Welsh Bridge Union Teaching Scheme

Teaching Course

Lessons 1-10

This material is issued free of charge to all teachers prepared to teach according to the Welsh Bridge Union Standard system**.**

It may be reproduced in full or in part for issue to learners.

Teachers are requested to register their classes with their Area Secretary and the Chief Executive.

Learners ahould be registered as Members of the WBU on payment of a Membership Fee of £6 per head (plus the appropriate Area Fee). These Membership Fees should be forwarded to our Membership Secretary, together with a list of names and addresses.

If you have any comments or suggestion for improvement please send them ***in writing*** to the Chief Executive

May I wish you happy and successful teaching

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Welsh Bridge Union Teaching Scheme

Teachers Notes

The WBU Teaching Course is divided into 6 sets of 10 lessons,
(based on the highly successful official Nederlandse Bridge Bond: "Van Start Tot Finish".)
Each Lesson consists of:

Teachers Notes (a summary of lesson content, not for issue to learners)
Examples of the points covered for use on an overhead or blackboard, or as cards on the tables)
Hands to play (a selection of hands you can make up in advance to use as practice)
Handout(s) for the learners to keep, summarising the lesson content
A **Quiz** to use as Homework

Using The Course

This set covers the first ten lessons for Beginners.
NB The course is intended as an Aid to Teachers. You do not need to follow it blindly!
If you find your class is progressing more slowly or more quickly you may adapt the material as you see fit
Try to familiarize yourself with the material beforehand so you can ***talk*** to your class rather than ***read*** to them
If you really do not have time to make up the hands in advance you can photocopy the sheets and let your class do it for themselves – if they remember the hands that is great news!

Some General Points

Successful classes are very much "hands on"

- Do not lecture for long periods – 15 minutes of ***talk*** is the absolute maximum before giving them something to ***do***
- Get your class to work at tables in groups of four, sitting in the appropriate positions.
  (Odd numbers work in groups of 5, taking it in turns to sit out)
- Illustrate your points by giving them real cards to hold
- Let them work things out for themselves wherever possible
- Concentrate on Duplicate Bridge from the start.
  (Use boards, make them keep their cards in front of them, use travellers so they can compare results)
- Repetition, repetition, repetition!
  (Use a variety of media to make the same point: large cards on felt display boards
  flip charts – Berol Magnum Markers are good
  Made-up Charts emphasising the main points
  Beginners' Videos (Klinger is good)
  Questions similar to quizzes on a large chart

Remember – it is all new to your learners.
Do not worry about covering everything, do not wait till everyone has grasped everything.

Teaching Hints

Jargon is very dangerous.
Try to be consistent: call a complete deal a 'board', reserving 'hand ' for a single set of 13 cards
Talk about 'trump' contracts, but 'ruff' to win a trick
Your class will be anxious to go off and play at home.
Encourage them to play Minibridge at first (it is essential to learn how to take tricks before bidding can be understood)
Start each lesson with revision by going over the Quiz.
Members of your class will ask awkward questions about areas you have not yet covered.
Explain that Bridge is ***not*** difficult but it is wide-ranging. There is nothing complicated, just a lot of it.
The class has to proceed a step at a time. "We will come to that later"
(If necessary have a private talk with the learner who has asked the question.)
Be tolerant - do not pull them up whenever they do something wrong
Be available – explain how they might have done better if they ask
(try not to make up a table in play unless absolutely necessary)
Be entertaining – to keep their interest
Remember – if you find a board interesting it is too difficult for a learner

A successful class need not become great bridge players – ***but they learn to love the game.***

Lesson 1

Aims:

- To get to know your class, and introduce your learners to one another
- To explain the basic mechanics of playing bridge
- To introduce your learners to bridge jargon which may be new to them
- To familiarise them with the way bridge hands are written down

Content:

1 Find out what experience your learners have of trick-taking card games.
(If they have not played cards before you must proceed more slowly – start them on forms of whist)

2 Seat them at ***tables*** in groups of four with a sample ***board*** or wallet.
Explain that they play in ***partnership*** with the player opposite.
They are called ***North, South, East*** and ***West***, written NS and EW

3 Study the ***pack*** of cards from the board
Name the four ***suits – spades, hearts, diamonds, clubs***, written S, H, D, C or ♠ ♥ ♦ ♣
Explain the ***rank*** order of the thirteen cards, from ace down to two
The ***Honour*** cards are Ace, King, Queen, Jack, Ten, written A, K, Q. J, 10
The remaining cards are ***spot cards*** or pips or 'X'es, written 9 8 7 6 5 4 3 2 or xxx

