonds to bid (opener cannot bid a three card club suit; it takes four cards to bid a suit at your second turn to bid). All that is left for opener to bid is 2♦.
- When opener has a hand that does not fall within the three priorities mentioned, opener must have a hand that is balanced; that is, a hand with no singleton or void and no excess length in the opened suit. With such a hand, opener bids no trump. What is opener's bid on these hands, where opener opened 1♣ and responder has made the indicated response?:
 - Responder bids 1♠ and opener holds J82, QJ94, Q5, AKJ4. This is the hand shown earlier, where opener was not strong enough to make a reverse bid of 2♥. With 14 Total Points, opener bids 1NT.

- Responder bids 1♥ and opener holds AK4, QJ9, KJ65, AJ2. What does opener bid? (2NT.) Reference the document “Opening the Bidding”. Do you see now how all the ranges of balanced hands without five card majors are covered, from Total Points of 13 all the way up to Total Points of 21? From the Opening Bid document, you can see that opener’s hands in the Total Point ranges of 15-17 and 20-21 are covered by opening 1NT and 2NT. From the last two hands in this lesson, you have seen how opener’s hands in the Total Point range of 13-15 are covered (by opening 1 of a minor suit and then bidding 1NT over responder’s bid of a new suit at the one level) and how opener’s hands in the Total Point range of 16-18 are covered (by opening 1 of a minor suit and then jump bidding 2NT over responder’s bid of a new suit at the one level).
- Randomly deal the deck . Or, if the teacher prefers, pre-deal the hands so that there is an opening bid of 1 of a suit, and a new suit response at the 1 level. Using hand generator software that allow the setting of parameters are good ways of ensuring such a layout.
- See Guidelines for Table Supervisors.

When partner has responded in a new suit at the one-level

Remember that responder's bid cannot be passed.

General priorities of opener:

1. Support responder's major suit when there is a combined major suit fit of eight cards or more.
2. Bid an unbid major suit of four or more cards in length.
3. With a balanced hand, bid notrump; or
4. With an unbalanced hand, bid your distribution

... but do not make a bid that is a "reverse" unless you have sufficient strength.

... and do make a bid that is a "strong jump shift" when you have sufficient strength.

What call do you make? Why?

♠ A 9 3
♥ K 7 6 4
♦ A J 7 3 2
♣ 9

West North East South

1 ♦ Pass 1 ♥ Pass

?

♠ A K 6 4
♥ 9 3
♦ A K J 6 3
♣ J 8

West North East South

1 ♦ Pass 1 ♠ Pass

?

♠ Q J 9 4
 ♥ J 8 2
 ♦ Q 5
 ♣ A K J 4

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
1 ♣	Pass	1 ♥	Pass
?			

♠ J 8 2
 ♥ Q J 9 4
 ♦ Q 5
 ♣ A K J 4

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
1 ♣	Pass	1 ♠	Pass
?			

♠ A 8
 ♥ K J 9 4
 ♦ Q 5
 ♣ A K J 4 2

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
1 ♣	Pass	1 ♠	Pass
?			

♠5

♥K Q 10 7 3

♦A 10 8

♣A J 4 2

West North East South

1 ♥ Pass 1 ♠ Pass

?

♠A 10

♥A Q J 8 5 3

♦10 4

♣7 5 4

West North East South

1 ♥ Pass 1 ♠ Pass

?

♠A 10

♥A K 10 8 5 3

♦10 4

♣K 5 3

West North East South

1 ♥ Pass 1 ♠ Pass

?

♠5

♥K Q 10 7 3

♦A 10 8

♣A J 4 2

West North East South

1 ♥ Pass 1 ♠ Pass

?

♠7

♥Q 9 8 3

♦K Q J 10 5

♣A 7 5

West North East South

1 ♦ Pass 1 ♠ Pass

?

♠ J 8 2
 ♥ Q J 9 4
 ♦ Q 5
 ♣ A K J 4

West North East South

1 ♣ Pass 1 ♠ Pass

?

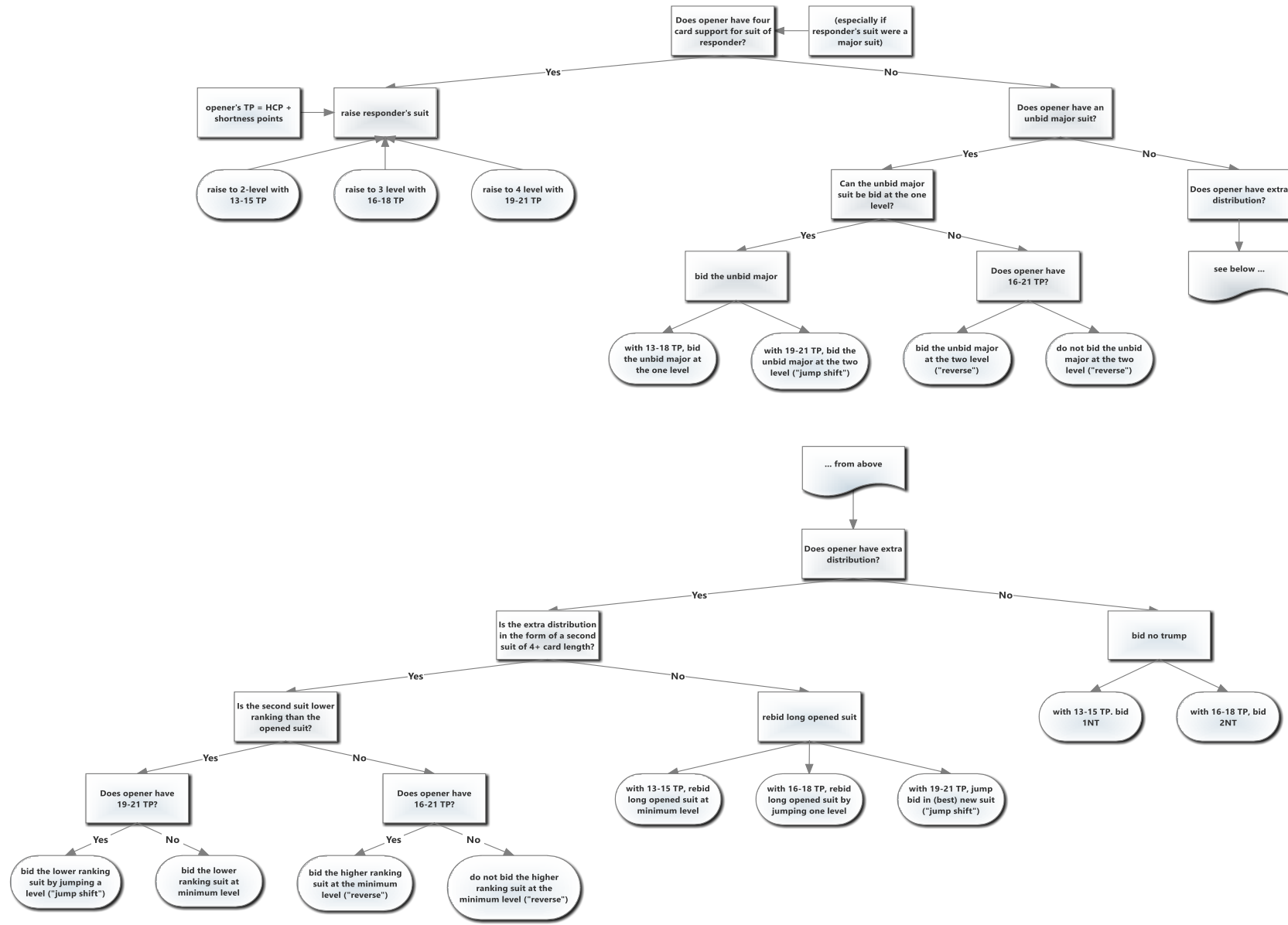
♠ A K 4
 ♥ Q J 9
 ♦ K J 6 5
 ♣ A J 2

West North East South

1 ♣ Pass 1 ♥ Pass

?

Opener's Rebid when Responder Bids a New Suit at One Level



Lesson 49 – Opener’s Rebid after Responder Bids at the Two Level

Objectives:

- to learn how opener rebids after responder bids a new suit at the two-level or bids 2NT or 3NT

Teaching points:

- In previous lessons, you learned opener’s rebid after responder had raised the suit of the opening bid, after responder bid 1NT, and after responder bid a new suit at the one-level. In this lesson, you will learn opener’s rebid after responder has bid a new suit at the two-level, or has bid 2NT or 3NT. Because a response of a new suit at the two level (a “2 over 1” response) and a response of 2NT are game forcing – and a response of 3NT is already a bid of game – opener’s primary objective is to help identify the best game for the partnership.
- Responder bids 2 of a new suit (game forcing 2 over 1 bid). Reference **“Opener’s Rebid when Responder Bids a New Suit at Two Level”**.
 - As usual, opener’s first priority is to uncover an eight card major suit fit.
 - A bid of 2♥ by responder, after you as opener have opened 1♠, deserves special mention. Not only is a response of 2♥ a 2 over 1 game force, but a response of 2♥ promises at least five hearts. Consistent with the priorities to find all eight card or longer major suit fits, your priority as opener is to show heart support when you have three or more hearts.
 - With AQT76, K53, 7, KT87, you open 1♠. Responder bids 2♥. You have at least an eight card fit in hearts. You have Total Points of 15 (12 HCP + 3 Shortness Points for your diamond singleton, since you have a suit fit in hearts.) Bid 3♥.
 - With AQT76, KQ5, 7, KT87 on the same auction, what do you bid at your second turn? (You bid 4♥. You have 17 Total Points, enough to jump raise hearts.)
 - When opener has opened 1♠, 1♥, or 1♦ and responder bids 2 of a lower-ranking suit, opener’s first priority is to show whether he has four of the other major suit. If he does, he bids that major suit at the two level.
 - With AQT76, KJ65, --, Q872, you open 1♠. Partner responds 2♣. What bid do you make? (You bid 2♥. You have four card club support, but finding a major suit fit is your first priority.)
 - With AQ7, KJ65, KJ654, 7, you open 1♦. Partner responds 2♣. What bid do you make? (You bid 2♥, showing your four card major.)
 - Without four cards in the other major suit, opener will show extra length (more than the minimum of five cards) in the opened major.
 - With A7, KJ8652, QJ5, 76, you open 1♥. What do you bid over partner’s 2♣ response? (You bid 2♥, showing that you have more than the five promised hearts. If responder has two hearts, he will next support your hearts, knowing that your partnership has an eight card fit in hearts.)

- With AJ, AKJ862, QJ5, 76, you open 1♥. What do you bid over partner's 2♣ response? (Now you bid 3♥, showing not only your extra heart length but also your extra strength.)
- With no major suits to bid and a balanced hand, opener will bid no trump.
 - With AJ, AJT62, QJ5, 76, after 1♥-2♣, you rebid 2NT, showing a balanced hand and 13-15 Total Points.
 - With AJ, AKJ62, QJ5, Q74, what do you rebid after 1♥-2♦, what do you rebid? (You rebid 3NT, showing a balanced hand and 16-21 Total Points. With a balanced hand and the opponents not having bid the club suit, you do not worry about not having a solid stopper in clubs. Should the opponents lead a club and cash the first five tricks in that suit, you would be unlucky. Sometimes that happens.)
- With no major suits to bid and an unbalanced hand, opener will bid so as to describe his distribution.
 - With AJ875, KJ6, 5, A763, you open 1♠ and partner responds 2♣. With an unbalanced hand and no extra length in a side suit, you support partner's clubs. You bid 3♣.
 - Show your minor suits reversed, your having AJ875, KJ6, A763, 5, you again open 1♠ and partner responds 2♣. What do you bid next? (You bid 2♦. You do not have either unshown major suit length nor a balanced hand and so you cannot bid a major or no trump. The bid that best describes your distribution is 2♦, showing at least four diamonds.)
- Responder bids 2NT, showing a balanced hand of 13-15 Total Points. Reference **“Opener's Rebid when Responder Bids 2NT or 3NT”**.
 - If opener has an unbid major suit, opener should bid 3 of the second major suit. With AJ875, KJ64, 52, A7, you open 1♠. Over partner's response of 2NT, you show your hearts by bidding 2♥. However, with the red suits reversed, so that you hold AJ875, 52, KJ64, A7, over partner's response of 2NT to your opening bid of 1♠, you bid 3NT.
 - If opener has extra length (more than the minimum of five cards) in the opened major, opener should rebid the long major. With A7, KJ8652, QJ5, 76, -- a hand shown earlier - - you open 1♥. What do you bid over partner's 2NT response? (You bid 3♥, showing that you have more than the five promised hearts. If responder has two hearts, he will next bid 4♥, knowing that your partnership has an eight card fit in hearts.)
- Responder bids 3NT, showing a balanced hand of 16-18 Total Points. If opener has extra length in the opened major or a second five card major suit, opener should bid the long major at the four level. Otherwise, opener would pass 3NT.

- Randomly deal the deck. Or, if the teacher prefers, pre-deal the hands so that there is an opening bid of 1 of a suit and a response of 2 of a new suit or 2NT or 3NT. Using hand generator software that allow the setting of parameters are good ways of ensuring such a layout.
- See Guidelines for Table Supervisors.

When partner has responded in a new suit at the two-level

Remember that responder's bid is game forcing.

General priorities of opener:

1. Find a major suit where there is a combined length of eight cards or more.
 - a. By supporting responder's major suit, or
 - b. By bidding an unbid four-card major suit, or
 - c. By rebidding own major suit of six cards or longer
2. With a balanced hand, bid notrump; or
3. With an unbalanced hand, bid your distribution.

What call do you make? Why?

♠ A Q 10 7 6

♥ K 5 3

♦ 7

♣ K 10 8 7

West North East South

1 ♠ Pass 2 ♥ Pass

?

♠ A Q 10 7 6

♥ K Q 5

♦ 7

♣ K 10 8 7

West North East South

1 ♠ Pass 2 ♥ Pass

?

♠ A Q 10 7 6

♥ K J 6 5

♦ —

♣ Q 8 7 2

West North East South

1 ♠ Pass 2 ♣ Pass

?

♠ A Q 7

♥ K J 6 5

♦ K J 6 5 4

♣ 7

West North East South

1 ♦ Pass 2 ♣ Pass

?

♠ A 7

♥ K J 8 6 5 2

♦ Q J 5

♣ 7 6

West North East South

1 ♥ Pass 2 ♣ Pass

?

♠ A J

♥ A K J 8 6 2

♦ Q J 5

♣ 7 6

West North East South

1 ♥ Pass 2 ♣ Pass

?

♠ A 10

♥ A J 10 6 2

♦ Q J 5

♣ 7 6 4

West North East South

1 ♥ Pass 2 ♣ Pass

?

♠ A J

♥ A K J 6 2

♦ Q J 5

♣ Q 7 4

West North East South

1 ♥ Pass 2 ♦ Pass

?

♠ A J 8 7 5

♥ K J 6

♦ 5

♣ A 7 6 3

West North East South

1 ♠ Pass 2 ♣ Pass

?

♠ A J 8 7 5

♥ K J 6

♦ A 7 6 3

♣ 5

West North East South

1 ♠ Pass 2 ♣ Pass

?

♠ A J 8 7 5

♥ K J 6 4

♦ 5 2

♣ A 7

West North East South

1 ♠ Pass 2 NT Pass

?

♠ A J 8 7 5

♥ 5 2

♦ K J 6 4

♣ A 7

West North East South

1 ♠ Pass 2 NT Pass

?

♠ A 7

♥ K J 8 6 5 2

♦ Q J 5

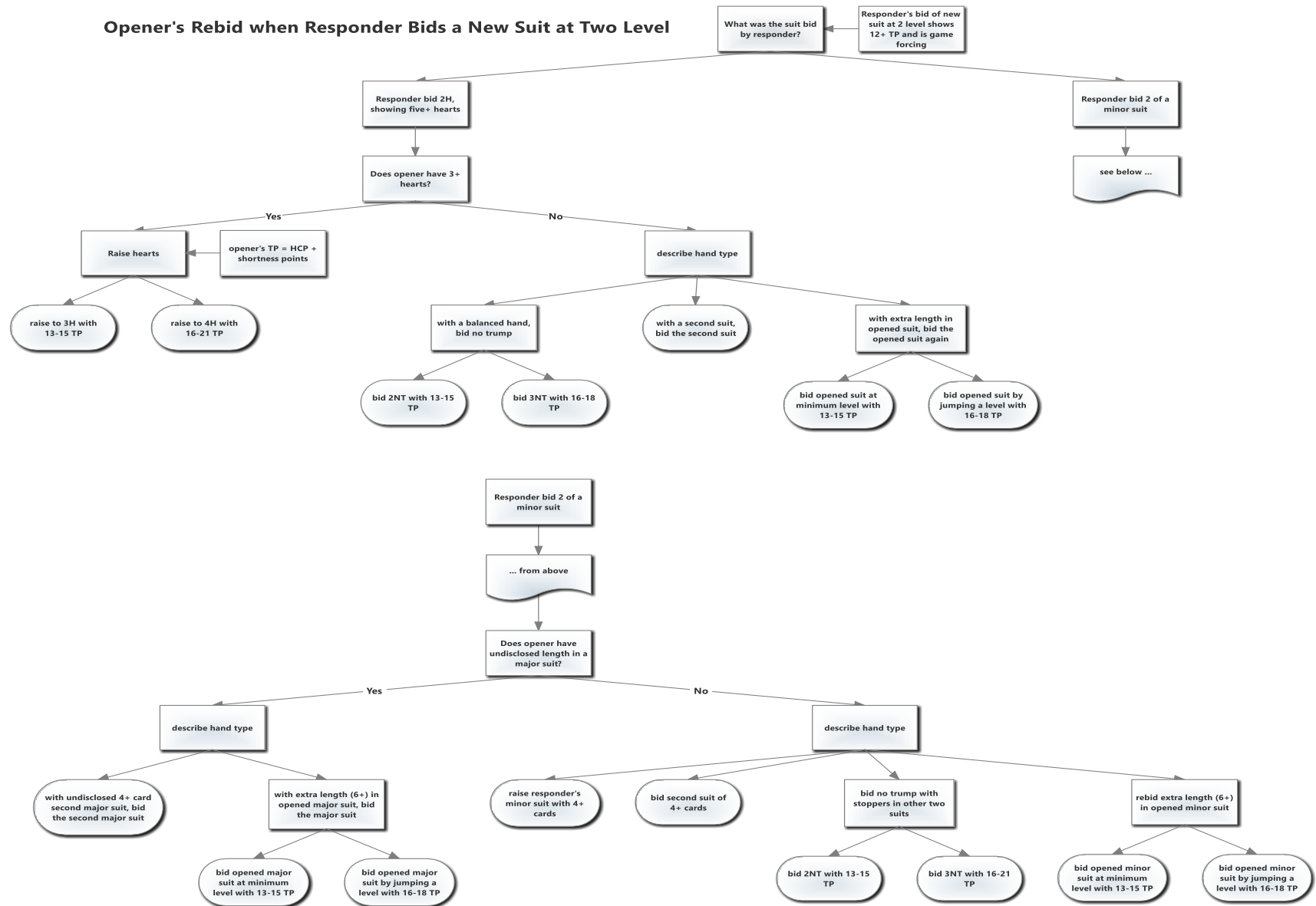
♣ 7 6

West North East South

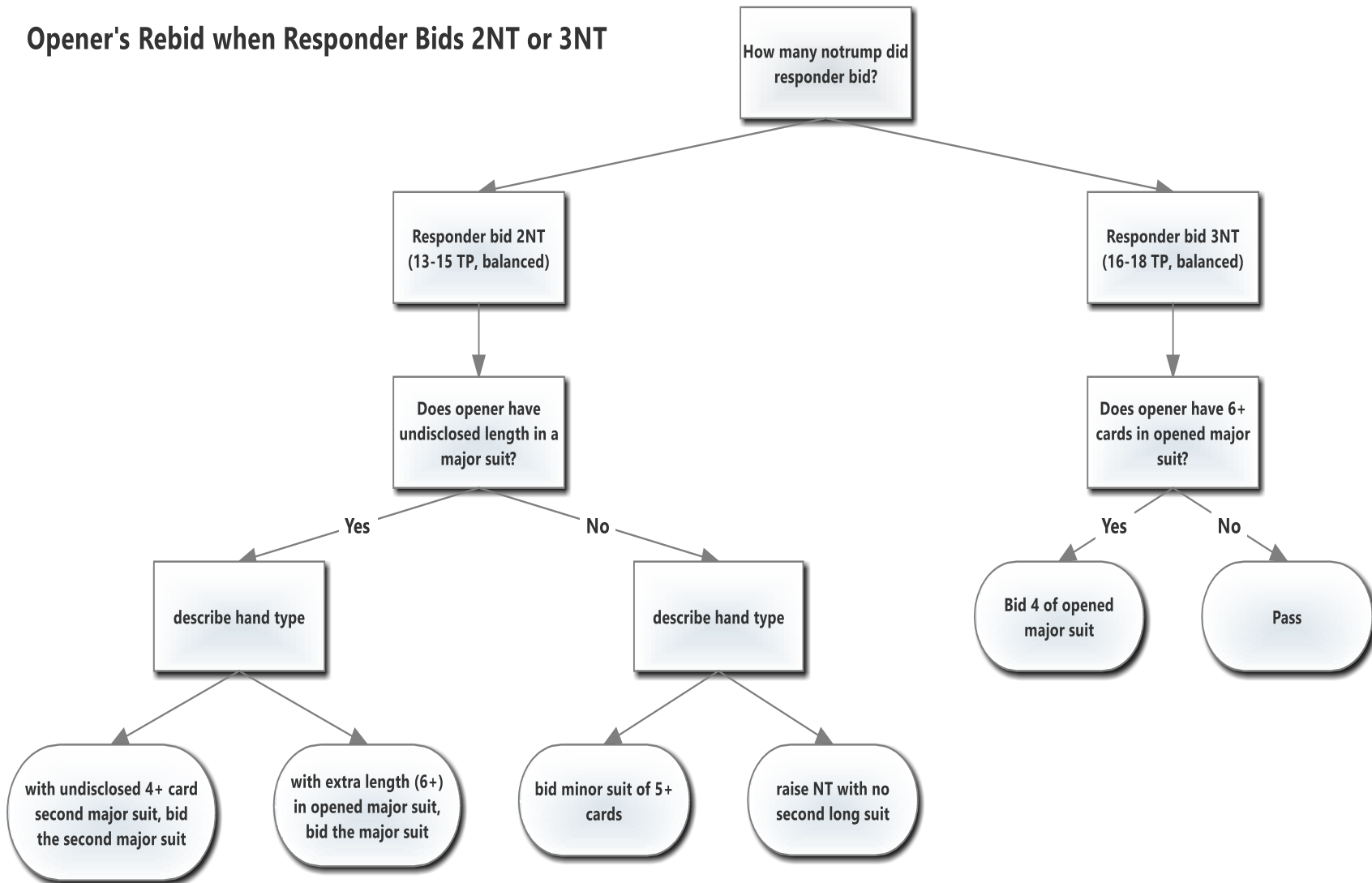
1 ♥ Pass 2 NT Pass

?

