

**OFFICIAL WORKBOOK** 

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# Welcome,

Welcome to the 2018 Orange Festival of Bridge. This is a first...a country congress with the difference! I'm looking forward to meeting you at the bridge table, and also for some great social occasions.

This booklet has all your notes for the lessons I'll be giving on Saturday and Sunday mornings, plus some extras quizzes and the hands which we will play with an analysis of each one... All of these hands are available on my Online School of Bridge, where you're able to play the hands with robots after taking the lessons that match.

Saturday and Sunday will be fun days with lessons in the mornings and a game each afternoon. On Saturday night, we will meet at the Union Bank Wine Bar for one of their special banquets, and then on Sunday after our game, we'll visit Stockman's Ridge winery! The programme for the weekend is here in the booklet.

Thanks for coming along and making this a weekend to remember!





## Meet Joan Butts

As Australia's most popular and respected bridge teacher, Joan Butts regularly travels throughout Australia conducting bridge workshops and hosting luxury bridge holidays. Joan has represented Australia in world championships, however her passion is teaching bridge.

For the past 27 years she has owned and operated a club in Brisbane, and has been the ABF National Teaching Coordinator since 2011.

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All bridge will be played at the Orange Bridge Club, 23 Glenroi Avenue, Orange

Fridai

5pm Welcome Drink & Dinner Canobolas Hotel, 248 Summer Street, Orange

> 7:30 pm - 10:30pm Welcome Pairs

Saturday

9:30am - 10:45am Lesson: Bidding

Morning Tea

11:00am - 12:15pm Lesson: Declarer Play

Lunch Break

1:00pm - 4:30pm Bridge Game Orange Pairs

6pm **Drinks & Dinner** The Union Bank Wine Bar 84 Byng Street



9:30am - 10:45am Lesson: Defence

Morning Tea

11:00am - 12:15pm Lesson: Bidding

Lunch Break

1:00pm - 4:00pm Bridge Game Joan Butts Bridge Pairs

> 4:30pm Winery Tour Stockman's Ridge 21 Boree Lane



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## Lesson One

## When to Bid Over Opponent's 1NT Openings

## The Cappelletti Convention

For most players, bidding after an opponent opens 1NT is a very misunderstood topic. Players are busy counting points and trying to guess which suit/s to bid. There are many conventions around to use for this area of bidding, and some work better than others. Cappelletti is one of the popular ones for all levels of player.

### Some principles to follow:

- Two-suited hands occur more frequently than their one-suited counterparts. When your hand is two-suited, and you can say so, partner will help the partnership to the right spot
- Defending against 1NT is usually not in your best interests if you are two-suited, or singlesuited. The opening lead is often an annoying guess. Subsequent leads and discards can result in a loss

of sleep as well.

• Because this convention allows you to show every distributional hand type, you can bid regularly over the opponents' 1NT, and you need about 10 points, ideally 5/5 shape, but sometimes 5/4 is okay.

CAPELLETTI	RESPONSES TO CAPPELLETTI
With a hand that merits action, proceed as follows.	
Double is for penalties (shows a hand in the higher range of the 1NT opener)	• Leave it in unless you have a very weak hand with a long suit (bid 2 of your suit)
2 🜲 shows a single-suiter	<ul> <li>Bid 2 I so that they can bid their long suit easily</li> </ul>
2♦ shows both majors	<ul> <li>Pick the major you prefer and use the Law to decide the level, eg if you have 4 trumps for partner, jump in that suit, regardless of points</li> </ul>
2♥ shows hearts and a minor	<ul> <li>with heart support, pass or raise hearts</li> <li>with the minors, bid 3<sup>4</sup> (pass or correct)</li> </ul>
2 shows spades and a minor	<ul> <li>with spades support, pass or raise spades</li> <li>with the minors, bid 3  (pass or correct)</li> </ul>
2NT shows both minors	pick longer minor

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## Lesson One

## Some Finer Points for Experienced Partnerships

### **Balancing:**

If the opponents open 1NT, and their partner passes, it is likely that your side has around 20 points (could have from 16 – 25). So, if the bidding goes 1NT P P to you, and you hold 9/10 points, your side might have the balance of power. With 5/4, or a single-suiter, you should bid.