4 Study the board (or wallet).
Note the points of the compass and the indication of who is ***dealer.***
Explain that a board is dealt just once, and then passed on so that results can be compared.
Show them a ***travelling score slip***, and where it fits into the board

5 Explain how Bridge is played
The aim of the game is for your side to take as many ***tricks*** as possible
A ***trick*** is 4 cards played in ***clockwise*** order.
The first card played is the ***lead***.
Everybody must ***follow suit*** (play a card of the suit led) when they can
Each trick is ***won*** by the highest-ranking card played to it.
Whoever wins the trick leads to the next one.

6 Demonstrate the mechanics of ***Duplicate*** Bridge
We play cards ***face up*** then turn them over when the trick is complete
Each player keeps his own cards so that the board can be passed on for the next table to play.
The side that won a trick turn their cards face down in front of them with the short side towards them
The side that did not win it places their cards with the long side towards them.
(Why? So that we can see how many tricks each side has won so far)

7 Play a couple of example boards in no-trump with everybody playing as in Whist
Demonstrate how to ***sort*** a hand – cards in rank order, suits alternating red and black.
Introduce the idea of ***Hand Evaluation*** – the ***Point Count.*** Ace=4, King=3, Queen=3, Jack =1
What is an ***average*** hand in a 40 point pack?
Strong and ***weak*** hands.

8 Practice.
Let the class deal some hands and announce how many points they have
Which side is stronger?

Hands for Lesson 1

Play these hands in no-trump
Concentrate on the mechanics of turning cards and returning them correctly to the board
(*If desired the learners can play them Whist style, with no dummy and everybody joining in.)*
The ***opening lead*** should be made by the Dealer

Deal 1.1 — **Dealer North**

	♠ AK10 ♥ AKQ2 ♦ 9542 ♣ 53	
♠ J87 ♥ 104 ♦ QJ106 ♣ QJ87	N W E S	♠ Q643 ♥ J976 ♦ 83 ♣ 964
	♠ 952 ♥ 853 ♦ AK7 ♣ AK102	

Deal 1.2 — **Dealer East**

	♠ J9865 ♥ 108 ♦ 64 ♣ J975	
♠ 1072 ♥ 942 ♦ A53 ♣ AQ86	N W E S	♠ AKQ ♥ A7653 ♦ K102 ♣ K3
	♠ 43 ♥ KQJ ♦ QJ987 ♣ 1042	

Deal 1.3 — **Dealer South**

	♠ K3 ♥ A852 ♦ QJ2 ♣ 10854	
♠ AQJ5 ♥ 64 ♦ AK96 ♣ K62	N W E S	♠ 10962 ♥ 1097 ♦ 1053 ♣ J97
	♠ 874 ♥ KQJ3 ♦ 874 ♣ AQ3	

Deal 1.4 — **Dealer West**

	♠ J1098 ♥ A92 ♦ J4 ♣ 10753	
♠ KQ73 ♥ Q84 ♦ K753 ♣ AK	N W E S	♠ A5 ♥ KJ103 ♦ A82 ♣ QJ62
	♠ 642 ♥ 765 ♦ Q1096 ♣ 984	

Deal 1.5 — **Dealer North**

	♠ QJ104 ♥ KJ76 ♦ 85 ♣ A93	
♠ A2 ♥ 83 ♦ KQ1032 ♣ K864	N W E S	♠ 765 ♥ AQ52 ♦ J76 ♣ QJ10
	♠ K983 ♥ 1094 ♦ A94 ♣ 752	

Deal 1.6 — **Dealer East**

	♠ K1064 ♥ A842 ♦ 105 ♣ J92	
♠ A732 ♥ 107 ♦ A84 ♣ 7643	N W E S	♠ Q8 ♥ KQJ53 ♦ 9732 ♣ K8
	♠ J95 ♥ 96 ♦ KQJ6 ♣ AQ105	

The Basics of Bridge

1. Bridge is a ***Card*** Game.
   A pack of cards consists of 52 cards, 13 in each suit. The suits are spades, hearts, diamonds and clubs.
   The cards have a rank order from the Ace (highest) down to the two (lowest): A K Q J 10 9 8 7 6 5 4 3 2
   The top 5 cards in a suit are called Honours (Ace, king, queen, jack, ten). The others are small cards.