Opener's Rebid when Responder Bids a New Suit at Two Level



Opener's Rebid when Responder Bids 2NT or 3NT



Lesson 50 – Responder’s Second Bid, Part 1

Objectives:

- to understand which second bids by responder are signoffs

Teaching points:

- Partner opened the bidding, showing 13-21 Total Points. You responded showing 6 or more Total Points. You have learned the meanings of opener’s second bid. Today you will begin to learn the meanings of your second call.
- As responder considering your second call, your first priority is to determine if the partnership has enough strength for game:
 - If the answer is “no”, then pass or make a nonforcing bid
 - If the answer is “maybe”, then make a bid that is invitational to game
 - If the answer is “yes”, then bid game directly or make a forcing bid
- To determine if the partnership has enough strength for game, you as responder have to assess not only your strength but also the strength of opener. For example, assume that you hold this hand: KJ65, 54, AJ7, T832. Your partner opens 1♥ and you respond 1♠. Does your partnership have enough for strength for game when your partner makes the following alternative bids at his second turn?
 - 1NT? (No. Opener has shown 13-15 Total Points. You have 9 Total Points. The partnership’s total of 22-24 Total Points is not enough for game. You should make a signoff call of Pass.)
 - 2♥? (No. Same reasoning as above. You have an eight card heart fit and should pass 2♥.)
 - 2♣? (Maybe. Partner’s rebid is wide ranging. He has from 13-18 Total Points. Opposite your 9 Total Points, the partnership has from 22-27 Total Points, maybe enough for game. You should make an invitational call to induce opener to allow opener to bid on if he has a maximum and to sign off if he has a minimum. You should bid 3♣.)
 - 2NT? (Yes. Opener has shown 16-18 Total Points. Opposite your 9 Total Points, the partnership has 25-27 Total Points, enough generally for game. Bid 3NT.)
- Demonstrate calls below on document “**Responder’s Second Bid**”, supplemented as necessary by documents “Opening the Bidding” and “Opener’s Rebid ...”. The objective of using the latter documents is to ascertain the range of Total Points of opener, so that the Total Points of responder can be added to opener’s, allowing responder to pursue his first priority of determining if the partnership has the 25 Total Points generally needed for game.
- Second calls of responder that are nonforcing
 - Pass
 - 1♦-1♥, 1NT-Pass
 - 1♠-1♥, 1♠-Pass. Note that while opener’s rebid of 1♠ has a broad range (13 to 18 Total Points; with 19-21 Total Points, opener would have rebid 2♠, a game forcing jump shift), the 1♠ rebid is not forcing. With a hand such as J65, K5432, 62, K98, responder should pass. This pass promises at least three spades. Responder should not consider rebidding his five card heart suit. Responder knows that opener does not have as many as four hearts (because with four

hearts, opener would have raised hearts rather than bid 1♠). In the actual auction there is no assurance that opener has *any* hearts, because he *might* have opened 1♣ and rebid 1♠ on hand such as KQ85, --, A87, KJT764. 1♠ might or might not be your partnership's best contract, but it is a reasonable contract and you should pass to make it your final contract. (As a note of general bridge advice, one should try not to rebid five card suits that have not been supported by partner.)

- 1♥-1NT, 2♥-Pass
- 1♦-1♥, 2♥-Pass. Here opener has shown four card heart support and 13-15 Total Points (including Shortness Points). If you as responder have fewer than 10 Total Points, the partnership will not have the 25 Total Points generally needed for game.
- Bid of 1NT
 - 1♣-1♥, 1♠-1NT. You might hold 62, K5432, K98, J65. With only 7 Total Points opposite an opener in the 13-18 Total Point range, you do not have enough strength to invite game. You can't pass 1♠, risking playing in a contract where your side has six cards in trumps and the opponents have seven cards in trumps. Bidding 1NT allows opener to pass with a minimum opening bid.
- Bid at 2 level of a suit already bid by the partnership
 - 1♦-1♥, 1♠-2♦. With J6, KJ76, QT84, 864, rebid 2♦, supporting your partner's first suit of diamonds by bidding diamonds at the 2 level. Your partner has shown from 13-18 Total Points. If he is at the minimum of that range so that there is no game, he will pass 2♦ and you will have reached a playable part score contract.
 - 1♦-1♥, 2♣-2♦. Same reasoning as on above hand.
 - *Not* 1♦-1♥, 2♣-2♠. Here responder's bid at the two level is not in a suit that has already been bid by the partnership, but is instead in a new suit. You will learn soon that the 2♠ bid by responder is a forcing bid.
 - 1♦-1♥, 1♠ or 1NT-2♥. Here the suit that responder bids at the two level is a suit already bid by the partnership. It does not matter if responder's second call at the two level is in a suit that had already been bid by opener or a suit that had already been bid by responder; either bid is nonforcing.
 - *Not* 1♦-1♥, 1♠-2♠. Can you think why the raise to 2♠ by responder is not a signoff bid but is instead an invitational bid? Hint: with spade support and a bare minimum responding hand of, say, 6 or 7 Total Points, what call would responder make at his second turn? (Responder would pass 1♠ with a bare minimum; hence his raise to 2♠ promises invitational values as well as promising four card spade support. Opener has from 13-18 Total Points. Opener would still pass with a minimum, but would try for game with extra values.)
- Over opener's rebid of 1NT, a bid at 2 level in a lower-ranking suit than the suit of your response
 - 1♦-1♥, 1NT-2♣. A representative hand for responder is J3, KJ84, 5, JT9865. Responder knows there is no game opposite opener's 13-15 Total Points. Responder also knows that opener has at least two clubs for his 1NT rebid.

Hence playing in a club fit of at least eight cards in combined length is the best part score contract.

- 1♦-1♥, 1NT- 2♦. A representative hand for responder is J3, KJ84, JT985, 62. Responder knows there is no game opposite opener's 13-15 Total Points. Responder has nice support for opener's diamonds and so knows that diamonds is the strain for the best part score contract.
 - *Not* 1♦-1♥, 1NT- 2♠. Here you as responder have bid at 2 level in a *higher*-ranking suit than the suit of your response. As you will learn soon, the 2♠ bid is a game forcing bid.
- Randomly deal the deck. Or, if the teacher prefers, pre-deal the hands so that responder must decide on a rebid after an opening bid, a response, and a rebid by opener. Using hand generator software that allow the setting of parameters are good ways of ensuring such a layout.
 - See Guidelines for Table Supervisors.

Responder's Second Bid

First priority is to determine if the partnership has the combined strength for a game:

1. If “no”, then pass or make a non-forcing bid
2. If “maybe”, then make a bid that is invitational to game
3. If “yes”, then bid game directly or make a forcing bid (i.e., a bid that opener is not supposed to pass).

What call do you make? Why?

♠ K J 6 5

♥ 5 4

♦ A J 7

♣ 10 8 3 2

West North East South

1 ♥ Pass 1 ♠ Pass

1 NT Pass ?

♠ K J 6 5

♥ 5 4

♦ A J 7

♣ 10 8 3 2

West North East South

1 ♥ Pass 1 ♠ Pass

2 ♥ Pass ?

♠ K J 6 5

♥ 5 4

♦ A J 7

♣ 10 8 3 2

West North East South

1 ♥ Pass 1 ♠ Pass

2 ♣ Pass ?

♠ K J 6 5

♥ 5 4

♦ A J 7

♣ 10 8 3 2

West North East South

1 ♥ Pass 1 ♠ Pass

2 NT Pass ?

♠ J 6

♥ K J 7 6

♦ Q 10 8 4

♣ 8 6 4

West North East South

1 ♦ Pass 1 ♥ Pass

1 ♠ Pass ?

♠ J 3

♥ K J 8 4

♦ 5

♣ J 10 9 8 6 5

West North East South

1 ♦ Pass 1 ♥ Pass

1 NT Pass ?

♠ K J 3 2

♥ A K J 8 4

♦ 5 2

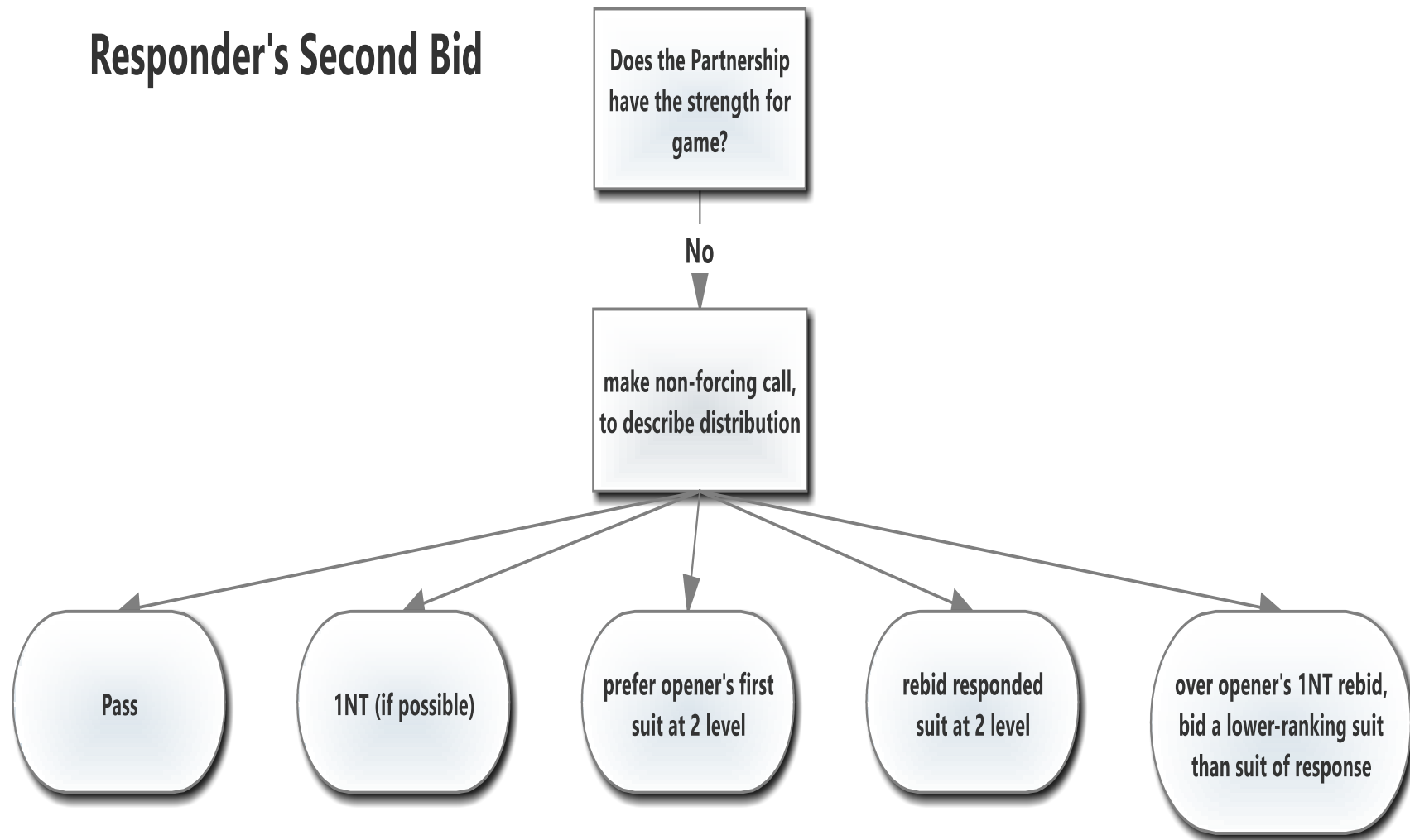
♣ 6 5

West North East South

1 ♦ Pass 1 ♥ Pass

1 NT Pass ?

Responder's Second Bid



Lesson 51 – Responder’s Second Bid, Part 2

Objectives:

- to understand which second bids by responder are game invitational but non-forcing and which second bids by responder are forcing

Teaching points

- Partner opened the bidding, showing 13-21 Total Points. You responded showing 6 or more Total Points. You have learned the meanings of opener’s second bid. Today you will learn more about the meanings of your second call.
- You learned in the previous lesson, that, as responder considering your second call, your first priority is to determine if the partnership has enough strength for game:
 - If the answer is “no”, then pass or make a nonforcing bid
 - If the answer is “maybe”, then make a bid that is invitational to game
 - If the answer is “yes”, then bid game directly or make a forcing bid
- In the previous lesson, you learned the second calls of responder that are nonforcing (signoffs). In this lesson, you will learn about the second calls of responder that are game invitational and the second calls of responder that are game forcing.
- Demonstrate calls below on document “Responder’s Second Bid”, supplemented as necessary by documents “Opening the Bidding” and “Opener’s Rebid ...”. The objective of using the latter documents is to ascertain the range of Total Points of opener, so that the Total Points of responder can be added to opener’s, allowing responder to pursue his first priority of determining if the partnership has the 25 Total Points generally needed for game.
- Second calls of responder that are invitational
 - 2NT
 - 1♦-1♥, 1NT-2NT. With opener showing 13-15 Total Points for his 1NT rebid, how many Total Points has responder to invite game with his 2NT bid? (With 10-11 Total Points, responder knows partnership total is 23-26 Total Points, maybe enough for the 25 Total Points generally needed for game; maybe not enough. Responder invites game by raising to 2NT. Opener will pass 2NT with a minimum for his 13-15 range and raise to 3NT with a maximum for his 13-15 range.)
 - 1♦-1♥, 1♠-2NT. Again responder shows 10-11 Total Points. This time, opener has a range of 13-18 Total Points. Opener will pass with a minimum and bid game with something extra over a minimum.
 - 1♥-1NT, 2♥-2NT. How many Total Points has responder shown by responding 1NT (6-11 Total Points)? How many Total Points has opener shown by his 2♥ rebid? (13-15 Total Points). How many hearts has opener shown by his 2♥ rebid? (6 or more.) How many Total Points do you think responder has for his 2NT second bid? (10-11, since he is still interested, but not sure, about game opposite opener’s 13-15 Total Points.) How many hearts does responder have for his 2NT rebid? (Fewer than 2 hearts. With two hearts, responder would know the partnership had a combined eight card or longer heart fit and would invite game in hearts instead of inviting game in notrump. As you will soon

learn, the way that responder would invite game in hearts would be to bid 3♥ at his second turn.) Bonus question: What would responder bid at his second turn on the following hand: J65, --, K9852, QT543? (Responder must pass, even with a void in hearts. The auction has not developed well, with opener showing six or more of a suit where responder is void. However, a bid of a new suit by responder might well produce even a worse contract than 2♥. The advice is to “stay low” on a misfit and hope that you can make 2♥ contract or at least go down fewer tricks in a 2♥ contract than you would in a higher contract.)

- 1♥-1♠, 2♣-2NT. Again, responder shows 10-11 by rebidding 2NT. A representative hand for responder would be KJ65, 63, K9852, AT.
- 1♦-1♠, 2♥-2NT. Do you remember the range for opener’s 2♥ rebid? Do you remember the special name to describe the type of rebid made by opener? (Opener’s rebid of 2♥ shows 16-21 Total Points. Because opener rebid a suit [hearts] at the two level that was higher-ranking than the suit he opened [diamonds], he forced responder to take a preference to the first suit [diamonds] at the three level. You learned that this rebid is called a reverse and requires an extra value hand by opener.) With opener having shown by his reverse bid a hand of 16-21 Total Points, how many Total Points do you think responder has shown with his invitational bid of 2NT? (Around 7-8 Total Points, so that the partnership total is maybe less than 25 generally needed for game and maybe enough for the 25 generally needed for game. With 7-8 Total Points opposite opener’s 16-21 Total Points, responder knows the partnership has from 23-29 Total Points. Opener will pass with a minimum for his 16-21 range and will raise to 3NT with a maximum for his 16-21 range.)
- Bid at 3 level of a suit already bid by the partnership.
 - The suit already bid by the partnership could be a suit already bid by responder
 - 1♦-1♥, 2♥-3♥. What is the range of opener’s raise to 2♥? (13-15 Total Points, which includes Shortness Points.) What, then, do you think the range is of responder’s second call of 3♥? (Including *his* shortness points, responder must have around 10-11 Total Points. Responder is inviting opener to raise to 4♥ with a maximum for his 13-15 range and to pass 3♥ with a minimum for his 13-15 range.) A representative hand for responder would be A754, KJ64, 87, Q72, 11 Total Points including one Shortness Point for the doubleton diamond. Note that responder does not mention his spade suit over the 2♥ raise. Responder already knows that hearts will be trumps; mentioning his spade length will only help the defenders to better guess his hand and conduct a better defense.
 - 1♦-1♥, 1♠-3♥. What is the range of responder for his 3♥ second bid? (10-11 Total Points). How many hearts has responder? (at least six hearts.) A representative hand for responder would be K7, KJ8764, 65, A62. Responder counts Total Points of 11; no Length Points for responder, and no Shortness Points either because no eight card fit for hearts has been established.

- 1♦-1♥, 1NT-3♥. On this auction, too, responder shows 10-11 Total Points and at least six hearts. Here, though, responder can count on opener to have two or three hearts for his 1NT rebid (not four hearts, because with four hearts opener would have raised hearts instead of bidding 1NT); accordingly, responder can count Shortness Points as part of his Total Points.
- The suit already bid by the partnership could be a suit already bid by opener
 - 1♦-1♥, 1♠-3♦. What range would you expect for responder's invitational bid of 3♦? (10-11 Total Points). How many diamonds does responder have? (at least four diamonds). Might there be some other inference you could make about responder's hand ... perhaps something about his club holding? (Responder probably does not have a club stopper for notrump. If responder had a club stopper, he might prefer making an invitational second bid of 2NT rather than making an invitational bid of 3♦. Responder knows that it is easier to make game in no trump than it is to make game in diamonds.)
 - 1♦-1♠, 2♥-3♥. What is the range of opener's hand? (16-21 Total Points. Remember that opener, by bidding a second suit at the two level that is higher-ranking than the suit he opened has shown a reverse, promising extra values). Given that opener has shown 16-21 Total Points, how many Total Points do you think that responder has for his invitational bid of 3♥? (Around 6-8 Total Points. Opposite opener's 16-21 Total Points, responder's 6-7 Total Points would give the partnership about 22-28 Total Points, maybe not enough for the 25 Total Points needed for game, but maybe enough. By making an invitational second bid of 3♥, responder asks opener to pass 3♥ with a minimum for his 16-21 range and to raise to 4♥ with a maximum for his 16-21 range.)
 - 1♦-1♠, 2♥-3♦. Similar to the previous example, responder has about 6-7 Total Points. This time responder has around four or more diamonds (could be as few as three diamonds). Responder hopes that opener can rebid 3NT with more than minimum values and a stopper in the club suit.
- Second calls of responder that are game forcing
 - Over opener's rebid of 1NT, a bid at 2 level in a *higher*-ranking suit than the suit of your response
 - 1♦-1♥, 1NT- 2♠. Responder's 2♠ bid is a reverse bid by responder, and promises at least 12 Total Points and thus is game forcing. Similar to what you have learned about why opener's reverse bid promises extra values, responder's 2♠ second bid forces his partner to prefer responder's first suit (hearts) at the three level. A minimum representative hand for responder would be KJ32, AKJ84, 52, 65.
 - Any bid over opener's rebid of 2NT
 - Assume the auction begins 1♦-1♥, 2NT . Opener's rebid of 2NT shows how many Total Points? (16-18 Total Points). With a minimum responding hand of,

say, 6-7 Total Points, responder will pass opener's 2H rebid. Hence, any bid by responder over 2NT is a game forcing bid.

- With KJ5, AQT84, 52, 654, responder knows that the partnership has enough Total Points for game. Responder does not know, however, if opener has two hearts or three hearts (he knows that opener does not have four hearts, because opener would have raised hearts with four card support). After responder bids 3♥, he expects opener to bid 3NT with only two hearts and to support hearts with three hearts.
- With KJ5, JT84, AJT52, 6, responder bids 3♦ at his second turn. The 3♦ bid is game forcing and shows opener diamond support.
- Any other new suit bid.
 - 1♥-1♠, 2♥-3♣. Although opener has shown only 13-15 Total Points, responder's 3♣ call, being a bid of a new suit, forces game. A representative hand for responder might be KJ532, 4, J2, AKJ97. Responder knows the partnership has enough Total Points for game, but he is uncertain of the strain for game. When he makes a second bid of 3♣, he gives opener the information needed for opener to choose next a game bid of 3NT (what opener will do when he has a stopper in the unbid suit of diamonds), a bid of 3♠ (what opener will do when he has three spades) or some other descriptive bid (what opener will do when he has neither a diamond stopper nor three spades).
 - 1♦-1♥, 1♠-2♣. Opener has shown 13-18 Total Points. Accordingly, responder's forcing bid in a new suit, 2♣, shows at least 12 Total Points, to protect against opener having a minimum for his range of 13-18 Total Points. A representative hand for responder might be K3, AQT84, 52, A873. Responder hopes that opener will support hearts should he have three hearts or bid no trump if he has a balanced hand.
- Randomly deal the deck. Or, if the teacher prefers, pre-deal the hands so that responder must decide on a rebid after an opening bid, a response, and a rebid by opener. Using hand generator software that allow the setting of parameters are good ways of ensuring such a layout.
- See Guidelines for Table Supervisors.

Responder's Second Bid

First priority is to determine if the partnership has the combined strength for a game:

1. If “no”, then pass or make a non-forcing bid
2. If “maybe”, then make a bid that is invitational to game
3. If “yes”, then bid game directly or make a forcing bid (i.e., a bid that opener is not supposed to pass).

What call do you make? Why?

♠ K J 6 5

♥ 6 3

♦ K 9 8 5 2

♣ A 10

West North East South

1 ♥ Pass 1 ♠ Pass

2 ♣ Pass ?

♠ A 7 5 4

♥ K J 6 4

♦ 8 7

♣ Q 7 2

West North East South

1 ♦ Pass 1 ♥ Pass

2 ♥ Pass ?