You can relax the Cappelletti requirements a little, but it's not recommended on 4/4 shape. These are better to defend. You take your chances when you bid in balancing, but bridge is competitive anyway.

### **Balanced Hands:**

With 5332 shapes, and around 11 points, it is usually better to pass, and defend 1NT. The best hands for Cappelletti are single-suited (ie 6+ cards), or two-suited (5/5, or 5/4) because these hands will not defend well.

### **Passed Hands:**

Partner will know you have fewer values, or something not right to bid at first, eg if you show a singlesuited major after the bidding goes P P P 1NT (2\*) p 2\* p 2\*/\*, partner will know that you did not have a suit good enough to open the bidding with a weak two-bid.

### 2NT invitational by Advancer:

If partner shows a hand with hearts/spades and a minor, bidding 3♣/3 ♦ by advancer is called "pass or correct". This means that there is no major fit, and you're asking partner to show which minor suit they hold. You will pass the response. BUT, if you have a better hand, (invitational), and are interested in game, start with 2NT instead. It also asks the overcaller if their hand is good or not too.

So, if the bidding goes 1NT (2 $\diamond$ ) p 2NT p 3 $\diamond$ / $\diamond$  this would be a minimum, with clubs or diamonds, but if the overcaller is better, it will go 1NT (2 $\diamond$ ) p 2NT p 3 $\checkmark$ / $\diamond$  = better hand with clubs (3 $\checkmark$ ) or diamonds (3 $\diamond$ ).

OR you can also use this if you have an invitational raise of partner's major. This way, you'll know when to bid game, and a simple raise of the major is pre-emptive only. Eg: 1NT (2 $\bigstar$ ) p 2NT p 3 $\bigstar$  p 3 $\bigstar$ , or 1NT (2 $\bigstar$ ) p 2NT p 3 $\bigstar$ / $\bigstar$  p 4 $\bigstar$ .

### Vulnerability

This plays a part in all your decisions about entering an auction that has started with 1NT. Be more cautious when vulnerable, as your side may go for a number if you pick the wrong time!

### Notes

#### LESSON 1: BIDDING OVER THE OPPONENT'S 1NT OPENING



**Bidding:** East opens 1 NT with a balanced 16 hcp. South has a heart single suiter, and playing the Cappelletti Convention, bids 2♣ to show a single suited hand. North bids 2♦ to find out which suit, and South now bids 2♥.

#### Lead: \* 5.

**Play:** East opened a strong no trump and will have most of the missing points. There are two entries to dummy and these should be used to play hearts up towards declarer's hand. Unless the defenders help to set up a diamond trick, declarer needs to find the ♥ Q.

E/W would probably make eight tricks (on a heart lead) in 1 NT while NS can make eight tricks in hearts.



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**Bidding:** East opens 1 NT with a balanced 15 hcp. South has both majors, and playing the Cappelletti Convention, bids  $2 \blacklozenge$  to show both majors. North prefers spades.

#### Lead: ▲ 2 or ♦ 4.

**Play:** Declarer should try to set up the heart suit by ruffing. Once hearts turn out to be 3-3, declarer should lead a high club in case the defenders fail to cash their two diamond tricks.

E/W can make 1 NT while N/S can make 2  $\bigstar$  possibly with an overtrick.



**Bidding:** West who opens 1 NT with a balanced 16 hcp. North has a two suited hand with hearts and diamonds, and playing the Cappelletti Convention, bids 2 ♥ to show a hand with hearts and a minor. East passes, and South would prefer to play in the minor suit rather than hearts and bids 3 ♣ which is correctable. North will pass if that is their minor suit or correct to 3 ♦ with diamonds.

#### Lead: ♣10.

Play: Declarer should set the heart suit up by ruffing.



**Bidding:** East who opens 1 NT with a balanced 16 hcp. South has a two suited hand with both minors, and playing the Cappelletti Convention, bids 2 NT to show a hand with both minors. North, who prefers clubs to diamonds, bids 3 **.** North should not bid spades as partner may pass even with a void.

#### Lead: A.

**Play:** Although there may be no diamond losers at first glance, declarer needs to set the diamond suit up by ruffing. If the defenders play two rounds of trumps early then declarer may need to consider taking the diamond finesse despite holding only a singleton in the suit.