2. Bridge is a ***Partnership*** Game
   North plays with South and East with West. NS are EW's opponents
   Each pair tries to achieve the best score possible, acting together.

3. Bridge is a ***Clockwise*** game.
   The order of cards played to a trick is eg W, then N, then E then S; or N, then E, then S, then W
   Bidding proceeds clockwise also, starting with the Dealer.

4. Our Bridge is a ***Duplicate*** game.
   Each board is played several times by different partnerships and the results compared.
   Each player keeps his played cards in front of him rather than mix them up in the middle of the table.
   Cards from tricks won by your side are placed with the short side towards you
   Cards from tricks won by your opponents are placed lengthwise
   When the play of a board is complete your hand is returned to its slot ready for the next player.

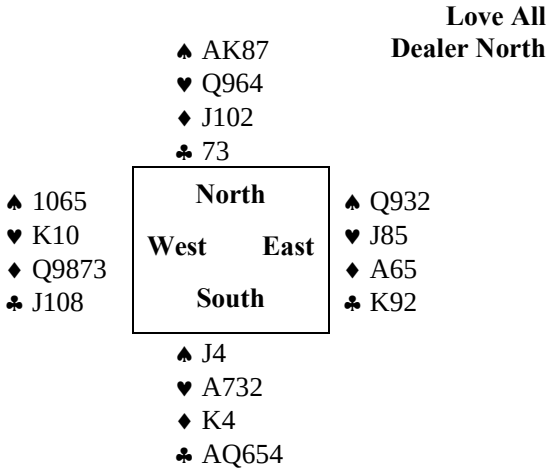
5. Bridge is a ***Trick-taking*** Game
   A trick consists of four cards, one from each player
   Players must ***follow suit*** (play a card in the suit led) when they can.
   The player who wins a trick leads to the next one.
   Boards can be played in no-trump (NT) or a suit contract (♠, ♥, ♦ or ♣)
   In no-trump the highest card played in the suit led wins the trick
   In suit contracts when you cannot follow suit you may ruff with a trump.
   Trump beat plain cards – the highest trump played wins the trick

6. Bridge is a ***Counting*** Game
   During the play we count how many cards have been played in each suit.
   To evaluate the worth of our hand we count ***High Card Points*** as follows
   - Ace (A) = 4 points
   - King (K) = 3 points
   - Queen (Q) = 2 points
   - Jack (J) = 1 point

7. Bridge is a ***Fun*** Game
   Millions of people all over the world love to play bridge
   Enjoy it!

Talking about Bridge

Here is how a Bridge Board appears in books or articles



West	North	East	South
-	Pass	Pass	1♣
Pass	1♥	Pass	2♥
Pass	Pass	Pass	

At first it is difficult to study a hand in this form, so we recommend that you lay out real cards and follow the play as described in the text.

Sometimes we will illustrate card play by reducing the diagram to a single suit.

The columns under the hand describe the Bidding, which we will cover soon.

A hand is often described by its ***distribution,*** the number of cards held in each suit.

The North hand is 4-4-3-2
The East hand is 4-3-3-3
The West hand is 5-3-3-2
The South hand is 5-4-2-2

For a general description we start with the longest suit.
If we want to be more specific we describe the West hand as 3-2-5-3 and South as 2-4-2-5, starting from the top with spades

Notice that none of the hands above contains a void (no cards in a suit) or a singleton (one card in a suit)
Hands without voids and singletons are called ***Balanced*** hands

Quiz 1

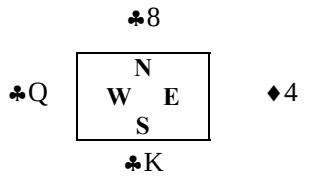
1) Which card is denoted by the letter “K”? _____

And which by the letter “J” _____

2) Write down the names of these cards in words:

♠Q	♥A	♣10	♦J
_____	_____	_____	_____

3) Clubs are trump. West has just won a trick, and leads to the next one.
You can see all four cards in the trick. Who has won the trick?



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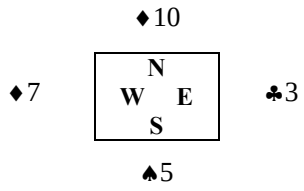

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4) This time we are playing the same tricks in no-trump. Who has won now?