♠ K 7

♥ K J 8 7 6 4

♦ 6 5

♣ A 6 2

West North East South

1 ♦ Pass 1 ♥ Pass

1 ♠ Pass ?

♠ K J 3 2

♥ A K J 8 4

♦ 5 2

♣ 6 5

West North East South

1 ♦ Pass 1 ♥ Pass

1 NT Pass ?

♠ K J 5 3 2

♥ 4

♦ J 2

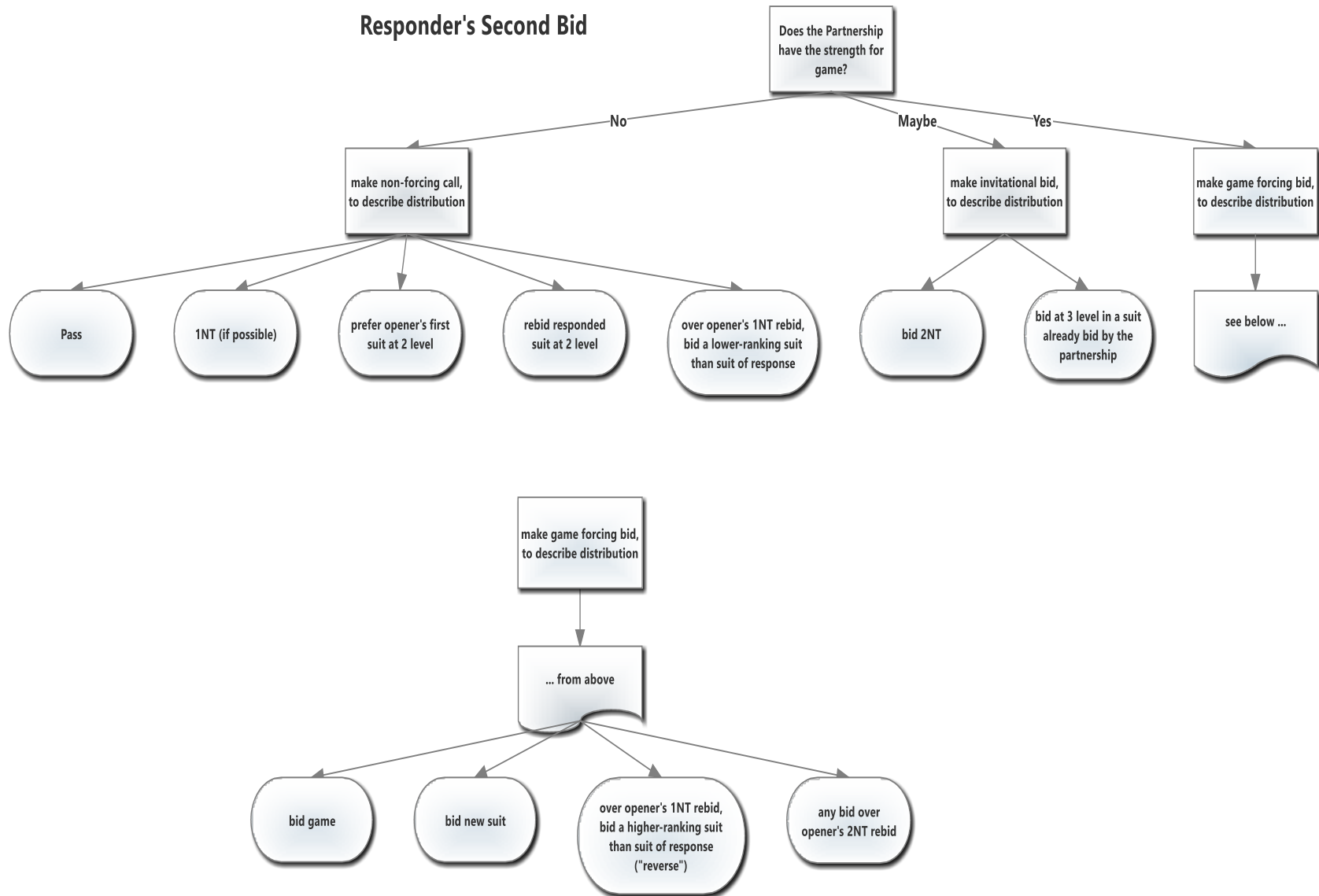
♣ A K J 9 7

West North East South

1 ♥ Pass 1 ♠ Pass

2 ♥ Pass ?

Responder's Second Bid



SUPPLEMENTS

Scoring in Duplicate Bridge

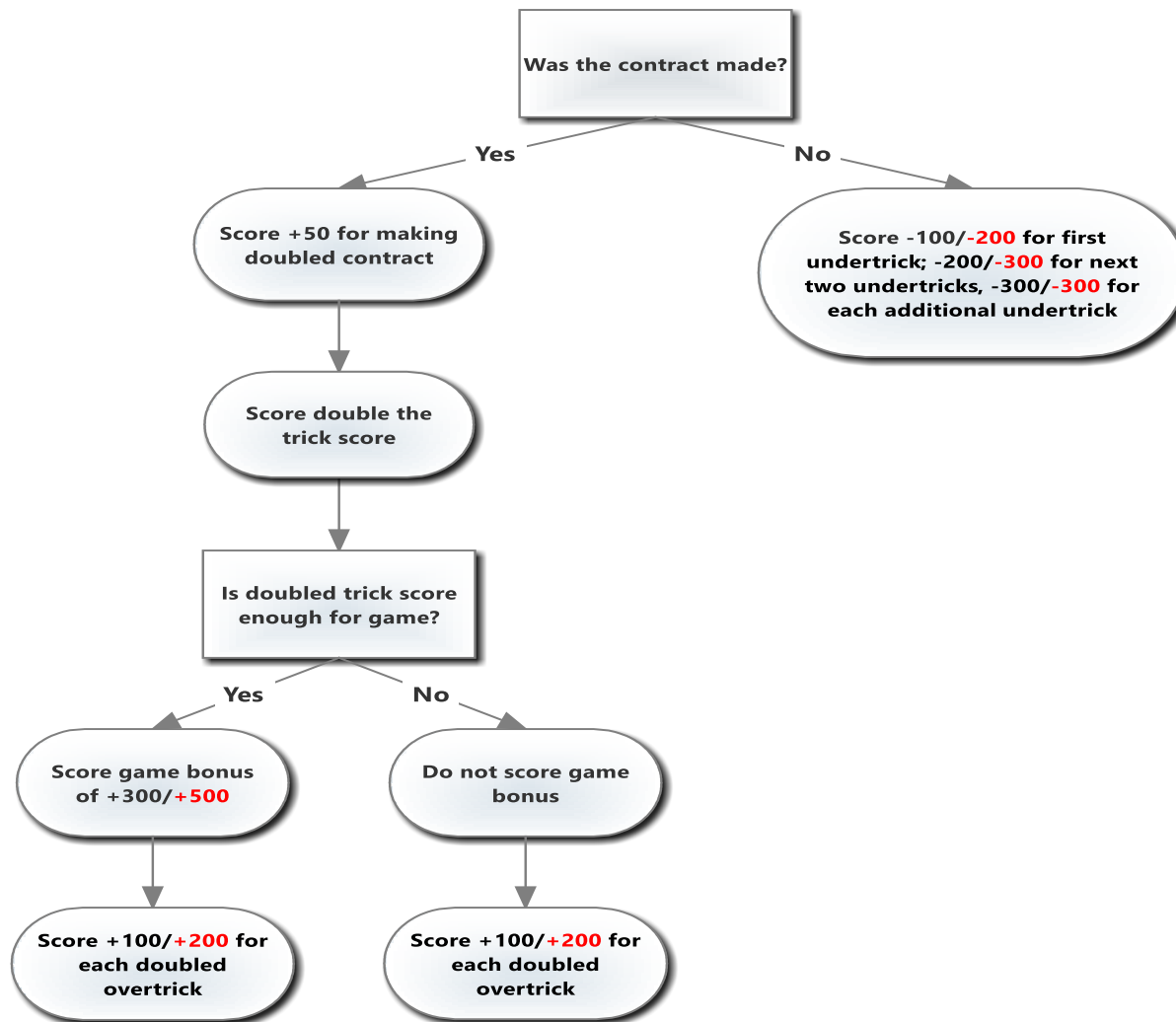
Objective:

- to understand the scoring of doubled contracts
- to understand the impact of scoring table on determining the winner of a duplicate bridge pairs event

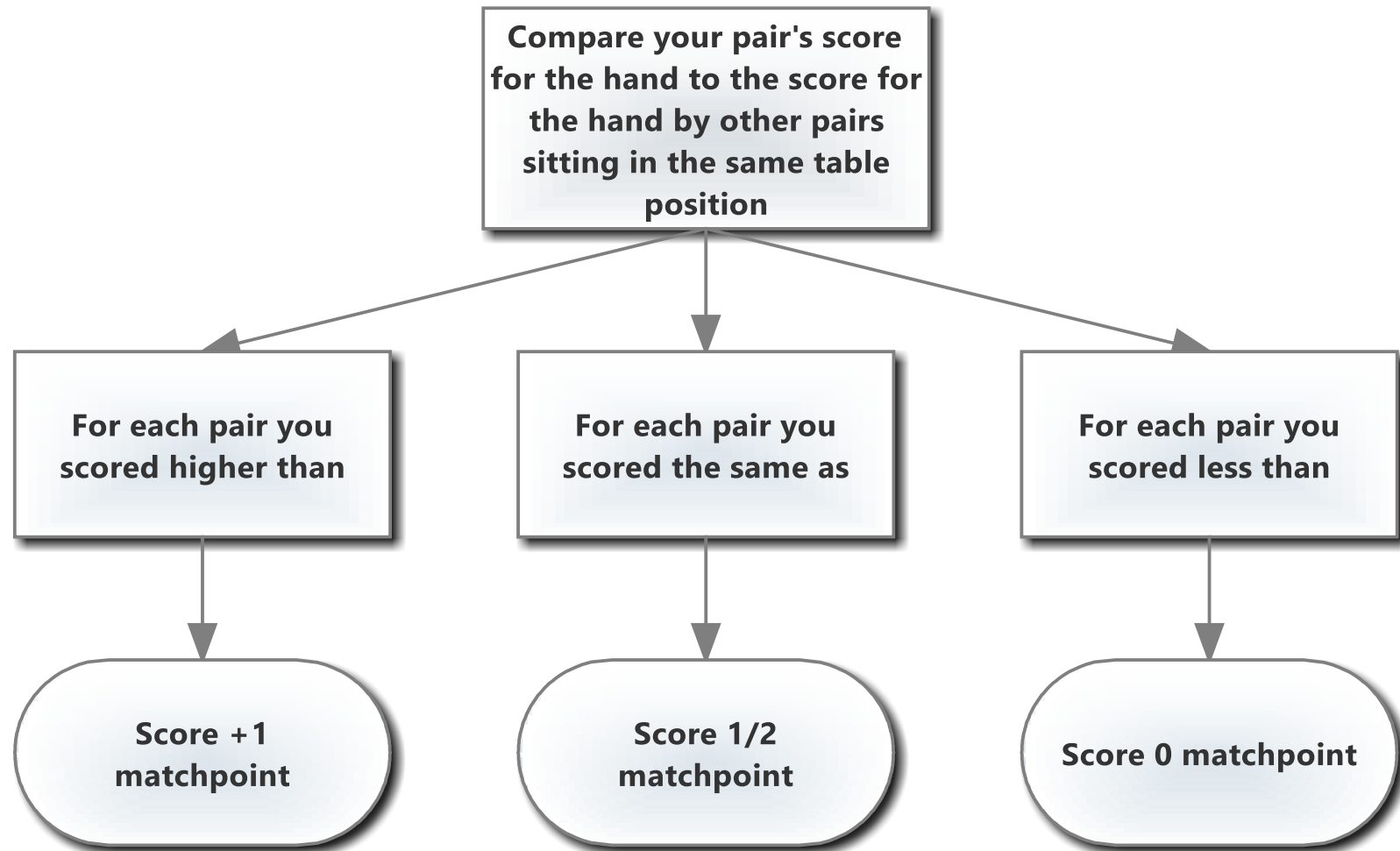
Teaching points:

- The scoring for a contract that has been doubled is more extreme than the scoring for a contract that has not been doubled. Your positive score for setting a doubled contract is greater than your score for setting an undoubled contract. And your positive score for making a doubled contract is greater than your score for making an undoubled contract. Of course, the converse is true, too. Your negative score for being set in a doubled contract is bigger than your score for being set in an undoubled contract. And your negative score for defending a doubled contract that was made is greater than your negative score for defending an undoubled contract that was made. You will see a chart that calculates the score for making and not making contracts that are doubled.
- You have already learned the scoring for contracts that have not been doubled. And you have learned how the scoring can be affected by vulnerability of the side that is declaring the undoubled contract.
- (Selecting a bidding box card to demonstrate ...) Note that the score for each contract, a score that reflects both vulnerability and whether the contract is doubled, is shown on the reverse side of the bidding box card for that contract. Note also that the score is calculated automatically from results entered into a Bridgемate table computer.
- How the determined score on hands is used to determine the winners of a duplicate bridge pairs event
 - For each individual board or hand, all of the scores are listed for each pair sitting the same direction as you are sitting (that is, either NS or EW). You receive one matchpoint for each pair that you scored better than (whether “better” means a bigger plus score or a smaller minus score), plus ½ matchpoint for each pair whose score you tied, plus 0 matchpoints for each pair whose score was better than did you. For example, if seven other pairs played a board and you scored better than five of those seven pairs, tied one of the seven pairs and scored worse than the other of the seven pairs, you would score 5½ matchpoints on that board. A “top” score would be 7, meaning that you scored better than all seven other pairs who played the board; a “bottom” score would be 0, meaning that you scored better than none of the other seven pairs who played the board. In any one event, you are likely to have some top scores and some bottom scores ... and many scores between top and bottom.
- Your matchpoint scores on each of the boards or hands you play are summed. The pair with the greatest total is the winner. Often the sum is converted to a percentage. If you scored a sum of 48 matchpoints and a perfect score would be to score 80 matchpoints, you would be said to have scored 60% (48/80). 50% game is average. Scores in the 60% range are great and might win.

Duplicate Bridge Scoring for Doubled Part Scores and Game Contracts (Not Vulnerable/**Vulnerable**)



Matchpoint Scoring in Duplicate Bridge Pairs



Guidelines for Table Supervisors

- General Procedures.
 - Because the most important product of the club sessions is to foster the students' enjoyment of the game, table supervisors should use their discretion in deciding whether or not observed actions are "commentable".
 - Generally avoid commenting on skills or techniques that have not yet been taught.
 - Ensure that each student:
 - arranges cards properly
 - takes the cards out of the board keeping them face down
 - counts to make sure he was dealt exactly thirteen cards, and next sorts his hand by suit (alternating red and black suits) and, within suit, by rank
 - holds cards so that all thirteen can be seen by the holder (if possible), but not by other players
 - exercises good behavior
 - treats each other, you, and school and bridge club property respectfully
 - plays ethically: objectives include limiting table talk and communications by gesturing, detaching cards and placing them properly on the table, playing cards only at their turn to play, etc.
 - follows rules of bridge, when play begins
 - plays in clockwise order, and follows suit
 - determines who wins each trick and turns the trick in the proper direction
 - recognizes who leads to the next trick
- Contract Determination/Bidding:
 - If playing mini-bridge, ensure that:
 - players employ mini-bridge rules to determine the contract and identify the declarer
 - declarer, if understanding the reward and risk of contracting for a game or slam contract, considers choosing, upon first seeing the dummy, to contract for a game or slam contract that is higher than the contract shown by the mini-bridge table.
 - If bidding, ensure that players:
 - focus on two priorities of: (1) discovering a combined major suit fit of at least eight cards; and (2) bidding on to achieve game bonus with sufficient combined strength
 - consider applying guidelines covered to date that are outlined on flowcharts in Bidding Folder. Bidding guidelines taught include the following:
 - opening bid of 1NT denies a five-card major
 - after a 1NT opening bid, 2♣ is Stayman; 2 of other suits are natural and non-invitational (i.e., no transfers)
 - immediately raise an opening bid of 1 of a major suit with three-card or longer support: single jump raise to 3 of major shows invitational strength; double jump raise shows game forcing strength (i.e., not preemptive)

- two-over-one is game forcing; however, a 1NT response to opening bid of 1 of a major is not forcing
 - some doubles are for takeout; however, no negative doubles
- When bidding is concluded, emphasize the roles of each player by asking the players:
 - how many tricks must declarer win to satisfy the contract?
 - how many tricks must the defenders win to keep declarer from satisfying the contract?
 - who is the declarer?
 - who is the dummy?
 - if playing mini-bridge, dummy is displayed before the opening lead
 - if not playing mini-bridge, dummy is displayed after the opening lead
 - who makes the opening lead?
- Defenders
 - Ensure that defenders consider adopting a plan that applies guidelines covered to date that are outlined on flowcharts in Play Folder, including **“Planning the Defense ...”**, **“Choosing the Card to Lead ...”**, **“Signaling ...”**, and **“Third Hand Play ...”**.
- Declarers
 - Ensure that declarer considers adopting a plan that applies guidelines covered to date that are outlined on flowcharts in Play Folder, including **“Planning the Play ...”**.
- Scoring
 - After the last card has been played, check on the status of the contract:
 - ask one person from each partnership to count the number of tricks won by his partnership. And check that the total number of tricks won equals 13.
 - ask if the contract was made or defeated.
 - Ask players to calculate their score (duplicate style) for the hand.
- Post mortem
 - If declarer or defenders neglected to follow any play or bidding techniques taught to date, consider exploring how the play or bidding might have been altered in order to have achieved a better result.

Student Packet

Objective:

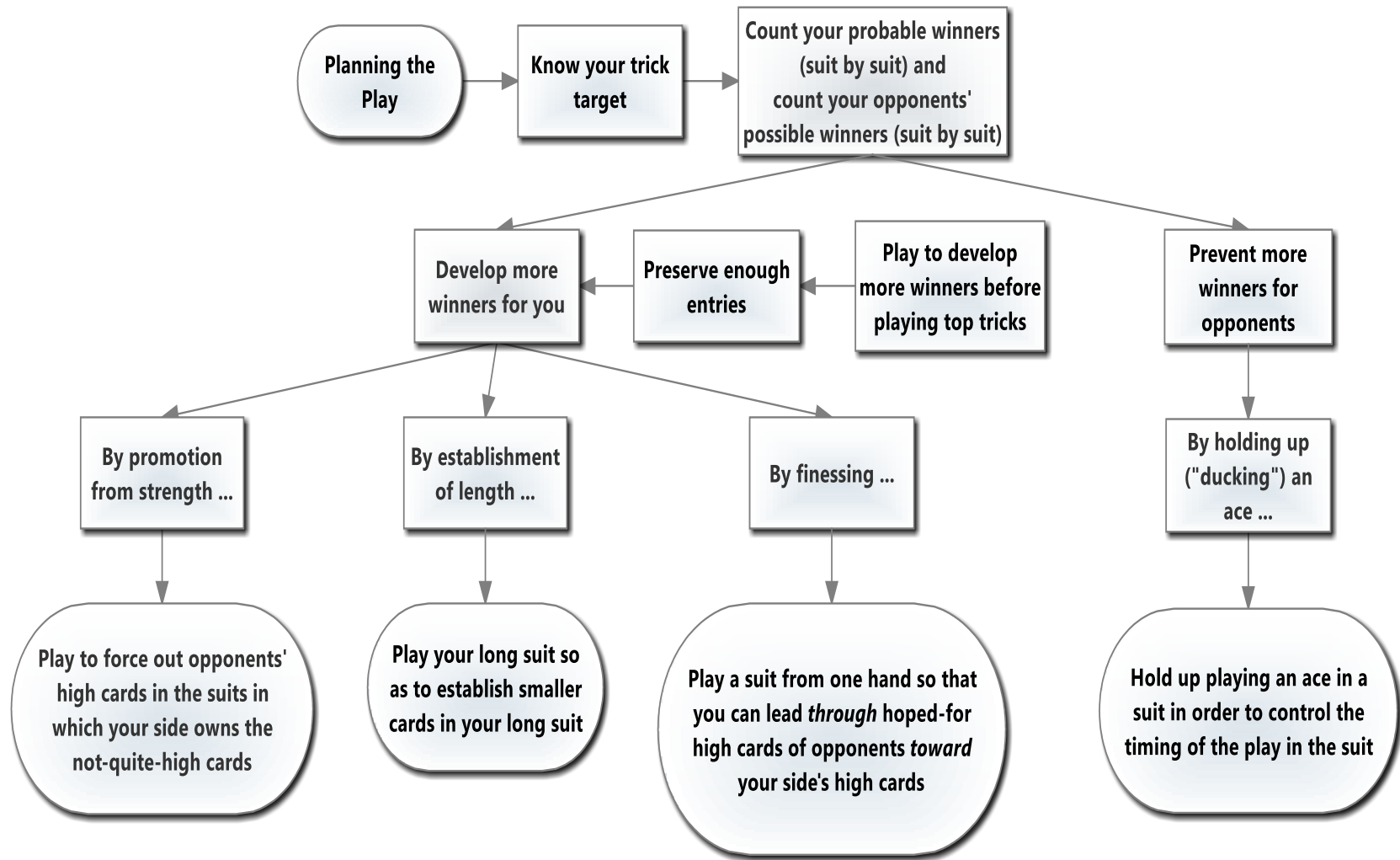
- to collate and organize the charts by subject matter

Teaching points:

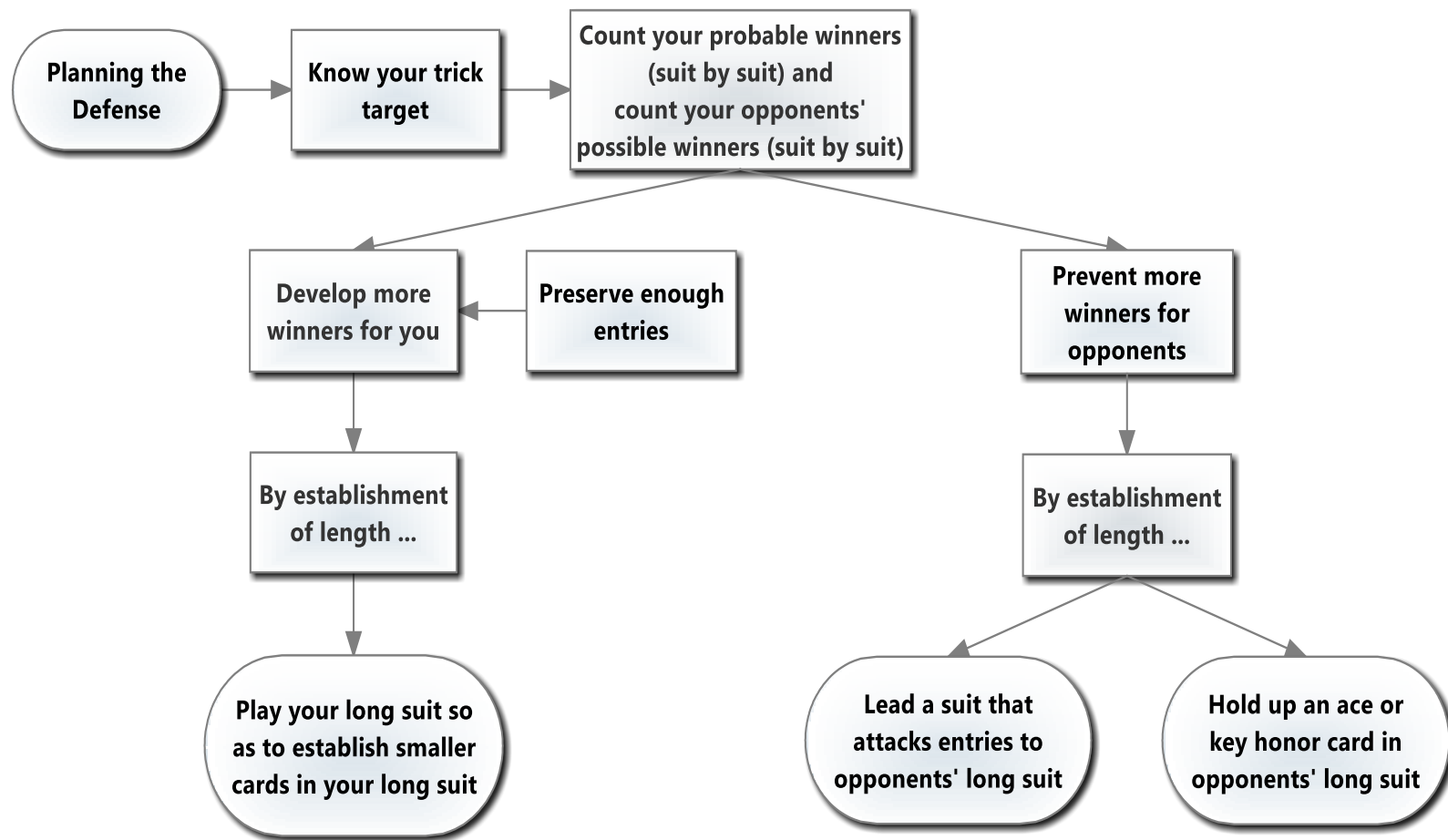
- Teacher might choose to organize the charts to be included in a folder available to each student
- Organization of Play and Defense folder and Bidding Folder:
 - Play and Defense
 - Declarer Play of a Notrump Contract
 - Planning the Play in a Notrump Contract
 - Defense against a Notrump Contract
 - Planning the Defense against a Notrump Contract
 - Choosing the Card to Lead from Your Suit against a Notrump Contract
 - Signaling on Defense against a Notrump Contract
 - Declarer Play of a Trump Suit Contract
 - Planning the Play in a Trump Suit Contract
 - Defense against a Trump Suit Contract
 - Planning the Defense against a Trump Suit Contract
 - Choosing the Card to Lead from Your Suit against a Trump Suit Contract
 - Signaling on Defense against a Trump Suit Contract
 - Second and Third Hand Play
 - Third Hand Play when Declarer Calls for a Small Card from Dummy
 - Some Second Hand Play Guidelines
 - Bidding
 - Objective of Bidding
 - Opening the Bidding
 - Responding to Opening Bid
 - Responding to Opening Bid of 1 of Minor Suit
 - Responding to Opening Bid of 1 of Major Suit
 - Responding to Opening Bid of 1NT
 - Stayman Convention
 - Opener's Rebids
 - Opener's Rebid when Responder has Raised Opener's Suit
 - Opener's Rebid when Responder Bids a New Suit at One Level
 - Opener's Rebid when Responder has Bid 1NT
 - Opener's Rebid when Responder Bids a New Suit at Two Level
 - Opener's Rebid when Responder Bids 2NT or 3NT
 - Responder's Second Bid
 - Competitive Bidding
 - Making a Suit Overcall
 - Advancing an Overcall
 - Takeout Double

- Advancing a Takeout Double
- Scoring of Tournament Bridge
 - Duplicate Bridge Scoring for Undoubled Contracts Made or Defeated
 - Duplicate Bridge Scoring for Doubled Contracts Made or Defeated
 - Matchpoint Pairs Scoring
- Convention Card

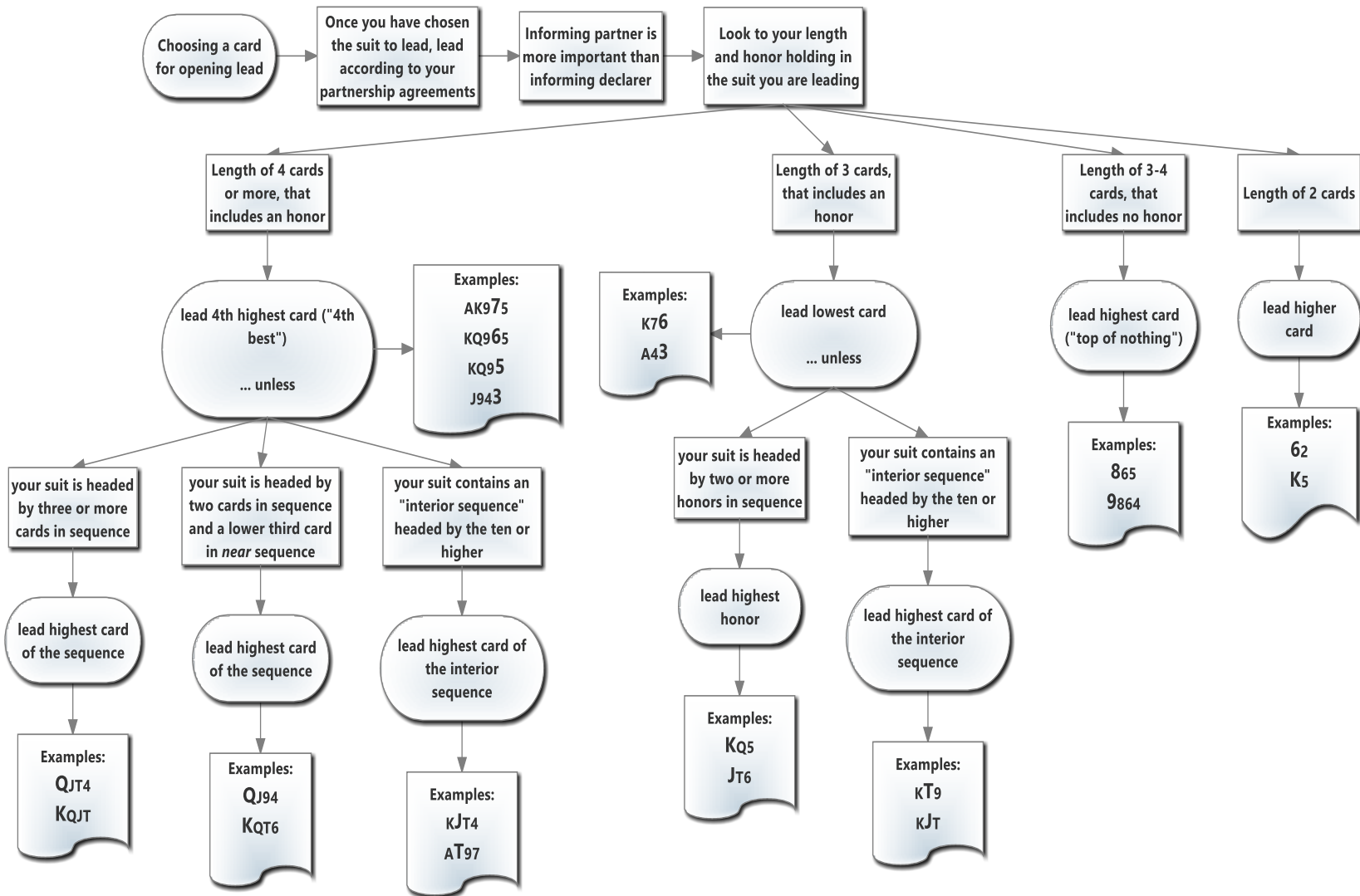
Planning the Play in a Notrump Contract



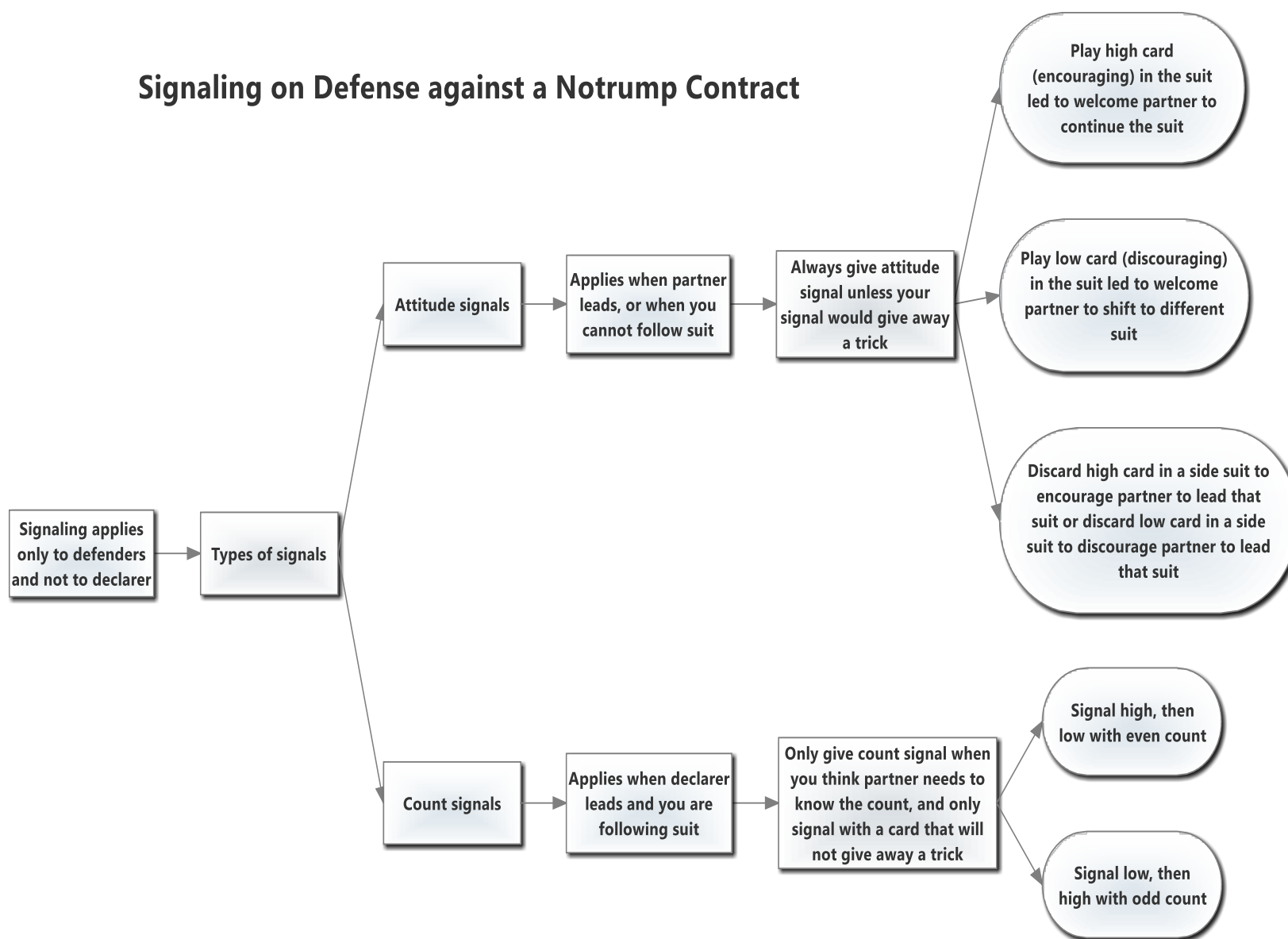
Planning the Defense against a Notrump Contract



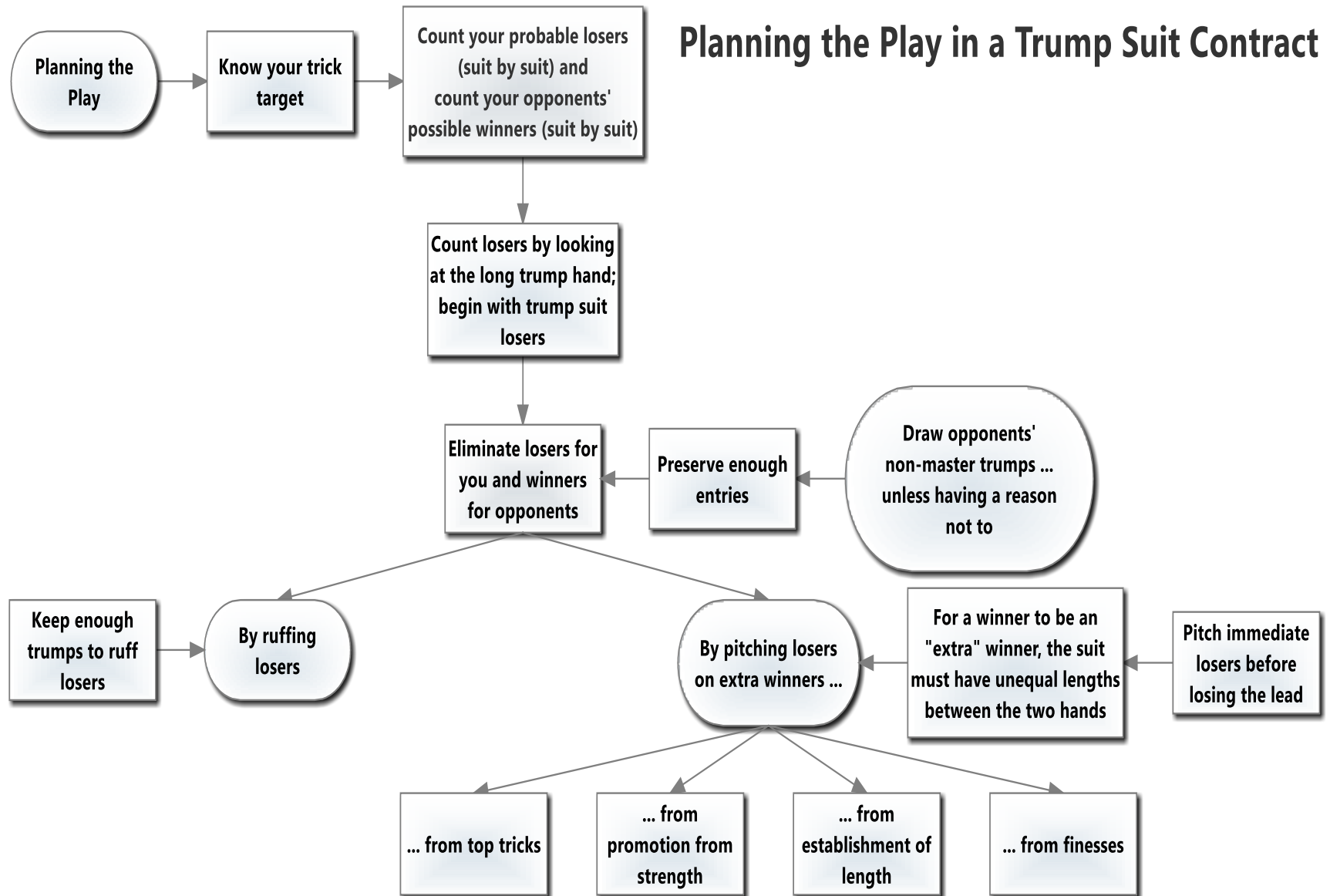
Choosing the Card to Lead from Your Suit against a Notrump Contract



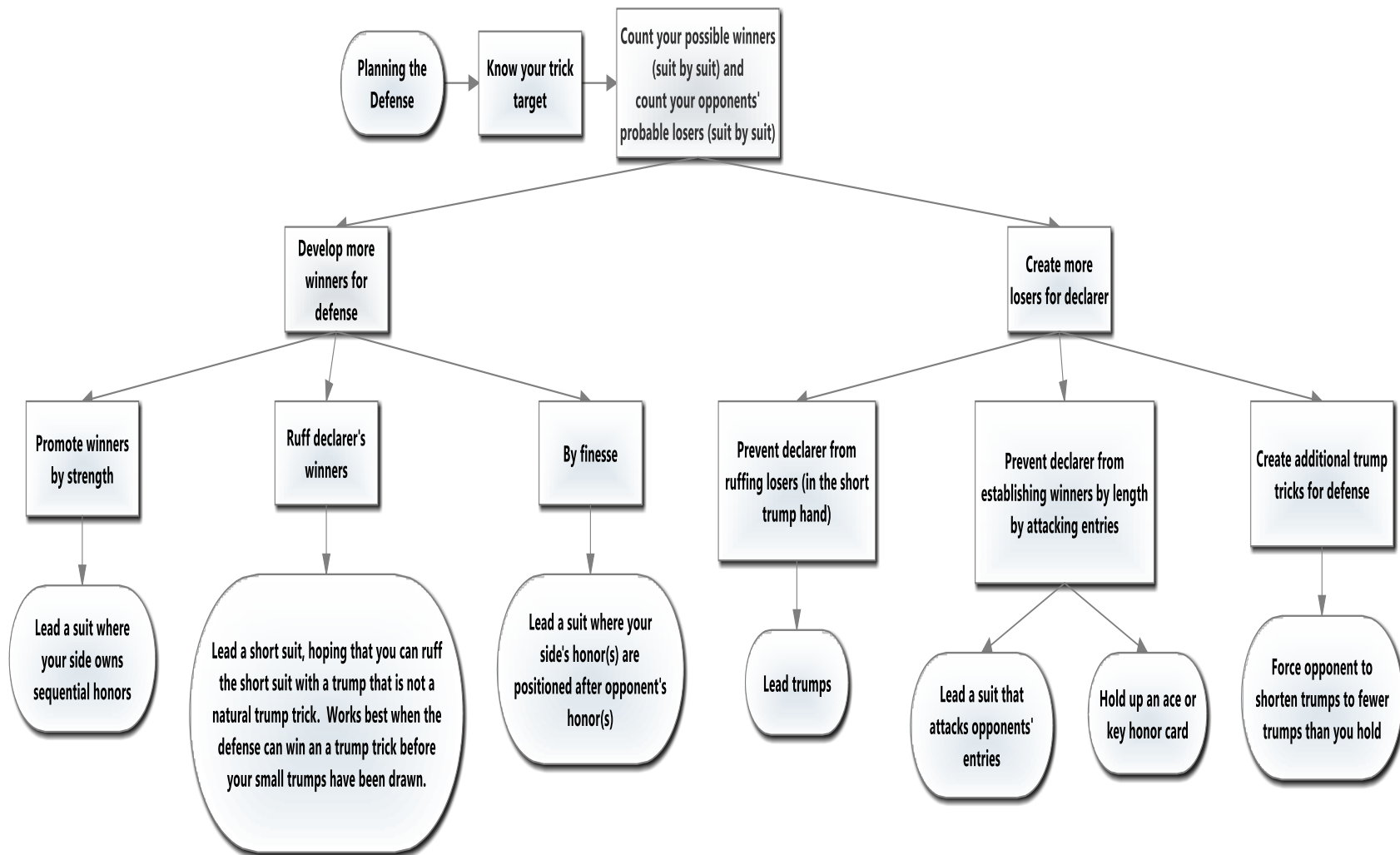
Signaling on Defense against a Notrump Contract



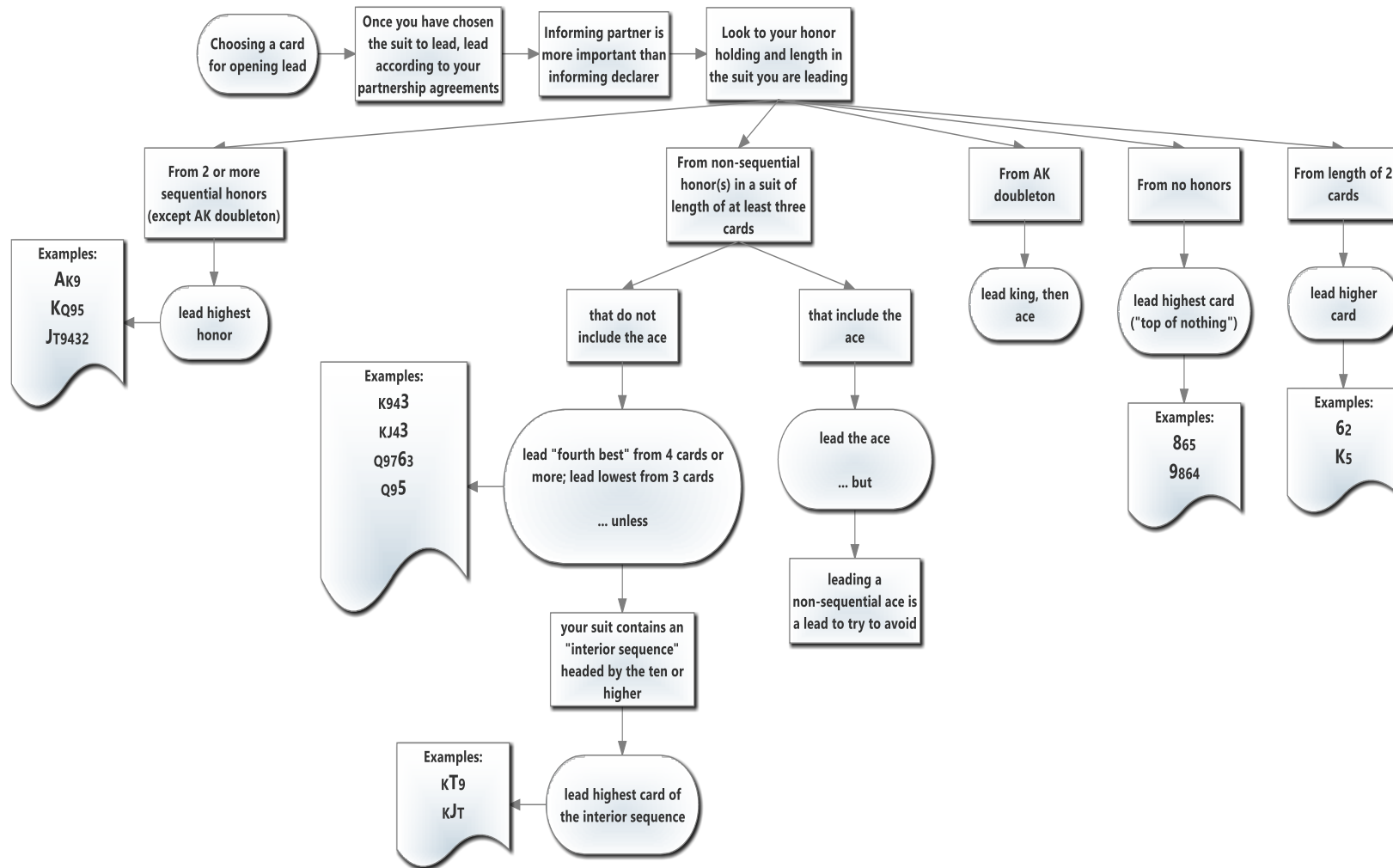
Planning the Play in a Trump Suit Contract