## Cappelletti Quiz

Questions	Write your answer here
The bidding has gone: 1NT to you? 1. ▲KJ963 ♥A75 ♦ Q8 ♣QJ2	
2. ▲KQ10986 ♥74 ♦A83 ♣62	
3. ▲AJ1072 ♥KJ1063 ♦84 ♣5	
4.	
5. <b>▲</b> A10986 ♥7 ♦842 <b>♣</b> AQJ3	
6.	
7. ▲3 ♥KQJ9642 ♦875 ♣43	
8. ▲AQ10975 ♥6 ♦K974 ♣83	
The bidding has gone: 1NT P P to you? 9. ▲K1094 ♥Q9876 ♦4 ♣A73	
The bidding has gone: P 1NT P P to you? 10. ♠95 ♥Q98654 ♦AQ ♣963	
The bidding has gone: 1NT (2♣) P to you? 11. ♠AQJ10862 ♥63 ♦4 ♣J75	
The bidding has gone: 1NT (2♦) P to you? 12. ▲J4 ♥AJ76 ♦63 ♣A8743	
The bidding has gone: 1NT (2♥) P to you? 13. ♠KJ764 ♥103 ♦Q654 ♣J8	
The bidding has gone: 1NT (2NT) P to you? 14. ▲KJ876 ♥J976 ♦J104 ♣	
The bidding has gone: 1NT (X) P to you? 15. ▲Q1052 ♥J8653 ♦64 ♣J2	
The bidding has gone: 1NT (X) P to you? 16. ▲6 ♥J986543 ♦75 ♣J52	

To view all quiz answers visit www.joanbuttsbridge.com/orangequiz

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## Lesson Two

## The Road to Success: Learning to Count

If you really want to improve your declarer play, aim to "count" hands. It's a fact of life that you can't move to the next skill level until you do this. The bad news is... it's NOT easy. It requires a lot of concentration. But the good news is that practice makes perfect and these tips will help.

#### What do we mean by "counting"?

It's working out the distribution of the opponent's hand/s by mentally remembering the cards they play as each trick is completed, and therefore working out the defenders' shapes. If you start trying to count a hand and then you forget or lose the count, leave it and start again on the next hand. Don't be frustrated and give up, because the more you try the easier it will become.

As declarer, the most important things to consider are:

### 1. Always count the trump suit.

As soon as dummy goes down, make a special note of how many trumps your side has. Say you have six and dummy has three. That's nine. Keep that information stored away, but then focus mainly on how many trumps are missing and how they will be distributed.

If you have nine between you and dummy, and four are missing, you usually hope they will split 2-2, but more likely 3-1, and hopefully not 4-0. As you play trumps, watch to see how the four trumps fall in the opponents' hands.

### 2. Some suits are more important than others.

It's hard work to count every suit. With experience you will recognize when dummy comes down which suits you need to count; the trump suit always, as already mentioned, and often your other long suit.

### 3. Remembering the bidding will give you clues in counting.

Let's say West opened a pre-emptive 3♥. They are likely to hold seven of them. Subtract from thirteen the number of hearts you see in your hand and dummy. Then you know how many hearts East has. And Hold that Thought!

### 4. The best way to get a count is when an opponent shows out in a suit.

Make a mental note of how many their partner has or had. And Hold that Thought!

### 5. Counting will help you make the right play at the right time.

Try to play the "easy" suits first to get a count on the "difficult" suits. If you've kept a count as you went along it will often help you know how to play an important suit at the end.

The real trouble with counting is that sometimes we FORGET as we go along, and the more tricks that are played the harder it is to remember the distributions. Our minds tend to focus on how to play suit combinations etc, and we are sometimes surprised at the cards the defenders play, and we lose the thread of the count. But practice makes perfect, so please keep trying on every hand. Success will be guaranteed, and you'll feel great satisfaction!

#### **LESSON 2: DECLARER PLAY - COUNTING**



#### Lead: ♥A.

**Play:** West leads the  $\checkmark$  A, cashes two more hearts, and then switches to the  $\blacklozenge$  Q. Declarer draws trumps and needs to find the  $\clubsuit$  Q to make the contract. So far:

West had six hearts, East had one heart; Both West and East had two spades.