_____ _____

5) What is the Point Count of these hands?

a)	b)	c)	d)
♠ KQ3	♠ AJ93	♠ -	♠ K72
♥ J1062	♥ AKJ3	♥ J10762	♥ J32
♦ AJ3	♦ K6	♦ KQJ53	♦ Q1085
♣ K64	♣ AQ4	♣ AQ2	♣ KQ7
_____	_____	_____	_____

Lesson 2

Aims:

- To familiarise the class with Minibridge.
  (They must understand the concepts of taking tricks, sorting a hand, and counting points)

Content:

1 Seat them at tables in ***partnerships*** as before (not necessarily the same partnerships as last week!)
Play prepared boards – starting with no-trump hands, moving on to suits

2 Explain how Minibridge works
All four players, in clockwise order starting with the dealer, announce how many ***points*** they have.
Check that the total is 40 – if not, try again

3 The partnership with more points will be the ***declaring*** side.
The player in that partnership with more points will be ***declarer.***
The player with fewer points will be ***dummy***.
The partnership with fewer points will be ***defenders.***
Play starts with Dummy putting his hand face up on the table
He places the cards in columns by suits, in ***descending order of rank*** (revise ***sorting*** a hand)

4 The player on declarer's left plays the first card to the first trick by placing it face up on the table.
This is known as the ***opening lead***

5 The next player is the dummy. He takes no active part in the play.
Declarer directs the play of both his hand and dummy.
His task is to make at least 7 tricks with the combined values of his hand and dummy.

6 After a few hands played in no-trump introduce the idea of a ***trump contract***
Explain that there are two types of contract – ***trump*** and ***no-trump***
When we have no more cards in the suit led we may ***ruff*** in a trump contract.
A ***trump*** beats a plain card.
A trick is won by the ***highest trump*** played.
Following suit is compulsory; ***ruffing*** (and ***overruffing***) are optional

7 Play some Minibridge hands with a trump suit
The preliminaries are the same (announcing points, deciding declaring side, nominating declarer)
Declarer decides whether to play in no-trump or a suit
When dummy goes down declarer looks to see which suit he and dummy have most cards in.
If there is no suit of 8 or more cards declarer announces that he will play in no-trump.
If there is a suit with 8 or more cards between the hands declarer announces that suit will be trump
Dummy moves that suit to his right.
Once declarer has chosen one of the five ***denominations*** (no-trump, spades, hearts, diamonds, clubs) the ***play*** (the taking of tricks) begins with the Opening Lead

(It is a good idea to demonstrate the power of trump by playing one or two boards twice, once in no-trump then again in a suit contract)

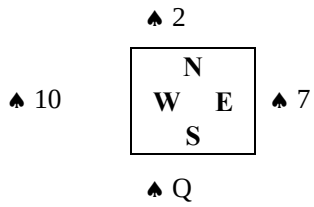
8 At the end of the hand the players complete a Minibridge travelling score sheet so that the players at other tables can compare the number of tricks taken.

Examples for Lesson 2

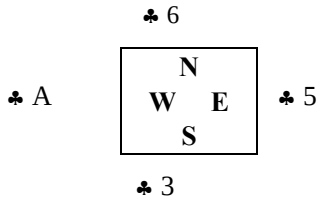
The Trick

Who has ***won*** these tricks?

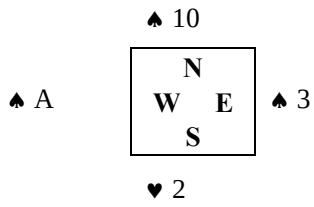
Who ***leads*** to the next trick?



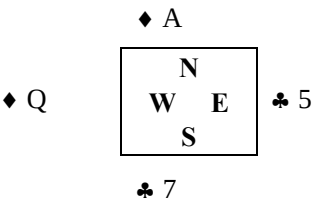
West leads ♠10



West leads ♣ A



Hearts are trump. West leads ♠A



Clubs are trump. West leads ♦Q

Counting Points

How many ***points*** have these hands?

Are they <u>average</u>, <u>better than average</u>, or <u>worse than average</u>?