Planning the Defense against a Trump Suit Contract



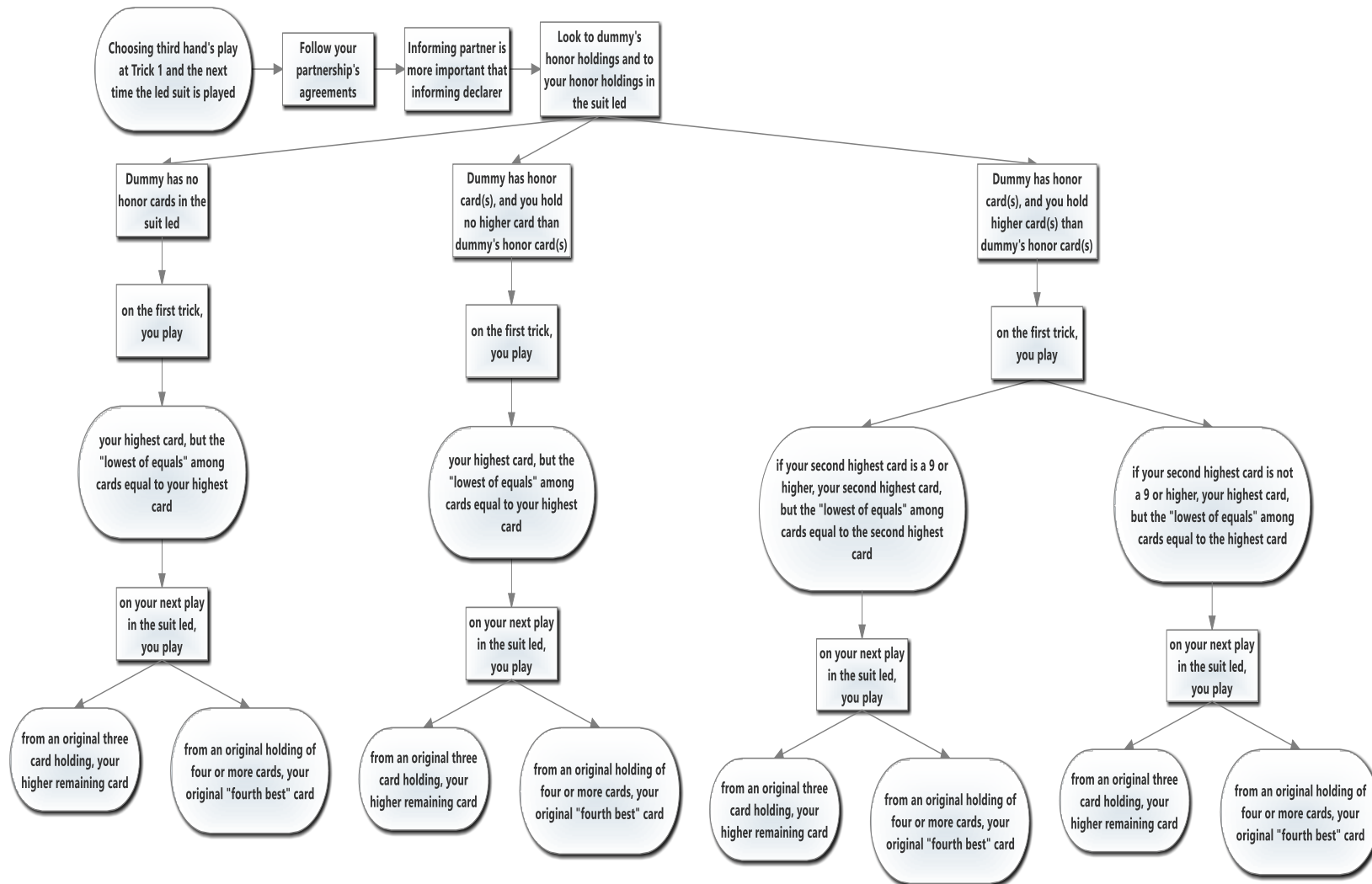
Choosing the Card to Lead from Your Suit against a Trump Suit Contract



Signaling on Defense against a Trump Suit Contract



Third Hand Play when Declarer Calls for a Small Card from Dummy



Some Second Hand Play Guidelines (many exceptions)

- **Second Hand Low**

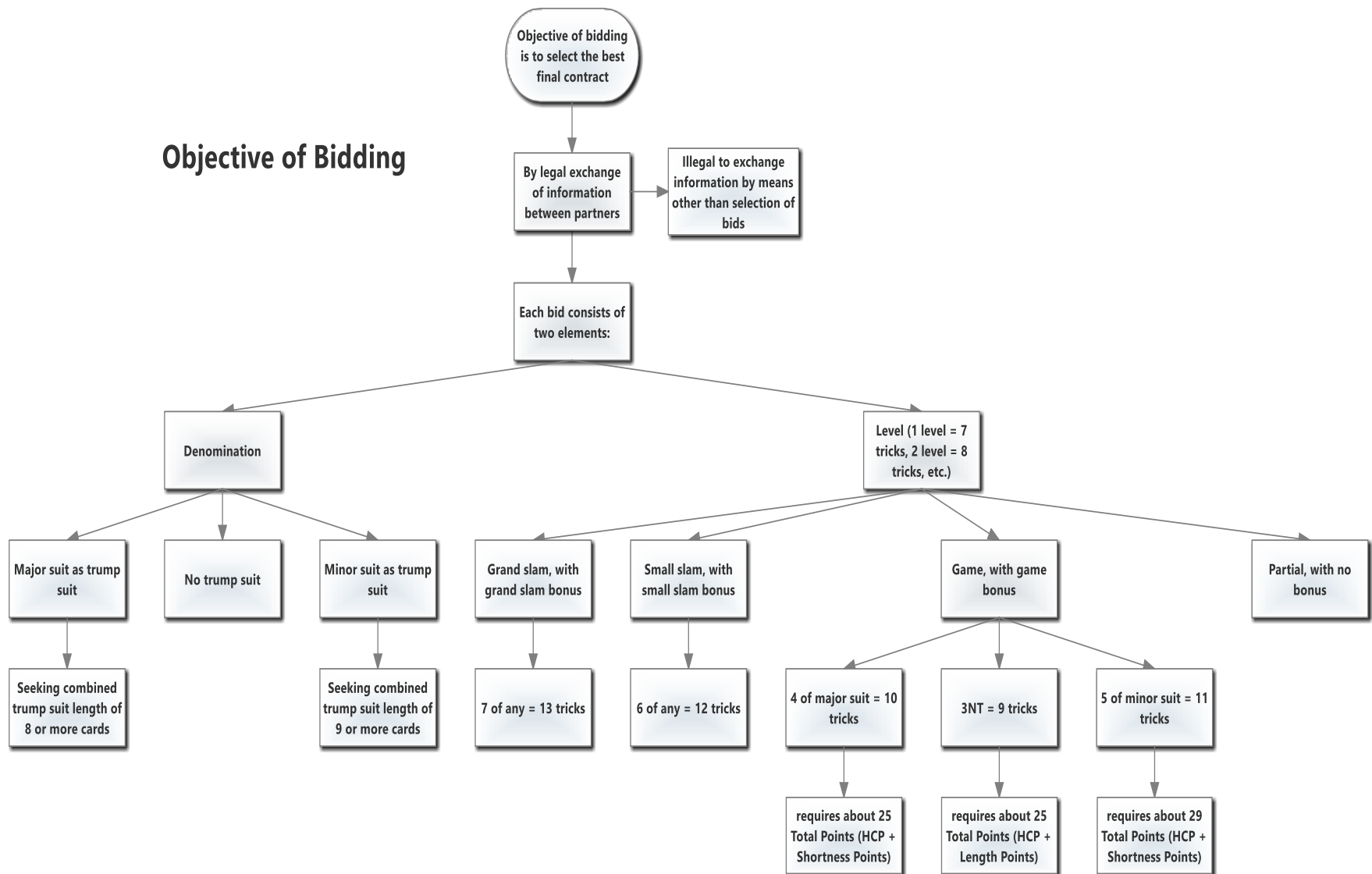
- ... **except Cover an Honor with an Honor**

- ... *if* you can Promote a Card Held by Your Side; and

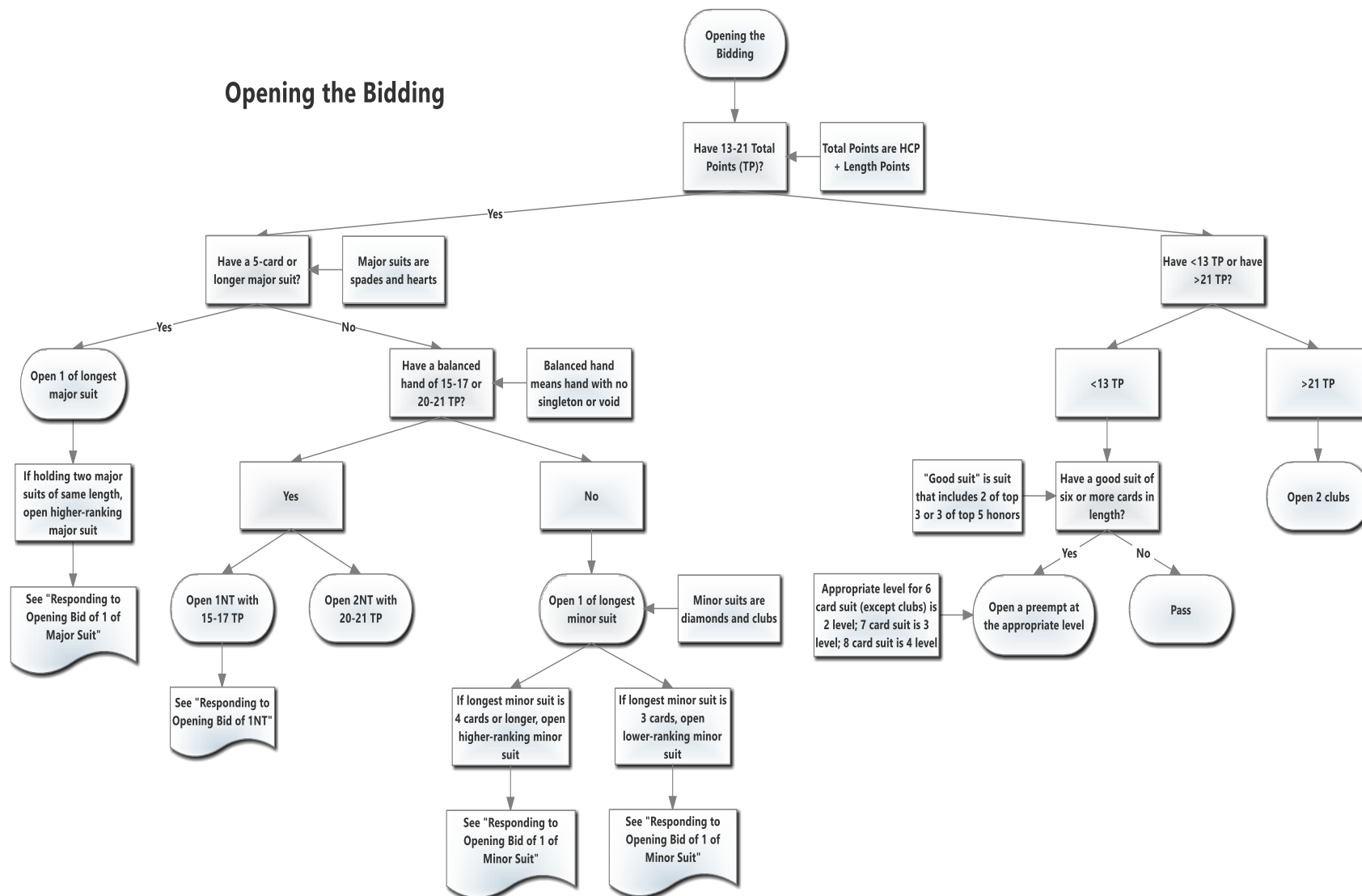
- ... *if* the Honor is the Last of Equal Honors