Declarer plays the  $\blacklozenge$  K, and ruffs the third diamond with both defenders following:

Both West and East had three+ diamonds.

West holds two clubs at most and East has at least five clubs. The odds favour East holding the  $\clubsuit Q$ , so declarer plays a club to the Ace, followed by a club towards the king-jack covering whatever East plays.



#### Lead: ▲ 10.

**Play:** Declarer has eleven top tricks and needs to find the  $\blacklozenge$  Q for the twelfth.

The defenders will win the first or second round of spades, and declarer will play all their heart and club winners, and then their third spade.

West shows up with five spades, three hearts, and four clubs. West has either one diamond or the last heart.

East shows up with two spades, three hearts, and one club. East has at least six diamonds.

The odds favour East holding the  $\blacklozenge$  Q, so declarer plays the  $\blacklozenge$  A, followed by a diamond towards the king-jack covering whatever East plays.



#### Lead: ¥A.

**Play:** Two rounds of hearts are followed by a club switch. Declarer wins and plays a trump, discovering the 4-0 break. Declarer needs to find the ♦ Q to make the contract.

After three rounds of spades, and then three rounds of clubs, declarer knows the following about East:

East had no spades. East had seven hearts. East had two clubs.

That's nine cards leaving East with four diamonds. Declarer and dummy also had four diamonds, leaving West with a singleton. Play the ◆ K and then the ◆ J intending to finesse for the queen against East.



#### Lead: A.

**Play:** West leads three rounds of spades and declarer ruffs the third round and draws trumps.

South, missing both the  $\blacklozenge$  K and  $\blacklozenge$  J can afford one diamond loser but not two. Do you take the finesse?

West opened, and there were only fourteen points missing. West is certain to have  $\blacklozenge$  K and it's offside. Is there anything that declarer can do?

If declarer draws trumps and cashes three clubs, West shows up with five spades, three hearts, and at least three clubs. West has at most two diamonds, likely to be  $\blacklozenge$  Kx. Declarer can ensure a second diamond trick by playing the  $\blacklozenge$  A, followed by a small one. The  $\blacklozenge$  Q will win the third round.

### **Counting Quiz**

1. Your side holds ten cards in a suit and the opponents hold three. What is the most likely division of the opponent's cards in this suit?

A) 2-1 B) 3-0

2. Your side holds nine cards in a suit and the opponents hold four. What is the most likely division of the opponent's cards in this suit?

A) 2-2 B) 3-1 C) 4-0

3. Your side holds eight cards in a suit and the opponents hold five. What is the most likely division of the opponent's cards in this suit?

A) 2-2 B) 3-1 C) 4-0

4. Your side holds seven cards in a suit and the opponents hold six. What is the most likely division of the opponent's cards in this suit?

A) 3-3 B) 4-2 C) 5-1

5. Your side holds seven cards in a suit and the opponents hold six. What is the most likely division of the opponent's cards in this suit?

A) 4-3 B) 5-2 C) 6-1

Notes

## Lesson Three

## Defence: Keeping Our Communications and Interfering with Declarer's

### Holding Up

Declarer regularly establishes tricks in long suits to make their contract. Once they've done this, they often need an entry to reach their winners. To make things difficult for declarer, the defenders mustn't take their winners until they can break declarer's communication with dummy.

	▲ QJ1042	
Partner		YOU
<b>▲</b> 854		<b>▲</b> A96
	<b>▲</b> K3	

Declarer plays the **A**K to force the **A**A, promoting the **A**QJ104 for four tricks. If the defender sitting East doesn't take their **A**A until the second round, declarer won't be able to reach these winners unless there's an entry in another suit. The defenders can help each other with a **count signal** when declarer is playing the suit. This means that instead of telling partner whether you like the suit or not (it's a suit **declarer** is playing on for tricks, after all), you tell partner **how many** cards you have in the suit.

If West plays the A4 followed by the A5, (playing low high will show an odd number) East will work out that declarer started with two spades and will take their AA the second time the suit is played. If declarer has an entry in another suit, your holdup play will not help, but at least you did your best.