- **Avoid Playing the Ace “on Air”**

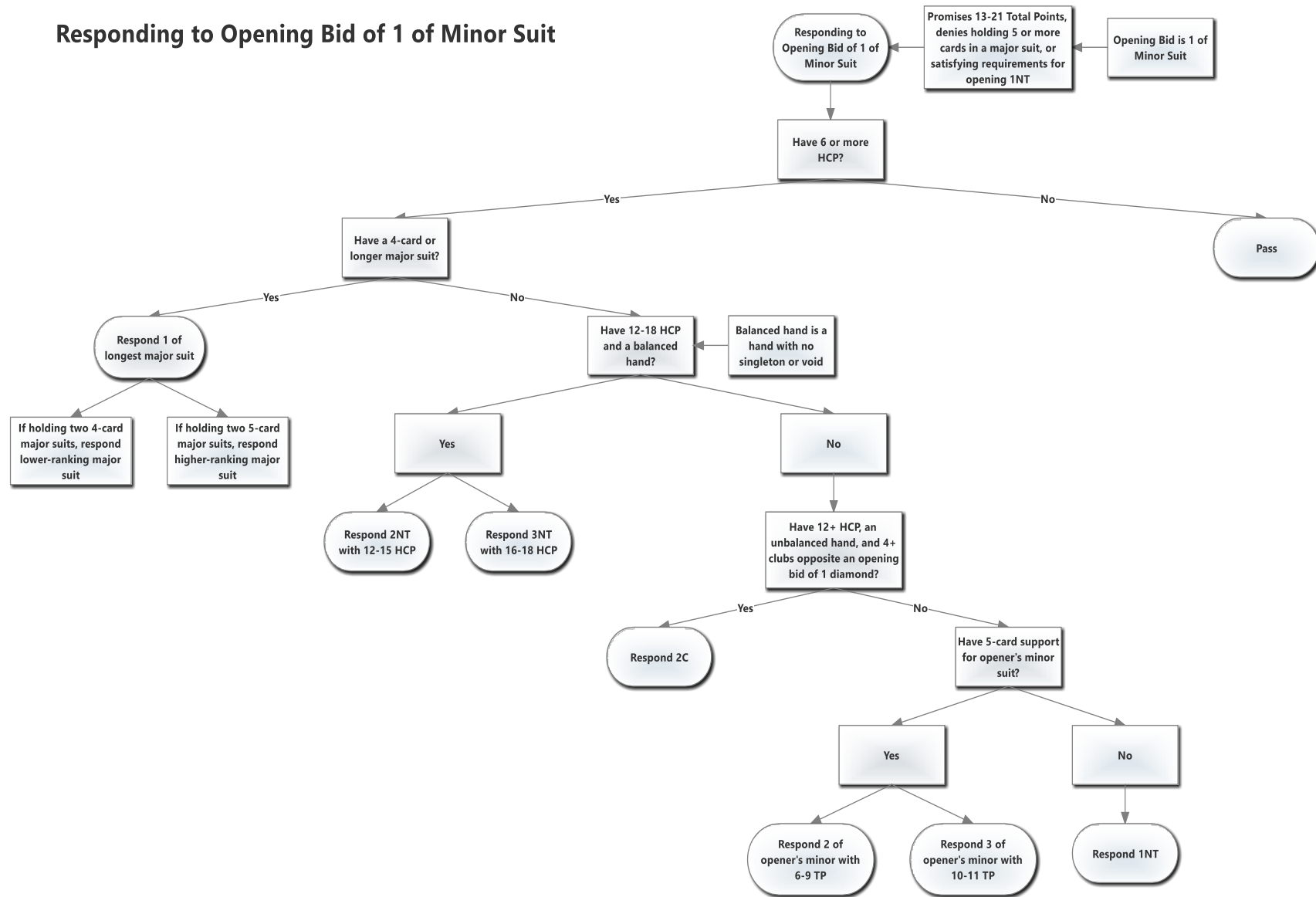
Objective of Bidding

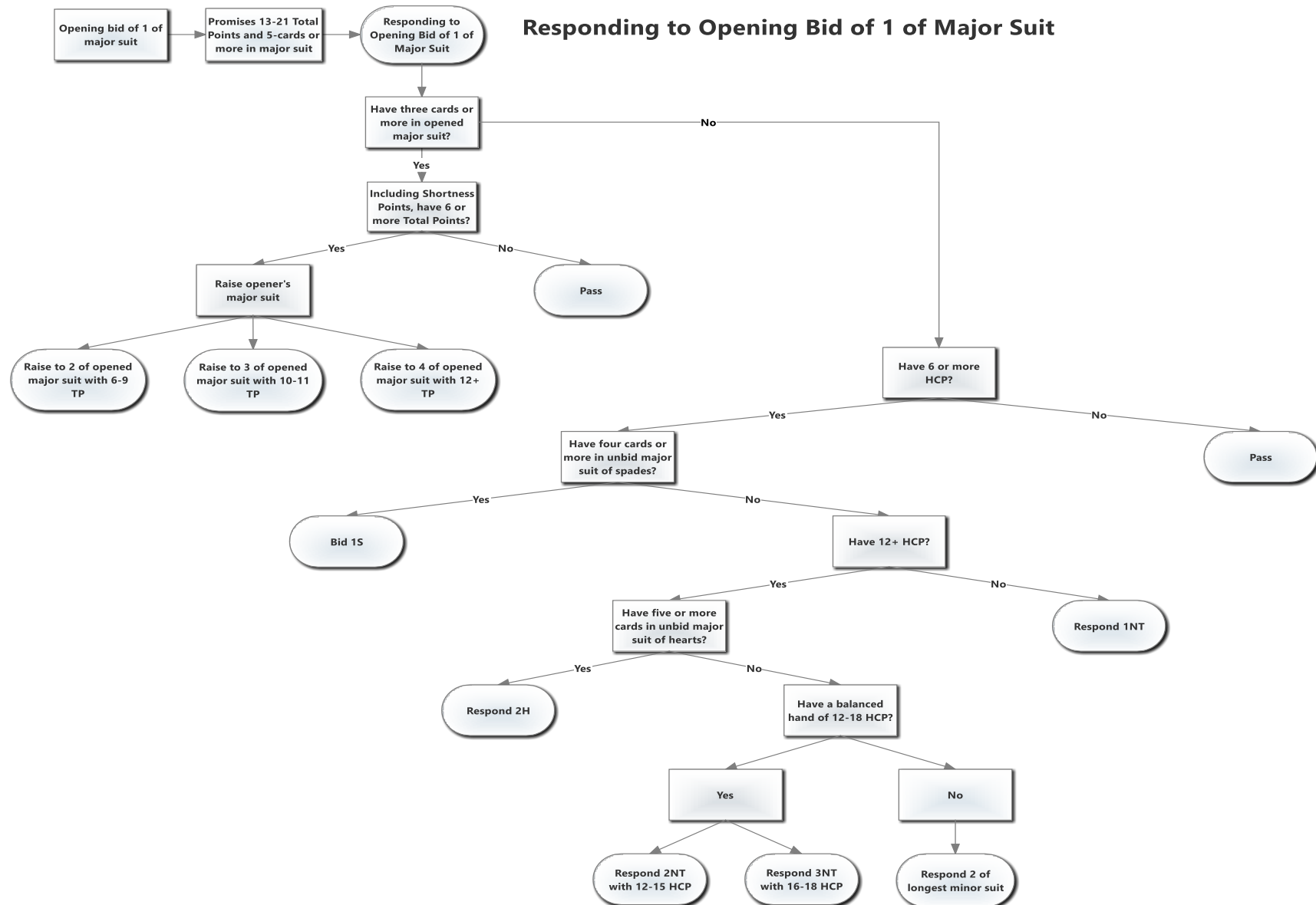


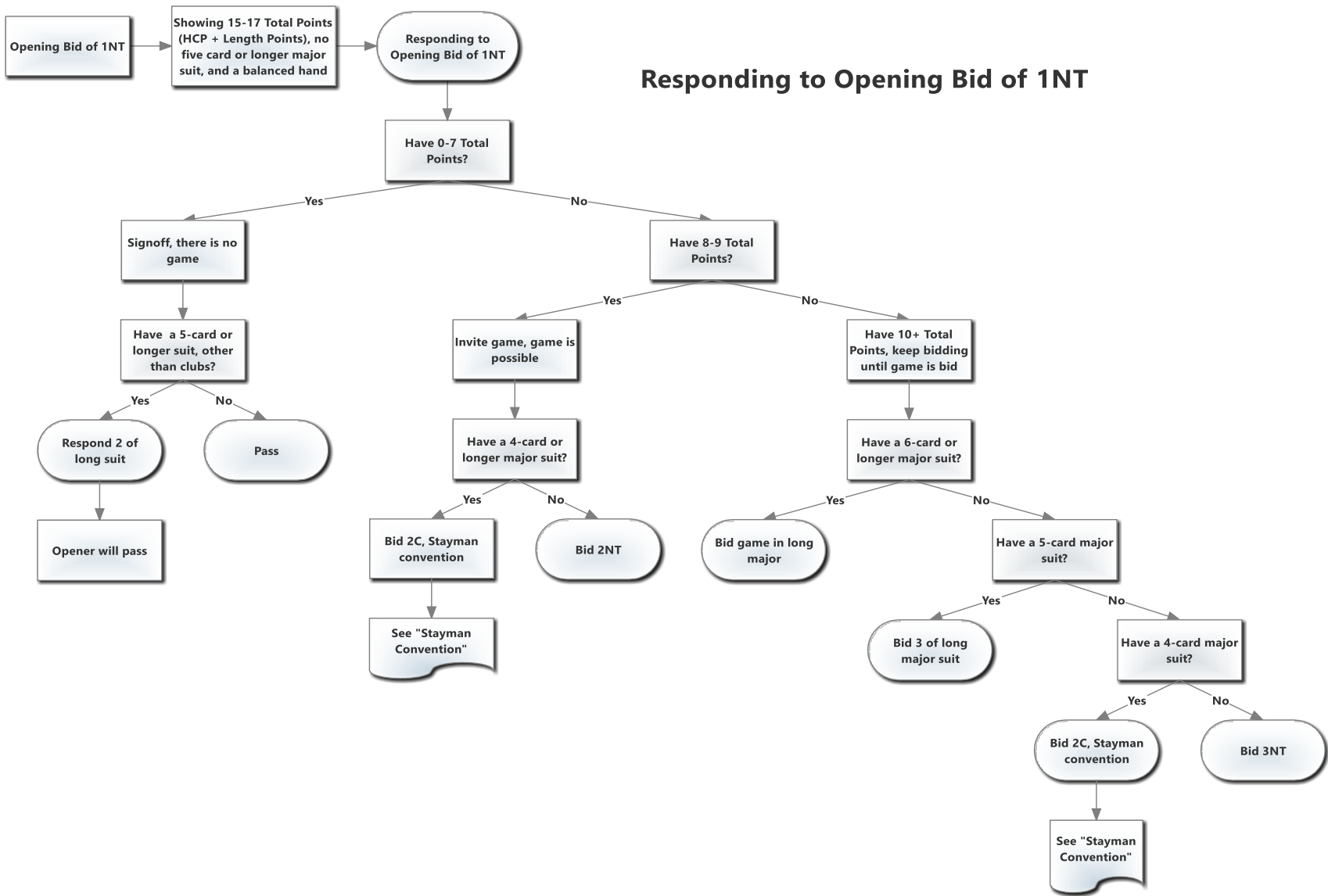
Opening the Bidding



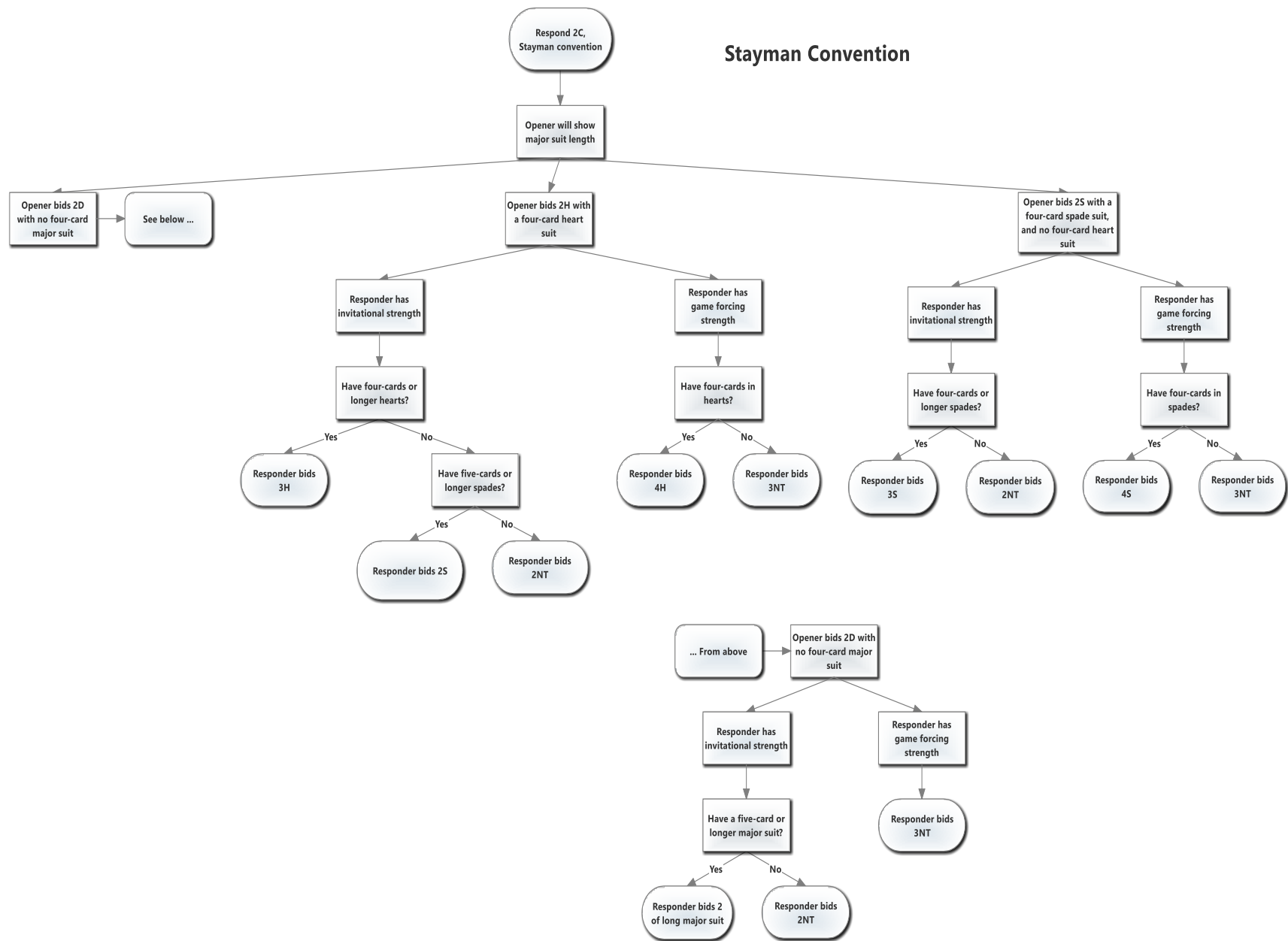
Responding to Opening Bid of 1 of Minor Suit



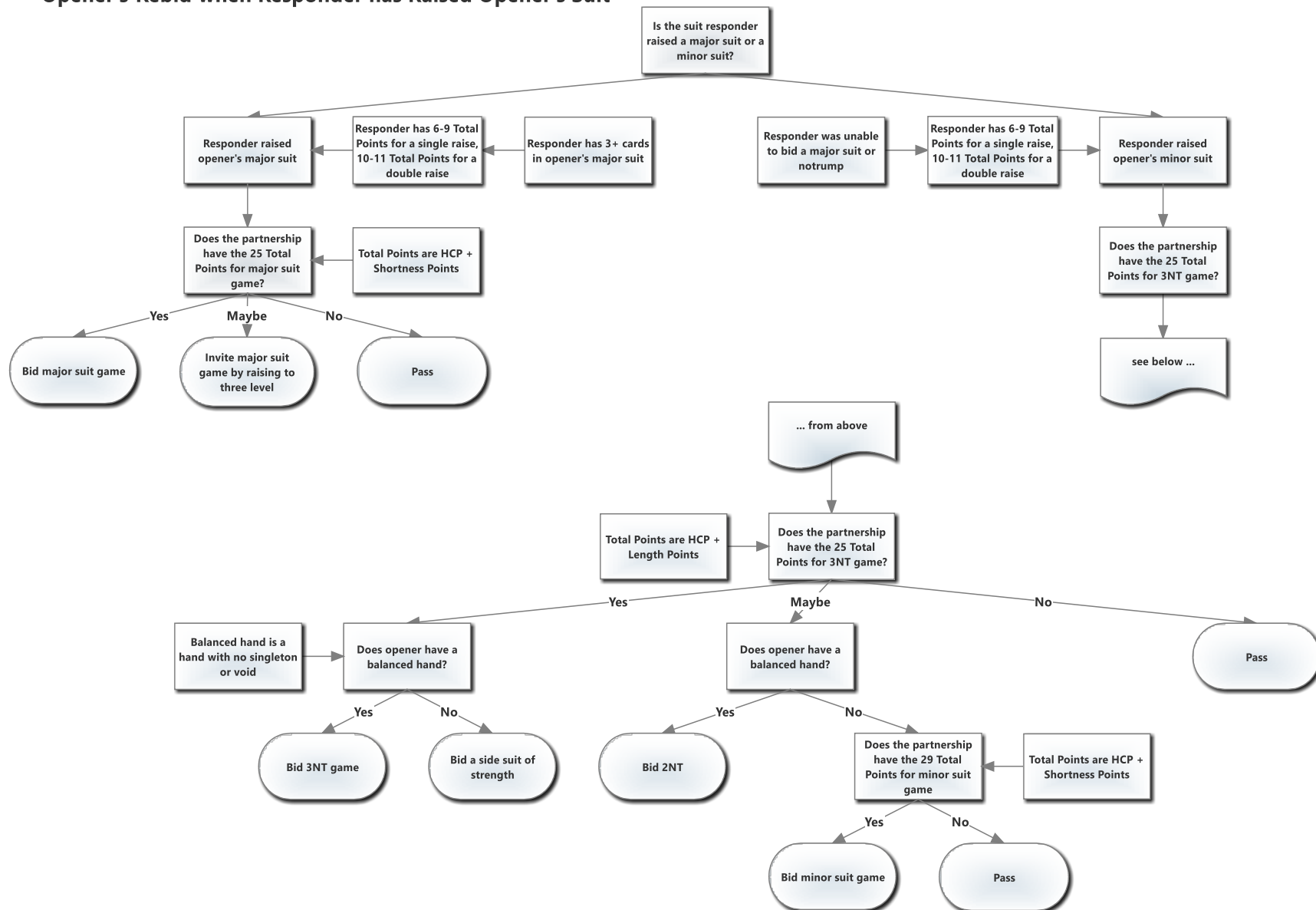




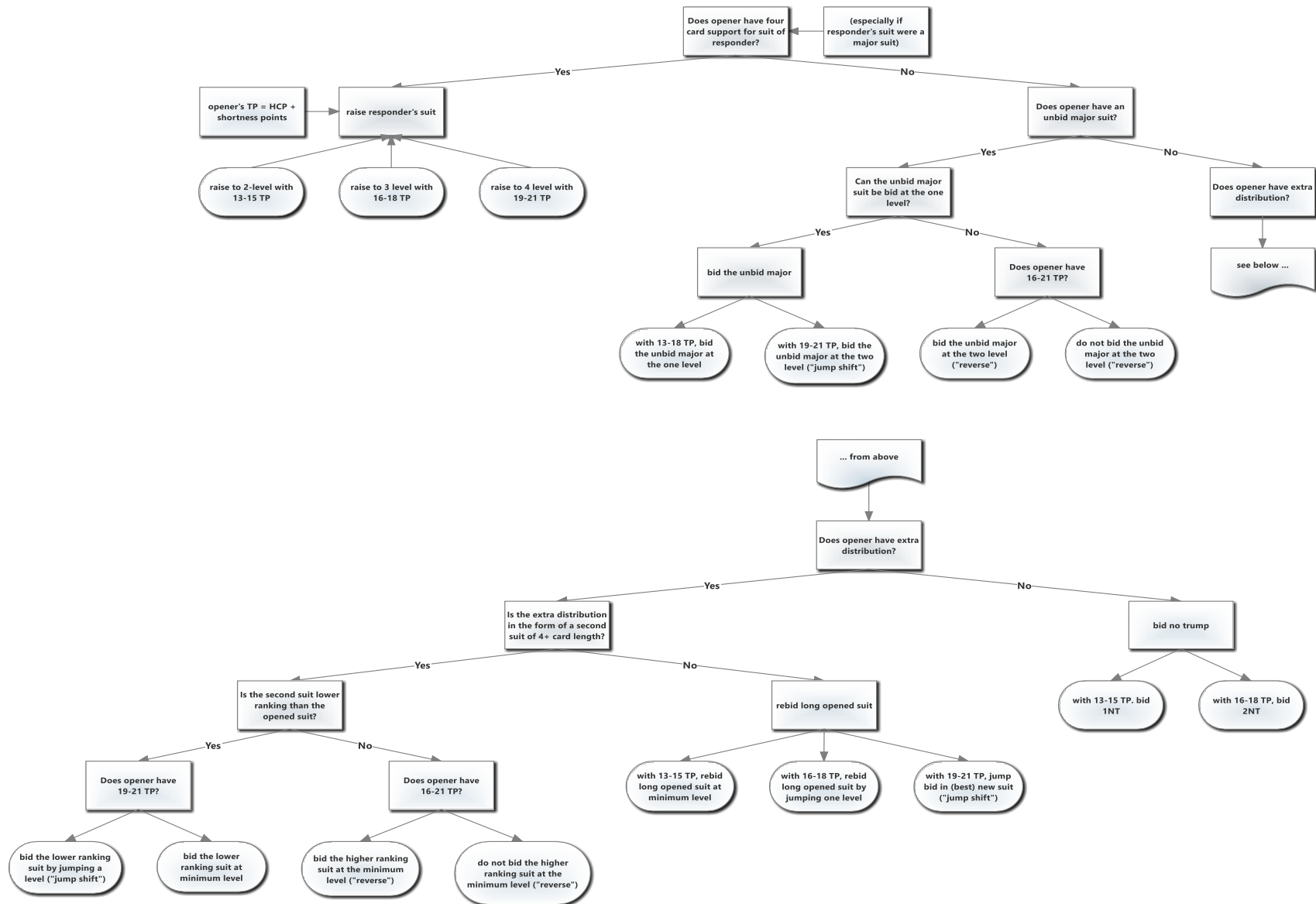
Stayman Convention



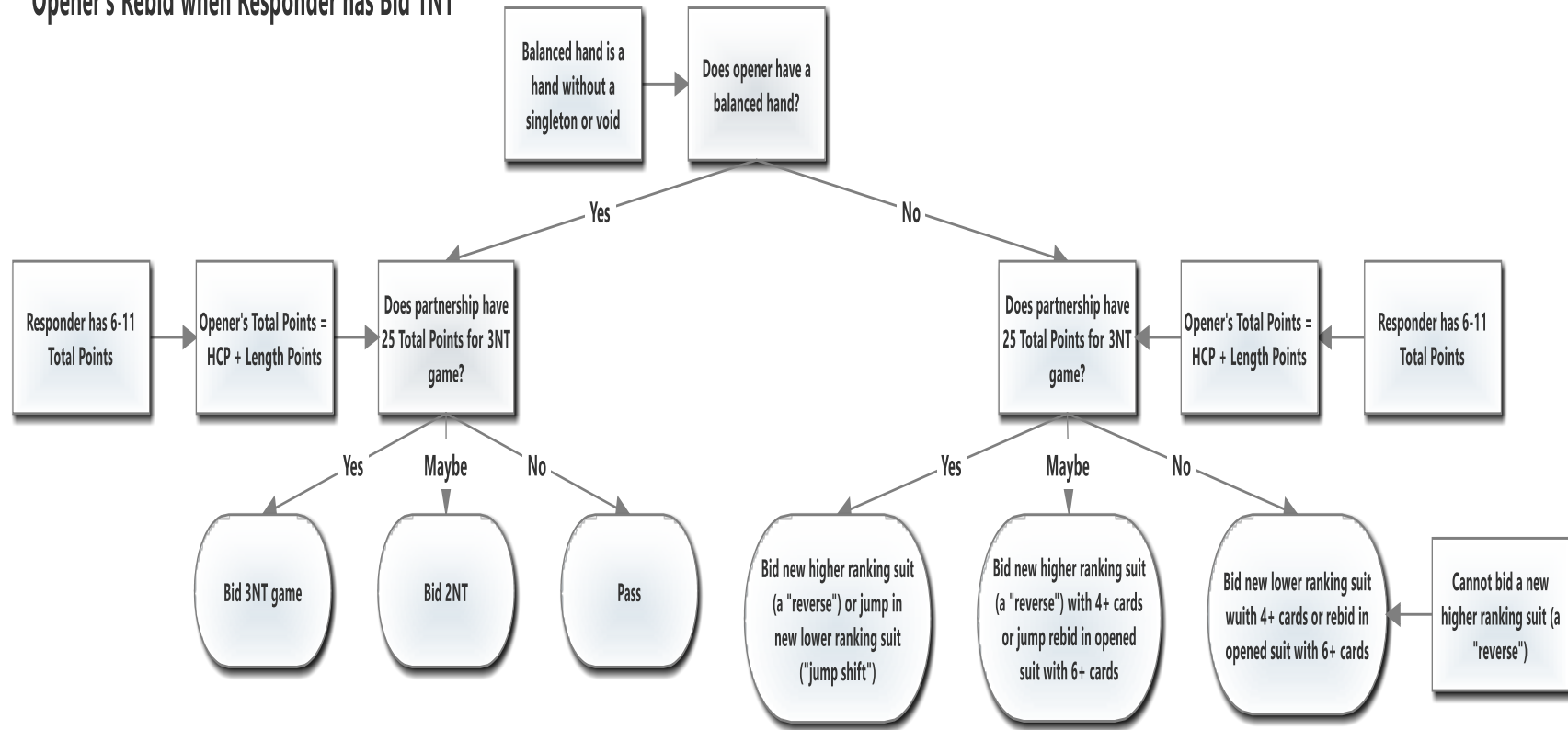
Opener's Rebid when Responder has Raised Opener's Suit



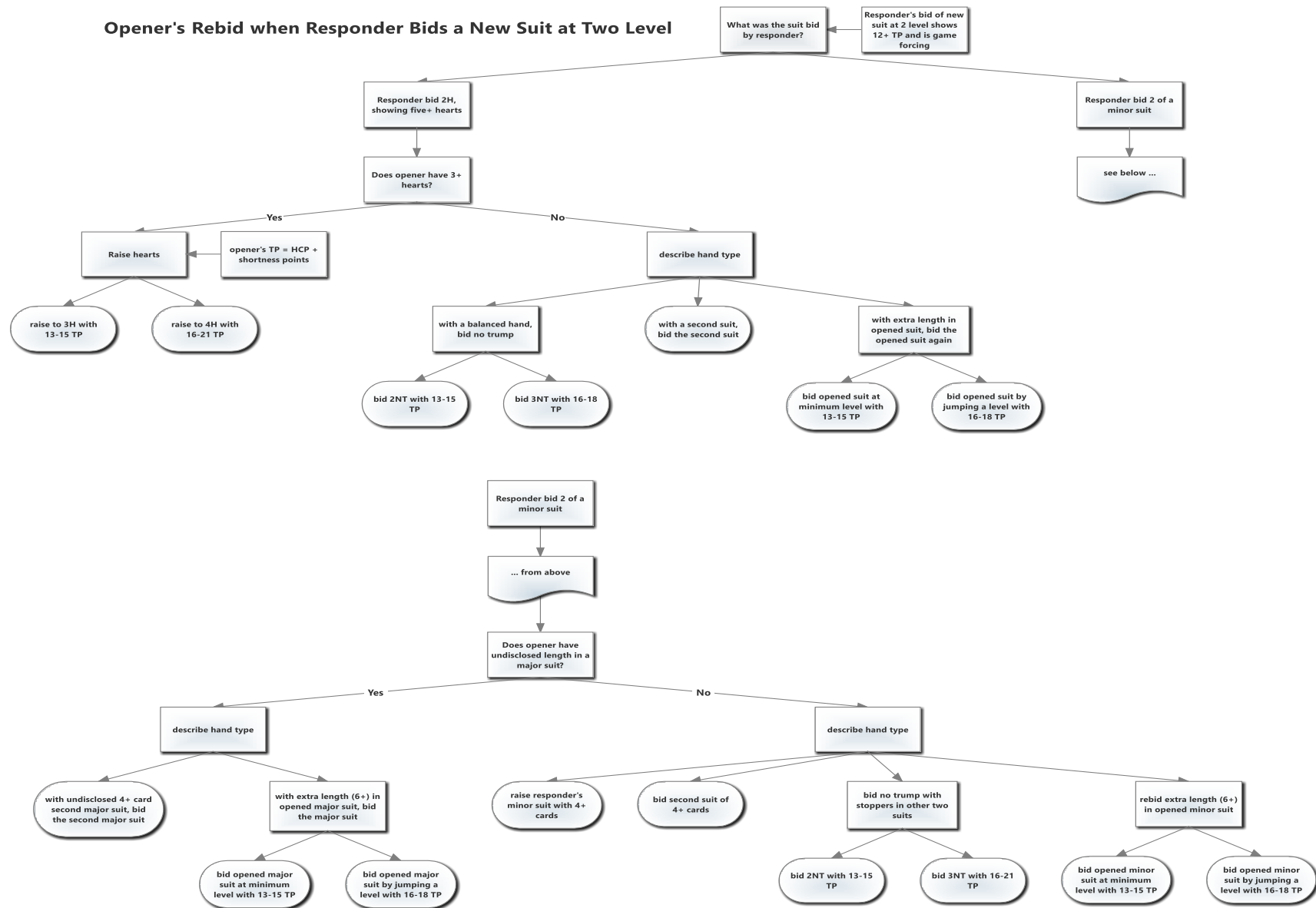
Opener's Rebid when Responder Bids a New Suit at One Level



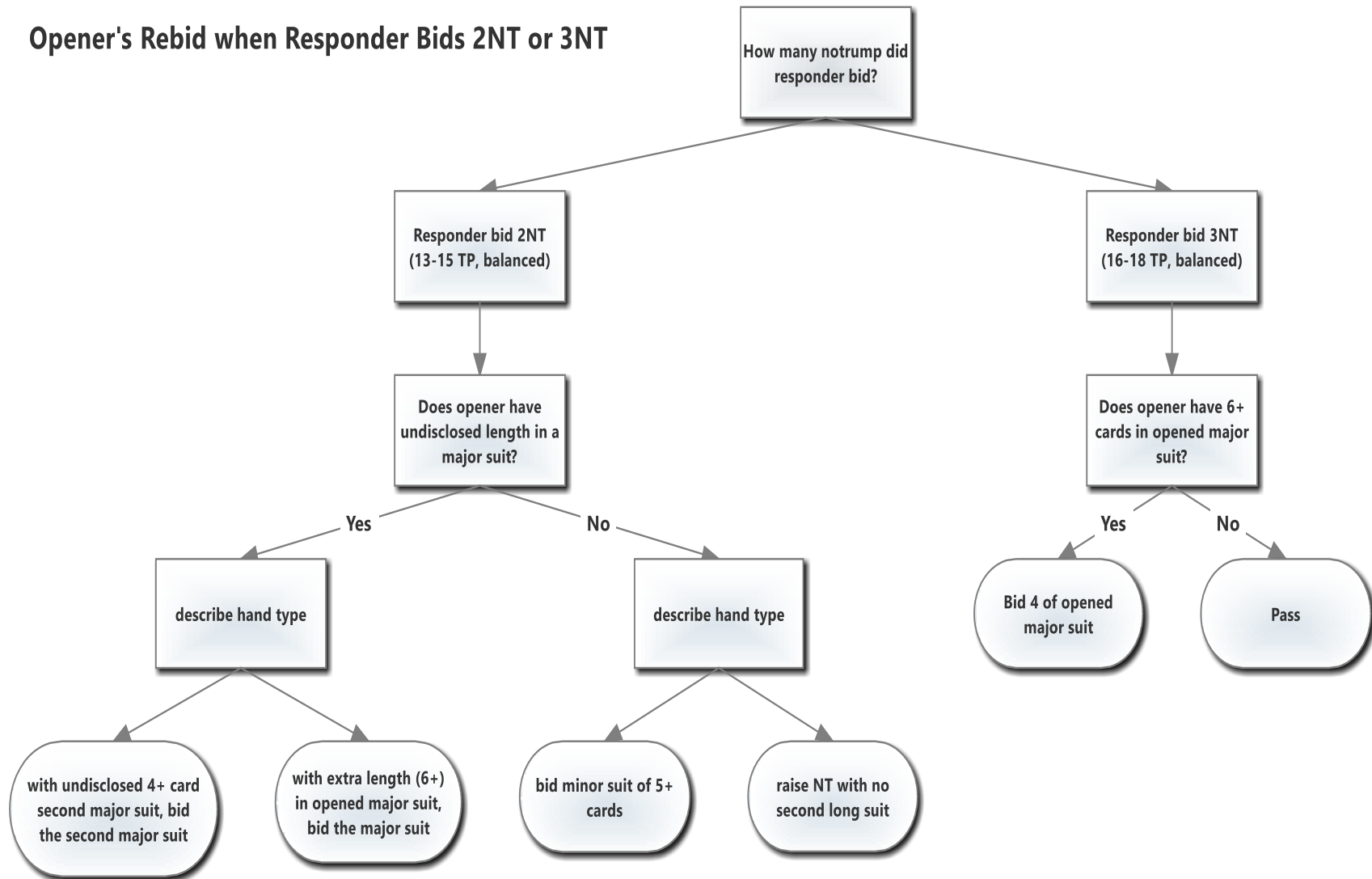
Opener's Rebid when Responder has Bid 1NT



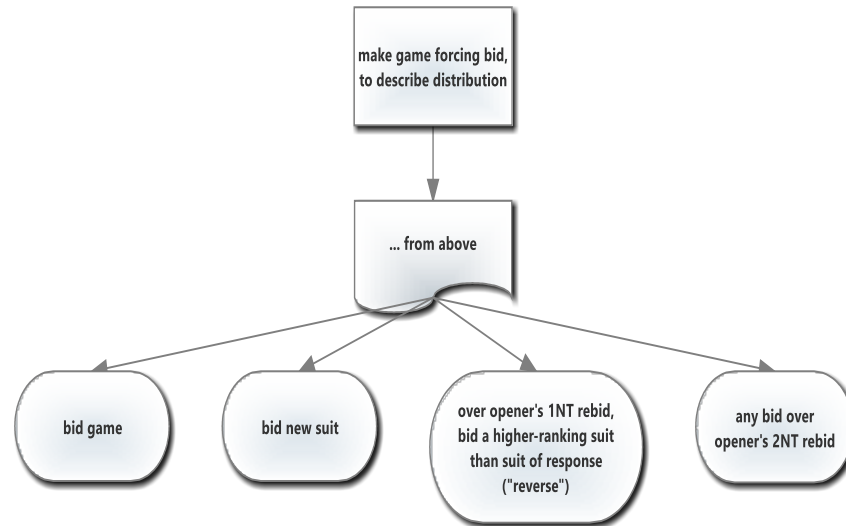
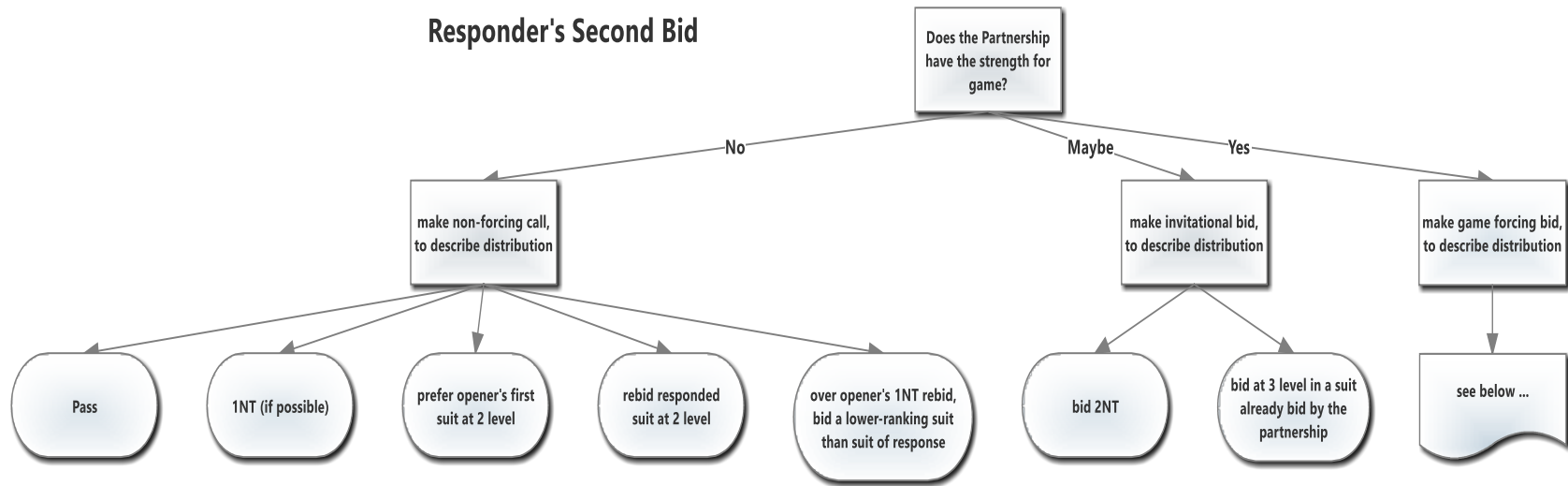
Opener's Rebid when Responder Bids a New Suit at Two Level



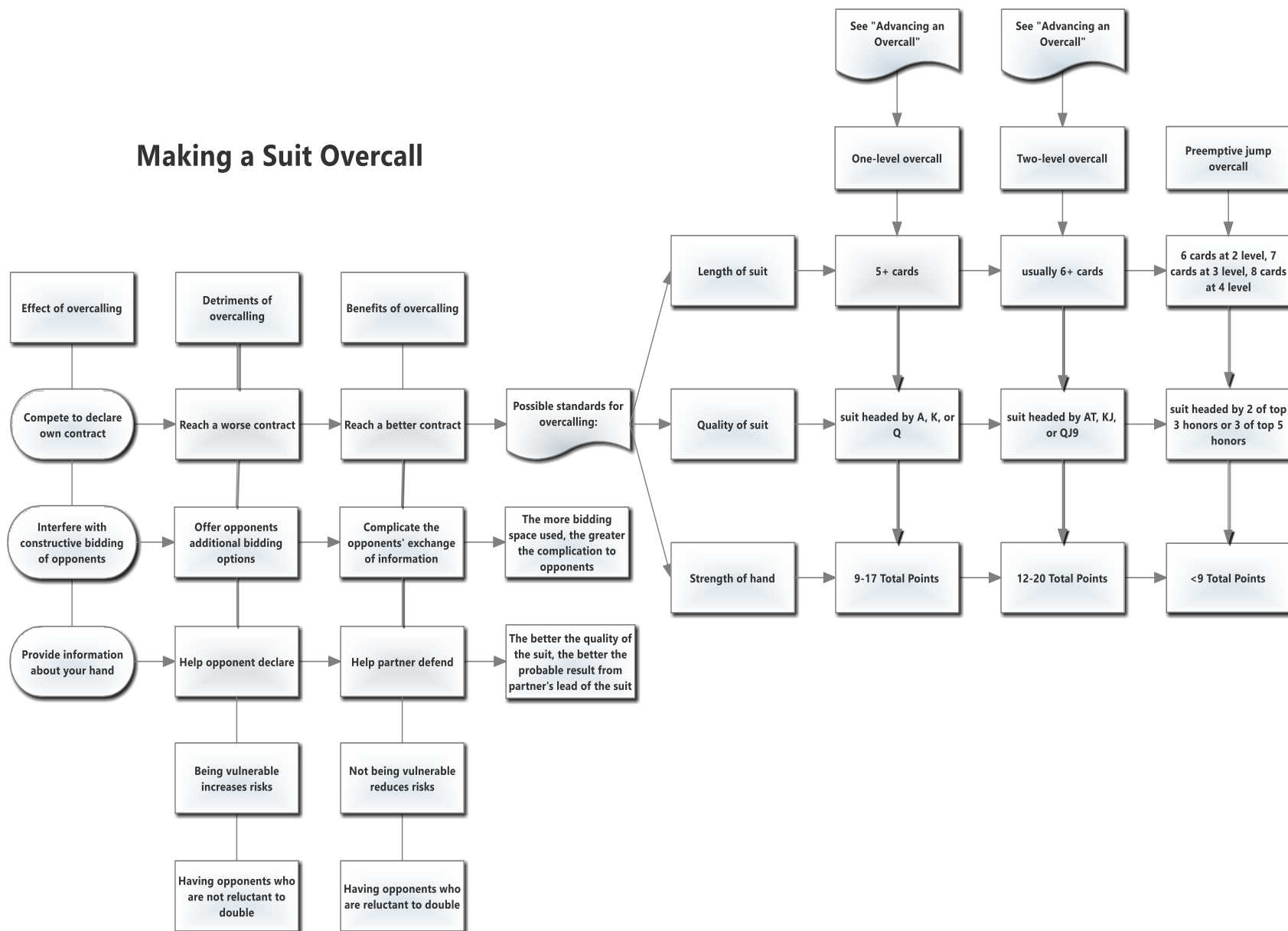
Opener's Rebid when Responder Bids 2NT or 3NT



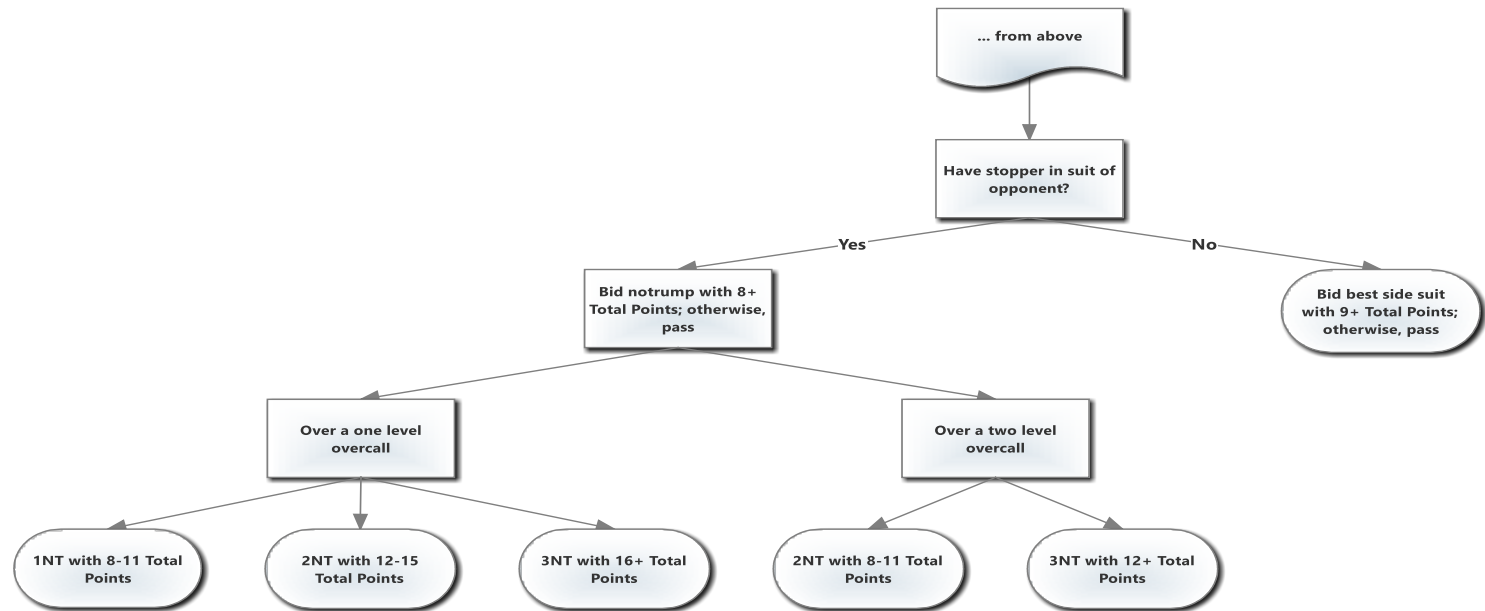
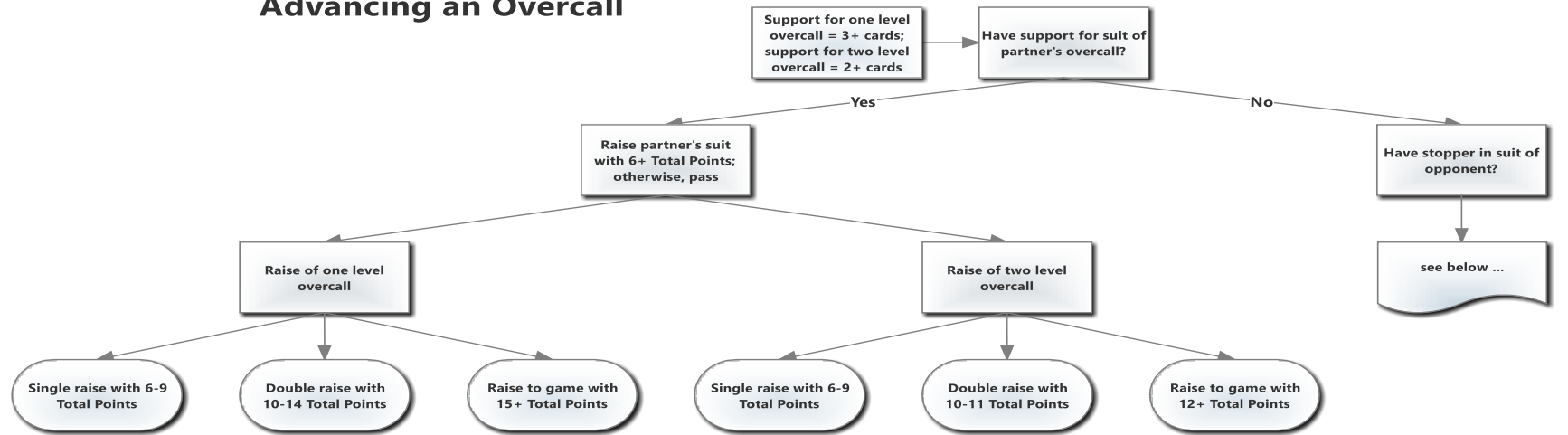
Responder's Second Bid



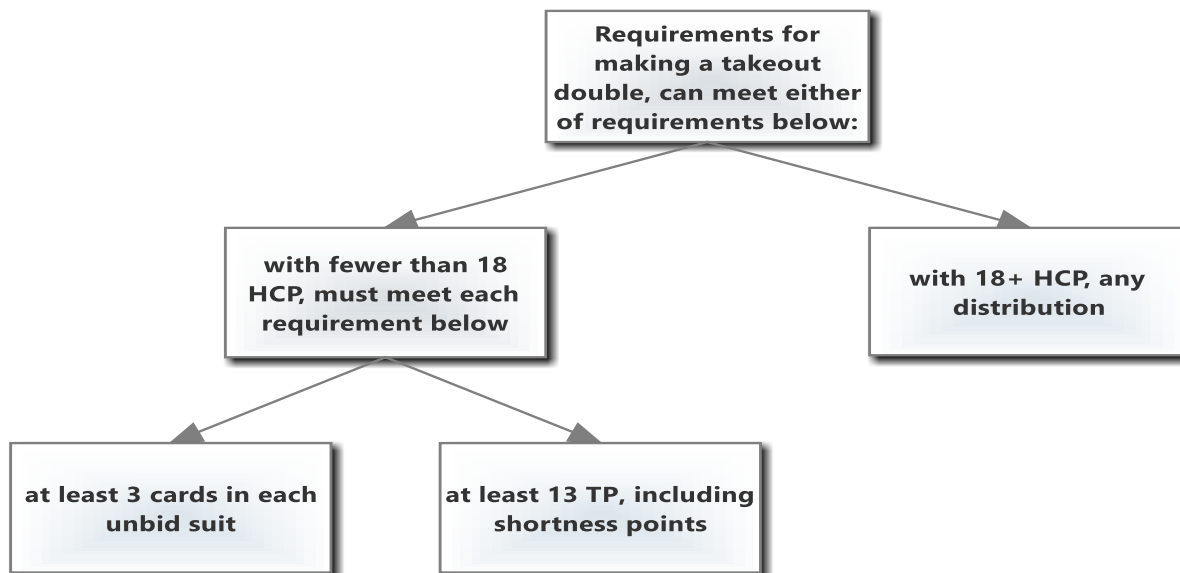
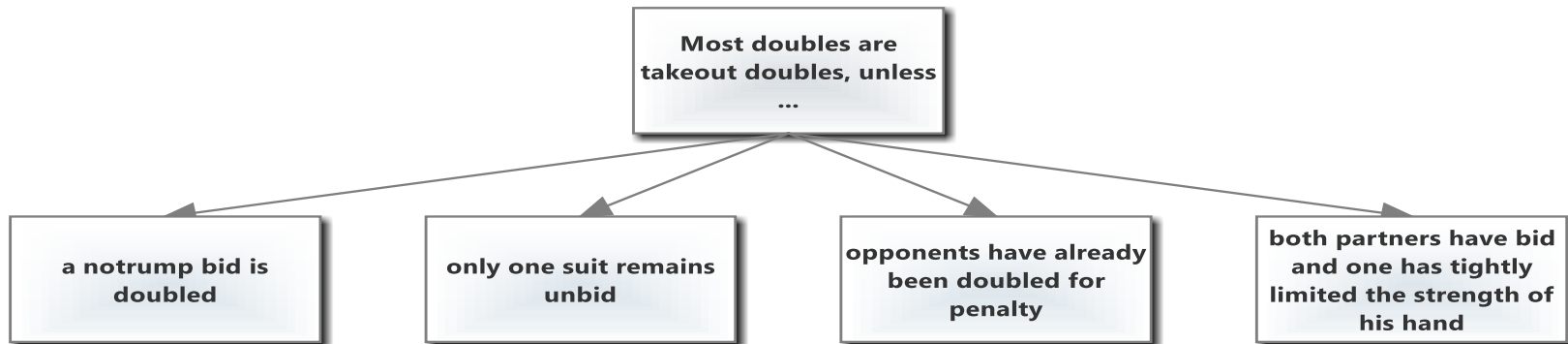
Making a Suit Overcall



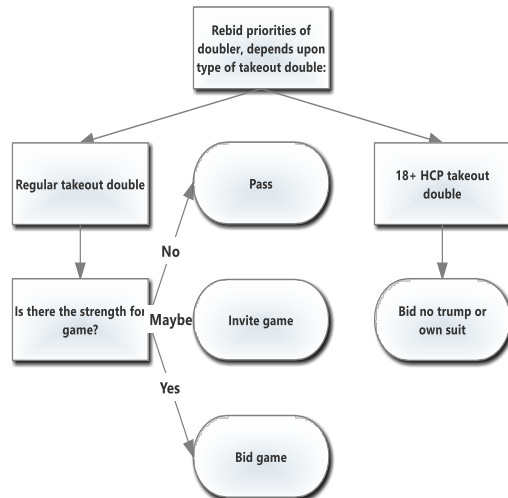
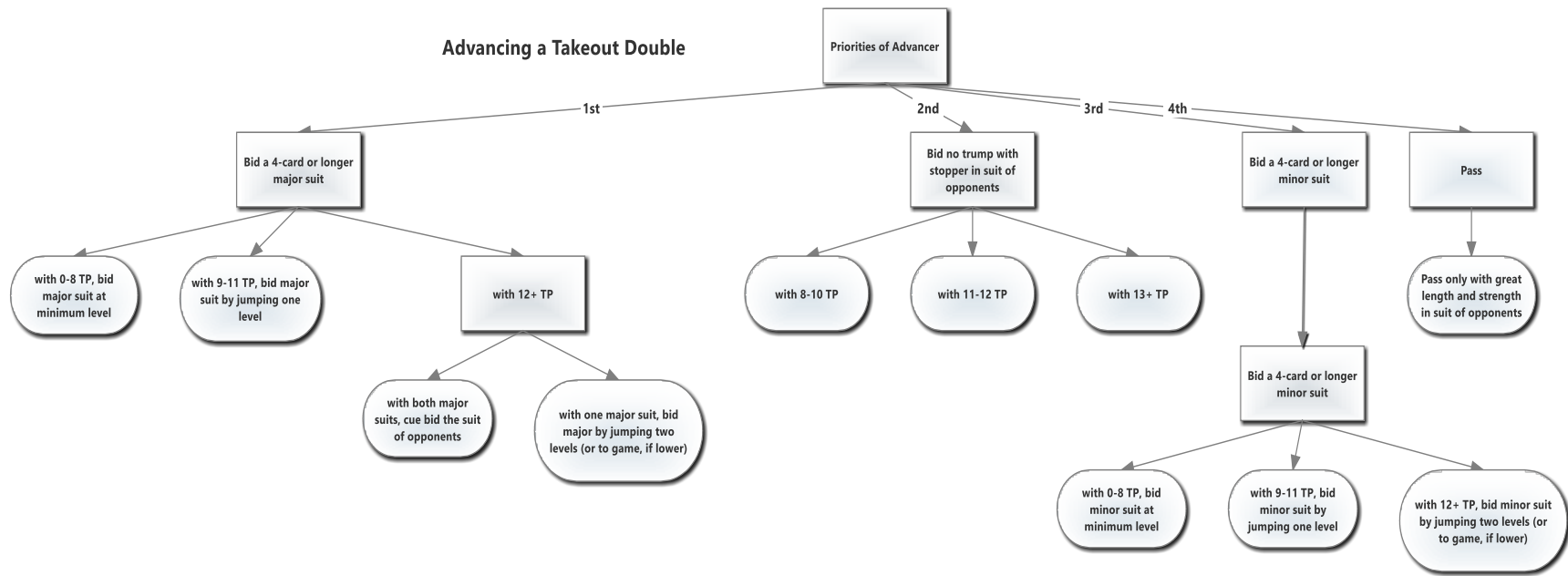
Advancing an Overcall