#### Discarding

You're often faced with the problem of which suit to discard when you can't follow suit. If you know that declarer has a long suit in their hand or dummy, that's the suit you should hold onto, especially if you have a holding like Jxxx or Qxx. You will make a trick here if you hold the small cards in your suit.

#### **Defending against Finesses**

Don't disclose the location of your cards when declarer is leading a card up towards a holding like **A**KJ.

	Dummy	
	<b>∧</b> KJ	
YOU		Partner
▲A9654		<b>▲</b> Q1072
	Declarer	
	<b>▲</b> 83	

If declarer leads a low card towards dummy, you must play low (without hesitating and showing declarer you have a problem) to leave declarer with a guess. When you duck, declarer doesn't know whether to play dummy's **&**K or **&**J.

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### Covering

You normally wait to cover the last honour led from dummy when declarer is finessing. There are times when you give declarer a more difficult time by covering.

	Dummy	
	▲ QJ92	
Partner		YOU
♠ 654		🛦 K10
	Declarer	
	▲ A873	

If declarer leads the AQ from dummy, planning to finesse, you make it easy if you play the A10. The AQ will win the trick and now that the A10 has appeared, declarer can repeat the finesse, losing no tricks in the suit. If you cover the AQ with the AK, declarer may play a small one up to the A9, and it will lose to your A10. In general, though, don't cover if there is nothing to promote in your partnership hands.

Notes

#### **LESSON 3: DEFENSIVE COMMUNICATIONS**



**Bidding:** South opens 1 **\*** and rebids 2 NT to show 18-19 hcp over North's 1 **\*** response. North bids game.

**Lead:** ▲ K. The top of touching honours.

**Play:** Declarer has six sure tricks and needs three more. Declarer needs to promote diamond winners by driving out the  $\blacklozenge$  A.

**Defence:** The defenders have driven out the only entry to dummy and can strand North's diamond winners by ducking the first two rounds of diamonds.

South should play high-low in diamonds to show an even number.



**Bidding:** South, with 24 hcp, opens 2♣ (strong)and over North 2♦ waiting bid, rebids 2 NT to show a balanced hand with 22-24 hcp. North bids game.

**Lead:** ▲ 10. The top of an interior sequence.

**Play:** Declarer has seven sure tricks. An eighth trick can be promoted in clubs and a ninth trick could develop if hearts divide 3-3. Not having an entry to dummy's good clubs is unfortunate if the defenders take the A on the second round of the suit.

**Defence:** East should play the  $\bigstar$  K at trick one. East's next decision is when to take the  $\bigstar$ A. East needs to know how many clubs West has. Playing natural signals West  $\bigstar$ 7 followed by the  $\bigstar$ 8 or  $\bigstar$ 9 to shows an odd number.



**Bidding:** South has a balanced hand with 17 hcp and opens 1 NT. North knows the partnership belongs in game and responds 3 NT.

**Lead:** ▲ 4. Fourth best.

**Play:** Declarer knows West has led from a four card suit and will play low. West should play the  $\blacklozenge Q$  and return the  $\blacklozenge 9$ , top of a remaining doubleton.

Declarer has six sure tricks. The only potential source of tricks is the diamond suit and declarer will try to develop this suit by running the  $\blacklozenge$  Q finessing against the king.

**Defence:** The  $\blacklozenge$  K is offside but to prevent declarer from making the contract, East must let the  $\blacklozenge$  Q win.

When declarer plays a second diamond to the  $\blacklozenge$  J, East wins and declarer is cut off from the diamond suit.



**Bidding:** North has a balanced hand with 17 hcp and opens 1 NT. South knows the there are at least 32 combined hcp and invites a slam by bidding 4 NT. North accepts the invitation and bids 6 NT.

#### Lead: ♥ 10.

**Play:** Declarer has nine sure tricks. Two more tricks can be promoted in hearts. A twelfth trick will develop if either the spade or diamond suit breaks 3-3. The defenders may also make a mistake discarding.

**Defence:** East guards the diamonds and West guards the spades and clubs.

West gets clues as to which cards to discard and which to keep, by watching the cards partner and declarer play.