Takeout Doubles

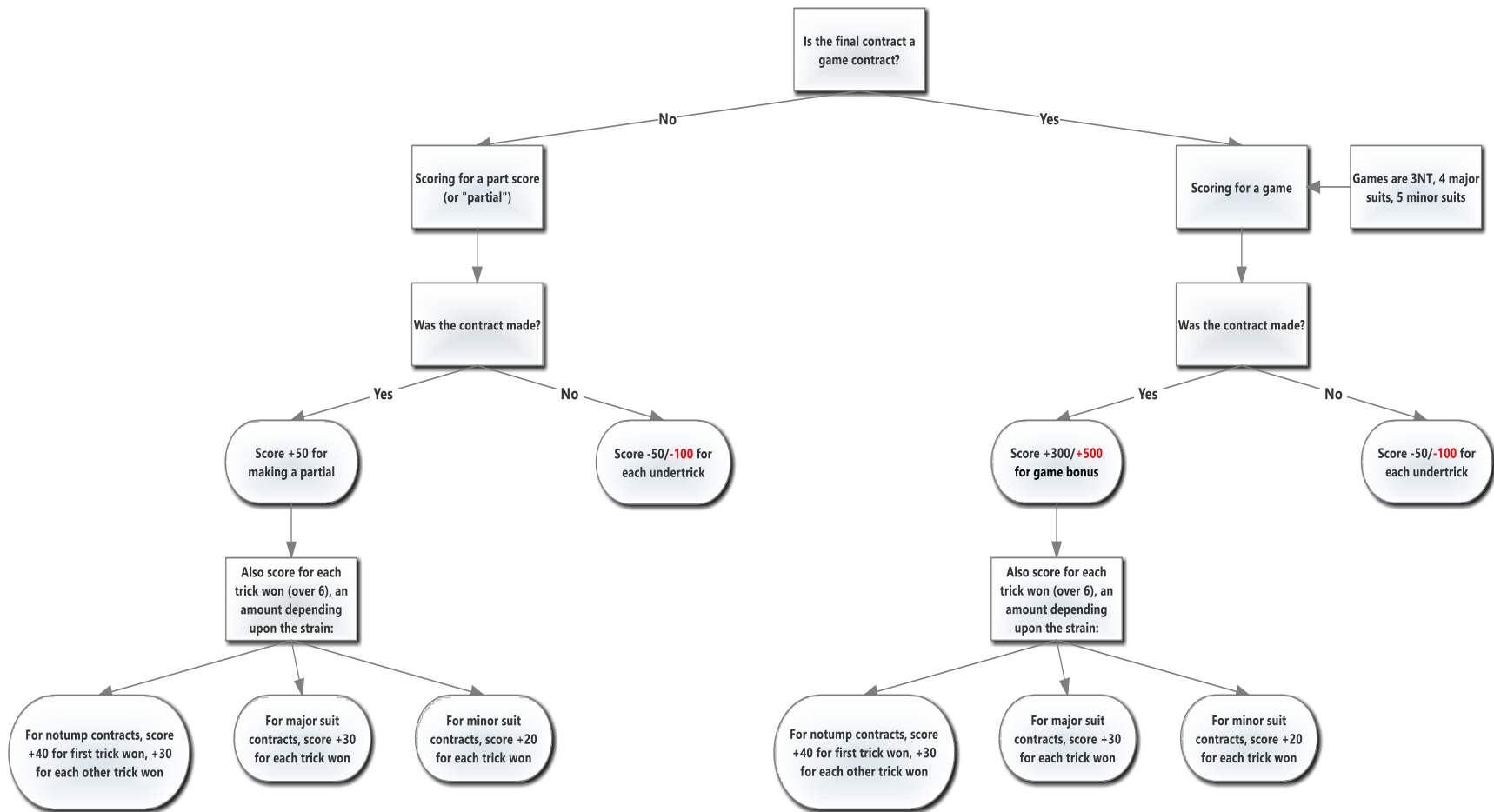


Advancing a Takeout Double

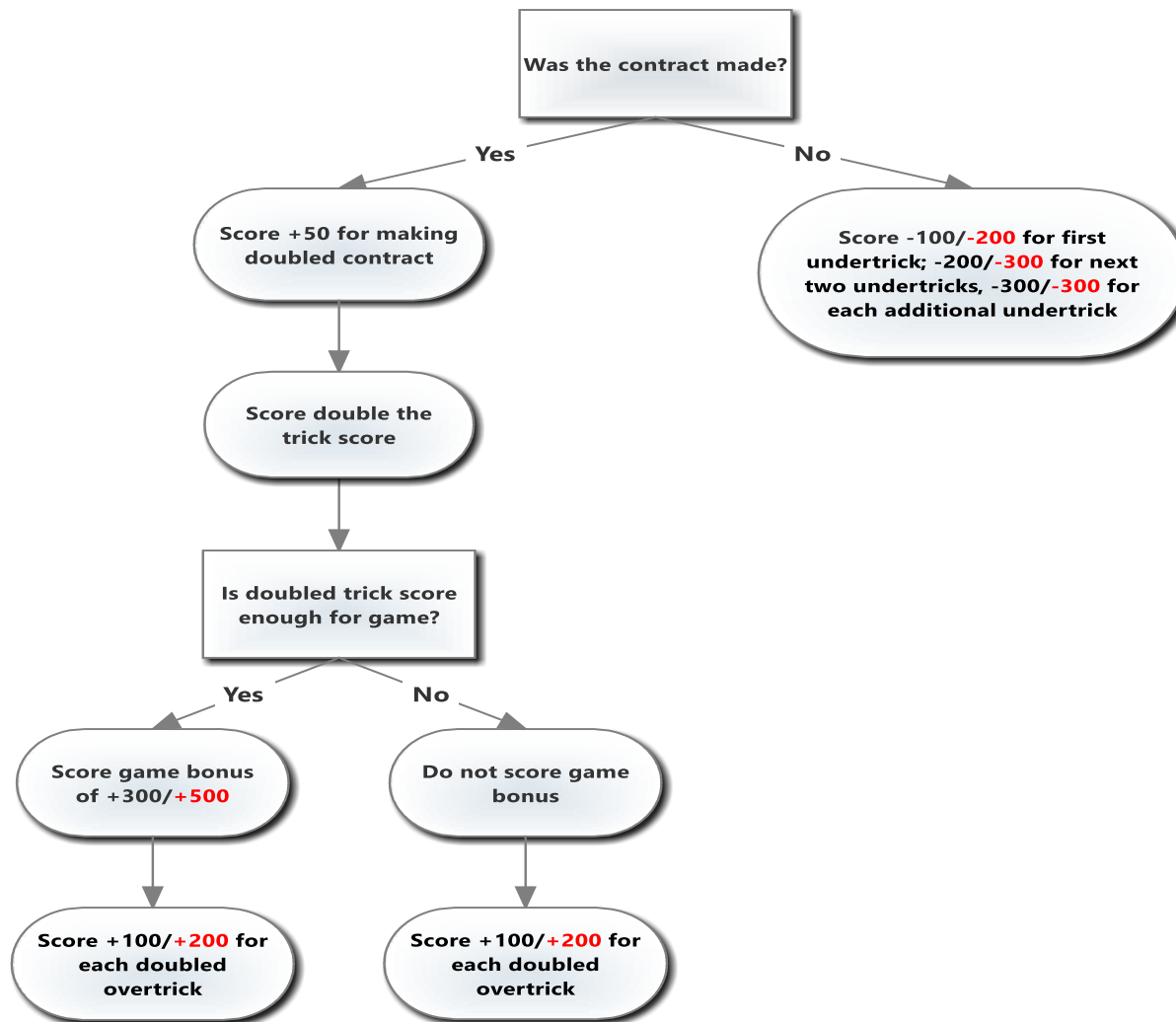


Duplicate Bridge Scoring for Undoubled Part Scores and Game Contracts

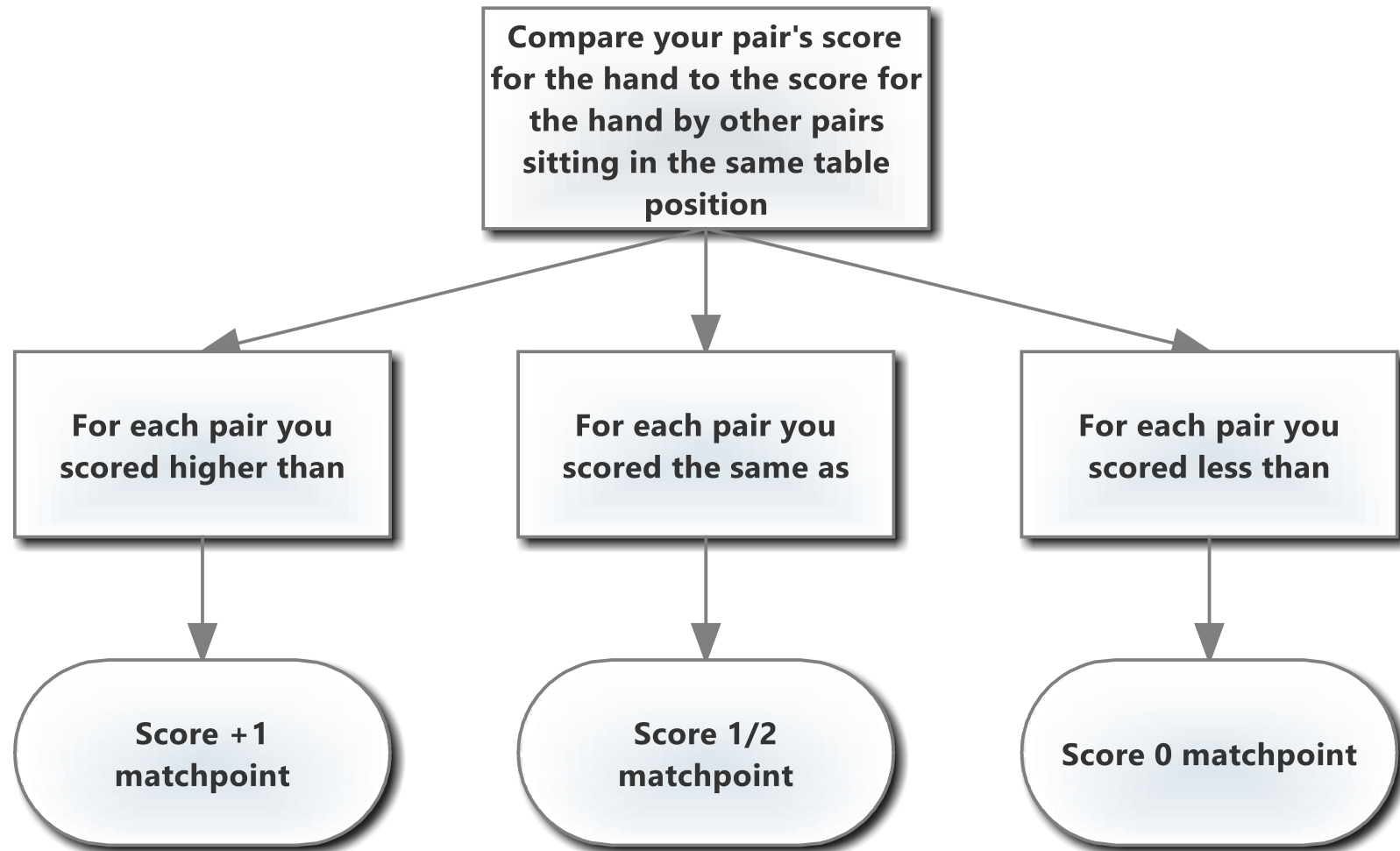
(Not Vulnerable/**Vulnerable**)



Duplicate Bridge Scoring for Doubled Part Scores and Game Contracts (Not Vulnerable/**Vulnerable**)



Matchpoint Scoring in Duplicate Bridge Pairs



Convention Card

SPECIAL DOUBLES After Overcall: Penalty <input type="checkbox"/> <u> </u> Negative <input type="checkbox"/> thru <u> </u> Responsive <input type="checkbox"/> thru <u> </u> Maximal <input type="checkbox"/> Support: Dbl. <input type="checkbox"/> thru <u> </u> Redbl <input type="checkbox"/> Card-showing <input type="checkbox"/> Min. Offshape T/O <input type="checkbox"/>		NOTRUMP OVERCALLS Direct: <u>15</u> to <u>17</u> Systems On <input checked="" type="checkbox"/> Conv. <input type="checkbox"/> <u> </u> Balancing: <u> </u> to <u> </u> Jump to 2NT: Minors <input type="checkbox"/> 2 Lowest <input type="checkbox"/> Conv. <input type="checkbox"/> <u> </u>		NAMES # K9577797																													
SIMPLE OVERCALL 1 level <u>6</u> to <u>+</u> HCP (usually) often 4 cards <input type="checkbox"/> very light style <input type="checkbox"/> Responses New Suit: Forcing <input checked="" type="checkbox"/> NFConst <input type="checkbox"/> NF <input type="checkbox"/> Jump Raise: Forcing <input type="checkbox"/> Inv. <input checked="" type="checkbox"/> Weak <input type="checkbox"/>		DEFENSE VS NOTRUMP vs: <u> </u> 2 <u>♣</u> <u> </u> 2 <u>♦</u> <u> </u> 2 <u>♥</u> <u> </u> 2 <u>♠</u> <u> </u> Dbl: <u> </u> Other: <u> </u>		GENERAL APPROACH New England Youth Bridge, Inc. Std (2/1 game forcing but no forcing 1NT) TWO OVER ONE: Game Forcing <input checked="" type="checkbox"/> Game Forcing Except When Suit Rebid <input type="checkbox"/> VERY LIGHT: Openings <input type="checkbox"/> 3rd Hand <input type="checkbox"/> Overcalls <input type="checkbox"/> Preempts <input type="checkbox"/> FORCING OPENING: 1 <u>♣</u> <input type="checkbox"/> 2 <u>♣</u> <input checked="" type="checkbox"/> Natural 2 Bids <input type="checkbox"/> Other <input type="checkbox"/> <u> </u>																													
JUMP OVERCALL Strong <input type="checkbox"/> Intermediate <input type="checkbox"/> Weak <input checked="" type="checkbox"/>		OVER OPP'S T/O DOUBLE New Suit Forcing: 1 level <input type="checkbox"/> 2 level <input type="checkbox"/> Jump Shift: Forcing <input type="checkbox"/> Inv. <input type="checkbox"/> Weak <input type="checkbox"/> Redouble Implies no fit <input type="checkbox"/> 2NT Over Limit + Limit Weak Majors <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Minors <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Other: <u> </u>		NOTRUMP OPENING BIDS 1NT <u>15</u> to <u>17</u> 3 <u>♣</u> <u> </u> to 3 <u>♦</u> <u> </u> 3 <u>♥</u> <u> </u> 3 <u>♠</u> <u> </u> 5-card Major common <input type="checkbox"/> System on over <input type="checkbox"/> 2 <u>♣</u> Stayman <input checked="" type="checkbox"/> Puppet <input type="checkbox"/> 2 <u>♦</u> Transfer to <u>♥</u> <input type="checkbox"/> 4 <u>♦</u> , 4 <u>♥</u> Transfer <input type="checkbox"/> Forcing Stayman <input type="checkbox"/> Smolen <input type="checkbox"/> 2 <u>♥</u> Transfer to <u>♠</u> <input type="checkbox"/> Lebensohl <input type="checkbox"/> (<u> </u> denies) 2 <u>♠</u> <u> </u> Neg. Double <input type="checkbox"/> 2NT <u> </u> Other: <u> </u>																													
OPENING PREEMPTS Sound Light Very Light 3/4-bids <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Conv./Resp. <u> </u>		MAJOR OPENING Expected Min. Length 4 5 1st/2nd <input type="checkbox"/> <input checked="" type="checkbox"/> 3rd/4th <input type="checkbox"/> <input checked="" type="checkbox"/> RESPONSES Double Raise: Force <input type="checkbox"/> Inv. <input checked="" type="checkbox"/> Weak <input type="checkbox"/> After Overcall: Force <input type="checkbox"/> Inv. <input checked="" type="checkbox"/> Weak <input type="checkbox"/> Conv. Raise: 2NT <input type="checkbox"/> 3NT <input type="checkbox"/> Splinter <input type="checkbox"/> Other: Jumps to 4M are not preemptive <u> </u> 1NT: Forcing <input type="checkbox"/> Semi-forcing <input type="checkbox"/> 2NT: Forcing <input checked="" type="checkbox"/> Inv. <input type="checkbox"/> 12 to 14 3NT: 16 to 18 Drury <input type="checkbox"/> Reverse <input type="checkbox"/> 2-Way <input type="checkbox"/> Fit <input type="checkbox"/> Other: 1NT response is not forcing, is 6-11 <u> </u>		MINOR OPENING Expected Min. Length 4 3 NF 0-2 Conv. 1 <u>♣</u> <input type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> 1 <u>♦</u> <input type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> RESPONSES Double Raise: Force <input type="checkbox"/> Inv. <input checked="" type="checkbox"/> Weak <input type="checkbox"/> After Overcall: Force <input type="checkbox"/> Inv. <input checked="" type="checkbox"/> Weak <input type="checkbox"/> Forcing Raise: J/S in other minor <input type="checkbox"/> Single raise <input type="checkbox"/> Other: <u> </u> Frequently bypass 4 + <u>♦</u> <input type="checkbox"/> 1NT/1 <u>♣</u> 6 to 11 2NT Forcing <input checked="" type="checkbox"/> Inv. <input type="checkbox"/> 12 to 15 3NT: 16 to 18 Other: <u> </u>																													
DIRECT CUEBID OVER: Minor Major Artif. Bids Natural <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Strong T/O <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Michaels <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		VS Opening Preempts Double Is Takeout <input type="checkbox"/> thru <u> </u> Penalty <input type="checkbox"/> Conv. Takeout: <u> </u> Lebensohl 2NT Response <input type="checkbox"/> Other: <u> </u>																															
SLAM CONVENTIONS Gerber <input type="checkbox"/> 4NT: Blackwood <input type="checkbox"/> RKC <input type="checkbox"/> 1430 <input type="checkbox"/> vs Interference: DOPI <input type="checkbox"/> DEPO <input type="checkbox"/> Level: <u> </u> ROPI <input type="checkbox"/>																																	
LEADS (circle card led, if not in bold) versus Suits versus Notrump <table border="0"><tr><td>⊗ x</td><td>⊗ x x x</td><td>⊗ x</td><td>x x x ⊗</td></tr><tr><td>⊗ x x</td><td>⊗ x x x x</td><td>⊗ x x</td><td>x x x ⊗ x</td></tr><tr><td>⊗ K x</td><td>⊗ 9 x</td><td>⊗ K J x</td><td>⊗ Q J x</td></tr><tr><td>⊗ Q x</td><td>⊗ J T x</td><td>⊗ A J T 9</td><td>⊗ A T 9 x</td></tr><tr><td>⊗ J x</td><td>⊗ K T 9 x</td><td>⊗ K Q J x</td><td>⊗ K Q T 9</td></tr><tr><td>⊗ T x</td><td>⊗ Q T 9 x</td><td>⊗ Q J T x</td><td>⊗ Q T 9 x</td></tr><tr><td>⊗ Q T 9</td><td></td><td>⊗ J T 9 x</td><td>⊗ T 9 x ⊗</td></tr></table> LENGTH LEADS: 4th Best vs SUITS <input checked="" type="checkbox"/> vs NT <input checked="" type="checkbox"/> 3rd/5th Best vs SUITS <input type="checkbox"/> vs NT <input type="checkbox"/> Attitude vs NT <input type="checkbox"/>		⊗ x	⊗ x x x	⊗ x	x x x ⊗	⊗ x x	⊗ x x x x	⊗ x x	x x x ⊗ x	⊗ K x	⊗ 9 x	⊗ K J x	⊗ Q J x	⊗ Q x	⊗ J T x	⊗ A J T 9	⊗ A T 9 x	⊗ J x	⊗ K T 9 x	⊗ K Q J x	⊗ K Q T 9	⊗ T x	⊗ Q T 9 x	⊗ Q J T x	⊗ Q T 9 x	⊗ Q T 9		⊗ J T 9 x	⊗ T 9 x ⊗	DEFENSIVE CARDING vs SUITS vs NT Standard: <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> Except <input type="checkbox"/> Upside-Down: count <input type="checkbox"/> attitude <input type="checkbox"/> FIRST DISCARD Lavinthal <input type="checkbox"/> Odd/Even <input type="checkbox"/> OTHER CARDING Smith Echo <input type="checkbox"/> Trump Suit Pref. <input type="checkbox"/> Foster Echo <input type="checkbox"/>		DESCRIBE 2 <u>♣</u> <u> </u> to <u> </u> HCP Strong <input checked="" type="checkbox"/> Other <input type="checkbox"/> 2 <u>♦</u> Resp: Neg. <input type="checkbox"/> Waiting <input checked="" type="checkbox"/> 2 <u>♥</u> 6 to 11 HCP Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/> 2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/> 2 <u>♠</u> 6 to 11 HCP Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/> 2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/> OTHER CONV. CALLS: New Minor Forcing: <input type="checkbox"/> 2-Way NMF <input type="checkbox"/> Weak Jump Shifts not in Comp. <input type="checkbox"/> 4th Suit Forcing: 1 Round <input type="checkbox"/> Game <input type="checkbox"/>	
⊗ x	⊗ x x x	⊗ x	x x x ⊗																														
⊗ x x	⊗ x x x x	⊗ x x	x x x ⊗ x																														
⊗ K x	⊗ 9 x	⊗ K J x	⊗ Q J x																														
⊗ Q x	⊗ J T x	⊗ A J T 9	⊗ A T 9 x																														
⊗ J x	⊗ K T 9 x	⊗ K Q J x	⊗ K Q T 9																														
⊗ T x	⊗ Q T 9 x	⊗ Q J T x	⊗ Q T 9 x																														
⊗ Q T 9		⊗ J T 9 x	⊗ T 9 x ⊗																														
SPECIAL CARDING <input type="checkbox"/> PLEASE ASK																																	

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