## Lesson Three Quiz

## **Keeping Our Communications Quiz**

### 1. When do count signals normally apply?

- A) When partner needs you to show high or low encouraging.
- B) When you're asking partner to switch to a higher suit.
- C) When declarer is playing on their long suit in dummy.
- 2. After an opening bid of 1NT on your right, you lead the 📥 4 against 3NT. Declarer wins the first trick with dummy's A and starts leading dummy's diamonds to drive out your A. On which round should you take your  $\blacklozenge$  if partner plays the  $\blacklozenge$  7 and then  $\blacklozenge$  4?



3. After an opening bid of 1NT on your right, you lead the 📣 4 against 3NT. Declarer wins the first trick with dummy's A and starts leading dummy's diamonds to drive out your A. On which round should you take your  $\blacklozenge$  if partner plays the  $\blacklozenge$  2 and then  $\blacklozenge$  6?



A) First round

A) First round

## **Lesson** Four

## The 1NT Response

Invitational hands must now have a new home, because 10 – 12 points are not enough to force the side to game. These hands are now shown via the 1NT response, which encompasses two ranges, 6 – 9 as usual, and 10 – 12 (a bad 12 that is, one that you decide is not good enough to open).

NB: This is the case over major openings only,  $(1 \lor / 1 \bigstar)$ . Over  $1 \bigstar / \diamond$  openings, the 1NT response is limited to 6 - 9, and if you want to show a hand without a major suit, of 10 - 12 points, bid 2NT.

Eg: Partner opens 1♥ and you hold

- 1. ▲ K43 ♥102 ♦ KJ105 ♣ 9854 (7 points, not four spades, no heart fit) bid 1NT.
- 2. ▲K43 ♥102 ♦ KJ105 ♣KJ103 (11 points, not four spades, no heart fit, not enough to force to game) bid 1NT.

Partner opens 1 + and you hold

- 3. ▲K43 ♥1032 ♦KJ10 ♣ 9854 (7 points, no major, no diamond fit), bid 1NT showing 6 9.
- 4. ▲K43 ♥1032 ♦KJ10 ♣ KJ54 (11 points, no major, no diamond fit) bid 2NT showing 10 12.

Opener should try to show their shape over the 1NT response, but the 1NT is not forcing.

### The 1NT Response with 6 – 9 points

About 80% of the time, responder will have a hand in the normal 6 – 9 point range, which would always have bid 1NT non-forcing as in Standard, eg

Opener bids 1♥ and responder holds:

(1) ▲ QJ8	(2) 🛦 Q7	(3) 🔺 4
<b>♥</b> 97	♥ 8	<b>♥</b> J9
♦ KJ98	♦ KJ10765	♦ Q9874
♣ Q1043	<b>*</b> 985	♣ K10854

Respond 1NT in each of the above hands. It shows

- at most two hearts (with three card heart support, the bid would have been 2♥)
- no four+ card spade suit
- not enough strength to bid 2♣/ 2♦ (which would now be game forcing)

With the first hand, responder is balanced with 9 points. This is what you would probably picture for a 1NT response.

The second hand, however, is very unbalanced, with a singleton and a seven-card suit, but not enough to make a forcing response of 2 . (NB the 1NT response is not **necessarily** balanced)

In the third hand, responder is again unbalanced, with both clubs and diamonds. Again, the only option is to respond 1NT.

### The Better Hands – a Good 10 to a Bad 12 Points.

When responder has one of these (only about 20% of the time), start with 1NT, but show the extra values by catching up on the next bid. There are two possibilities:



The first forward-going rebid available is 2NT. It **always** shows 10 – 12 points.

Responder

	•		
٨	4	Opener	Responder
¥	43	1 🔺	1NT
٠	KJ972	2♥	2NT *
+	AQ983		

10 – 12 Invitational. Bidding 2NT asks opener to go to 3NT with a decent hand.

NB: If you're holding only 6 -9 points, don't try to "fix up" the bidding by trying 2NT next when you can't see a fit in either of partner's suits, (eg1  $\Rightarrow$  p 1NT p 2\*/ $\Rightarrow$  p 2NT), and you don't know what to do. This rarely works. 2NT is always a better hand.

• A second forward –going bid for the 1NT responder is an invitational jump in a good long suit, ie a single-suited hand of 10 – 12 points, say

▲ 1073 ♥ A4 ♦ KJ10863 ♣ Q5

This hand is not quite good enough to make a two over one game force response, so show it by jumping to the three level after starting with 1NT

Opener	Responder		
▲ 864	<b>▲</b> 1073	Opener	Responder
♥ KQ952	♥ A4	1 🗸	1NT
♦ 9	♦ KJ10863	2*	3♦
♣ AK64	<b>♣</b> Q5		

It's a strong invitation, but opener passes with a poor fit for diamonds and a minimum.

### The 1NT Response from Opener's Point of View

Most of the time when responder chooses 1NT at their first turn, opener will try to keep bidding alive, to describe their shape, and to allow responder to show theirs.

If opener is single-suited, they should rebid their suit, at the appropriate level, eg :

K10 AQJ853 Q3 976 1♥ p 1NT p 2♥

If they are two –suited, 5+/4+, they should bid the second suit, either at the next level, or if maximum (18+) jump shift.

K10 AQJ85 Q1094 97

#### 1♥ p 1NT p 2♦

If balanced, 5332, with a minimum (12 -14 points), this is the only time it would be ok to pass the 1NT response.

▲ K10 ♥ AQ853 ♦ Q84 ♣ 987 1♥ p 1NT p p p

## **Lesson** Four

### Summary

### **1NT Response**

 $1 \vee A$  p 1NT = 6 – 12 points and is generally forcing for opener to bid again.

### **Opener's Rebid after the 1NT Response**

Opener's Ranges: Minimum 13 – 15 Medium 16 – 18 Maximum 19 – 20

### Single-suited: Rebid suit

(minimum), rebid suit at lowest level  $1 \vee / 4 p 1NT p 2 \vee / 4$ (medium), jump rebid suit  $1 \vee / 4 p 1NT p 3 \vee / 4$ (maximum), jump to game  $1 \vee / 4 p 1NT p 4 \vee / 4$ 

### Two -suited: Show second suit

(minimum), bid at lowest level 1♥ p 1NT p 2♣/♦
(medium), bid at lowest level 1♥ p 1NT p 2♣/♦
(maximum), jump shift 1♥ p 1NT p 3♣/♦

### Balanced Hands: Bid No trumps (or pass)

(minimum) Pass (medium) NB: Most of these hands would have been opened 1NT (15-17) (maximum): Raise to 2NT or 3NT

### **Responder's Rebid after the 1NT Response**

After opener makes a minimum-strength rebid: With 6 -9 points

- Pass
- Give preference to opener's first suit (1 A p 1NT p 2 A p 2 A)
- Bid a new suit (1♠ p 1NT p 2♣ p 2♦/♥)

### With 10 – 12 points

- Bid 2NT
- Jump in a new suit to the three level (1 ▲ p 1NT p 2 ♣ p 3 ♦ / ♥)
- Raise opener's second suit (1 🏘 p 1NT p 2 🏶 p 3 🏶)

### When 1NT is not Forcing

- After an opening bid of 1♣/1♦
- If responder's RHO overcalls or doubles
- If responder is a passed hand.
- If the opener is a minimum 12,13po

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#### **LESSON 4: THE 1NT RESPONSE**



**Bidding:** North opens 1 ♥ and South responds 1 NT (no primary heart fit, no four card spade suit to bid, and not enough points to bid at the two level). North shows their shape and strength by jumping to 3 ♥ (16-18 and a six card or longer suit) and South, with two aces, and two-card support for hearts, bids game.

#### Lead: ♣Q

**Play:** Declarer has four potential losers, two spades, one heart and one club. The second spade loser can always be discarded on the diamonds with a bit of care.

Declarer could take the heart finesse by crossing over to dummy with one of the aces, but it's better not to open up the spade or the diamond suit early. The diamond suit will be useful once trumps are drawn. After ruffing the second round of clubs, play the  $\checkmark$  A and give up a trick to the  $\checkmark$  K.



**Bidding:** West, with an unbalanced hand with 16 high card points and an extra point for the fifth heart, opens 1♥. East has 10 high card points, and 2 length points for the six-card diamond suit. It's not quite good enough to bid 2 ♦ (game forcing), so East starts with 1 NT. West rebids 2♣, and now East is able to show a hand in the stronger (10-12) range of 1 NT responses and jumps to 3 ♦. West bids 3 NT.

#### Lead: ▲ 6

**Play:** South's lead is the fourth highest from the longest suit. The  $\bigstar$ K should be played from dummy, and this wins the first trick. When North follows to the first diamond there are nine tricks; one spade, six diamond tricks, the  $\checkmark$ A and the  $\clubsuit$ A. It would be dangerous to try the heart finesse, because if it fails, a spade will come through East's  $\bigstar$ Q9.



**Bidding:** Playing Standard, if West responded 2 **•**, you might end up too high. Playing 1 NT as a wider ranging responding hand of 6-12 gives you a chance to stop and play the diamond partscore.

#### Lead: \land 3

**Play:** No lead is attractive on this hand. Both spades and clubs were bid, the heart suit is unattractive, and a singleton trump not ideal either. Perhaps a spade lead is best, at least the suit was not raised. Declarer can duck the first spade and if South will play a heart, North wins and plays another spade. Declarer wins the A, and ruffs a spade. With spades 3-3, the last two spades in dummy are winners, so declarer will play two top trumps, ending in dummy, and lead a spade. South can ruff with the winning Q but declarer pitches a losing club, and can ruff the third heart. Making nine tricks



**Bidding:** When North opens 1  $\blacklozenge$ , South does not have quite enough to force to game with 2  $\clubsuit$  and responds 1 NT. North rebids 2  $\blacklozenge$  to show their second suit and South now bids 2 NT to show the stronger (10-12) range for their initial response and North bids 3 NT.

#### Lead: ♥ 6

**Play:** A fourth best lead. Apply the rule of 11; subtract the card led from 11, and the result will be the number of cards out higher than the lead. Here, you subtract 6 from 11 = 5. This means there are five hearts out higher than the  $\checkmark$  6. Dummy has two and declarer has three. East can't have a heart bigger than the  $\checkmark$  6.

Declarer plays on spades to promote tricks, and when West wins the  $\bigstar$  A, they will not continue hearts. If they switch to a club, East will win and return a heart. But it is too late with the  $\bigstar$  10 coming down and diamonds breaking. Making nine or possibly ten tricks.

## Lesson Four Quiz

The 1N1	Res	pon	se Q	uiz	
1. North ope	ens 1♥ a	and Ea	st pass	es. What does South	respond with the following hand?
West	North 1♥	East Pass	South ?		<ul> <li>▲ A J 5</li> <li>♥ 7 3</li> <li>◆ Q 8 6 2</li> <li>♣ J 9 7 3</li> </ul>
A) 2 <b>*</b>		B) 1N	Г	C) 2♦	
2. North ope	ens 1 <b>v</b> a	and Ea	st pass	es. What does South	respond with the following hand?
West	North 1♥	East Pass	South ?		<ul> <li>▲ 8 5</li> <li>♥ 7 3</li> <li>◆ A Q 10 8 6 2</li> <li>♣ Q J 3</li> </ul>
A) 2♦		B) 3♦		C) 1NT	
3. North ope	ens 1 <b>v</b> a	and Ea	st pass	es. What does South	respond with the following hand?
West	North 1♥	East Pass	South ?		<ul> <li>▲ K Q 8</li> <li>♥ 10 4</li> <li>◆ K 10 8 6</li> <li>♣ Q J 4 3</li> </ul>
A) 2♦		B) 2 <b>*</b>		C) 1NT	
4. South ope hand?	ens 1 <b></b> ▲ a	and No	orth res	ponds 1NT. What re	bid would South make with the following

West	North	East	South		🛦 A K J 5 4
	1 🛦	Pass	1NT		♥ Q 10 9 4
Pass	?				♦ K 8
					<b>4</b> 3
A) Pas	S	B) 2♥		C) 2NT	

5. South opens 1<sup>(\*)</sup> and North responds 1NT. What rebid would South make with the following hand?

West	North	East	South		🛦 A Q J 10 5 4
	1♠	Pass	1NT		♥ K J
Pass	?				♦ A 9 3
					<b>•</b> 43
A) 3 <b></b>		B) 2♠		C) 4♠	

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