♠ QJ1072	♠ AQ1032	♠ 1075	♠ A54
♥ AK92	♥ KJ6	♥ Q843	♥ Q762
♦ 102	♦ A2	♦ J1062	♦ KJ83
♣ A4	♣ KQ10	♣ 104	♣ 109

Hands for Lesson 2

Play these hands with Minibridge rules

Deal 2.1 **Dealer N**

	♠ K52 ♥ A43 ♦ 8654 ♣ J62	
♠ 973 ♥ KJ9 ♦ KQJ10 ♣ 974	N W E S	♠ QJ10 ♥ Q1087 ♦ 973 ♣ A53
	♠ A864 ♥ 652 ♦ A2 ♣ KQ108	

South plays in no-trump

Deal 2.2 **Dealer E**

	♠ 8 ♥ 943 ♦ QJ102 ♣ 109843	
♠ QJ10 ♥ AK82 ♦ 976 ♣ AK5	N W E S	♠ 7643 ♥ QJ106 ♦ A54 ♣ 72
	♠ AK952 ♥ 75 ♦ K83 ♣ QJ6	

West plays in no-trump first time
Next time he plays in hearts (8-card fit)

Deal 2.3 **Dealer S**

	♠ 52 ♥ 952 ♦ KJ10 ♣ AKQ43	
♠ Q1094 ♥ K86 ♦ 873 ♣ 1097	N W E S	♠ K86 ♥ QJ107 ♦ 6542 ♣ J8
	♠ AJ73 ♥ A43 ♦ AQ9 ♣ 652	

North plays in no-trump
Try again with clubs trump

Deal 2.4 **Dealer W**

	♠ 98 ♥ 942 ♦ Q1075 ♣ K1092	
♠ AK432 ♥ 653 ♦ 962 ♣ 87	N W E S	♠ Q75 ♥ AK7 ♦ AK3 ♣ Q653
	♠ J106 ♥ QJ108 ♦ J84 ♣ AJ4	

East plays in no-trump first time
Try again in spades

Deal 2.5 **Dealer N**

	♠ A6 ♥ KJ109 ♦ AKQ2 ♣ 643	
♠ 97 ♥ 8543 ♦ 863 ♣ Q1095	N W E S	♠ QJ1053 ♥ A7 ♦ J1095 ♣ J2
	♠ K842 ♥ Q62 ♦ 74 ♣ AK87	

North plays in no-trump
Let him try again with diamonds trump if he likes

Deal 2.6 **Dealer E**

	♠ 432 ♥ A52 ♦ A765 ♣ 754	
♠ QJ1096 ♥ Q97 ♦ Q108 ♣ A8	N W E S	♠ 87 ♥ J1086 ♦ KJ9 ♣ K632
	♠ AK5 ♥ K43 ♦ 432 ♣ QJ109	

South plays in no-trump first time
Let him choose any suit he likes!

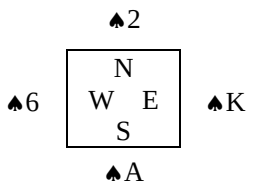
Minibridge Travelling Scoresheet										
Board No: _____										
NS Pair No	**EW Pair No**	**Declarer (N, S, E or W)**	**Contract (S, H, D, C or NT**	**Game or partscore (G / P)**	**Tricks needed**	**Tricks made**	**Score**		**Match Points**	
							NS+	**NS-**	**NS**	**EW**

Minibridge Travelling Scoresheet										
Board No: _____										
NS Pair No	**EW Pair No**	**Declarer (N, S, E or W)**	**Contract (S, H, D, C or NT**	**Game or partscore (G / P)**	**Tricks needed**	**Tricks made**	**Score**		**Match Points**	
							NS+	**NS-**	**NS**	**EW**

Taking Tricks

When all four players in turn have laid a card on the table in clockwise order we have a ***trick.***
A trick consists of four cards. Each board in bridge has 13 tricks (13x4 = 52)
The aim of the game is for each pair to win as many tricks as possible.

Tricks are ***won*** like this:
The first player (say West) lays a card face up on the table. This is the ***lead.*** In this example **West** leads ♠6.



Play proceeds clockwise, so **North** plays after West.
The other players in turn lay a card face up on the table.
They must play a card of the same suit (here spades) if they have one
This is called ***following suit.***
Here **North** plays the two, then **East** the king and **South** the ace.
The highest card wins the trick, South's ace in this example

When a trick is complete each player turns his card over and places it face down in front of him
Both members of the pair that has won the trick place their cards "lengthwise" with the short side nearest them
The pair who lost the trick place the cards "crosswise" with the longer edge nearest them
At the end of play everybody has a neat row of 13 cards in front of him, clearly showing how many tricks each side has won.

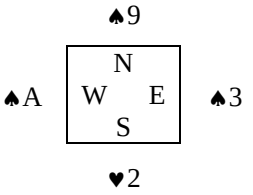
The player who wins a trick leads to the next one.

Play continues in this fashion till all 13 tricks have been won, which means the hand is over.

You must *follow suit, you* may *ruff.*

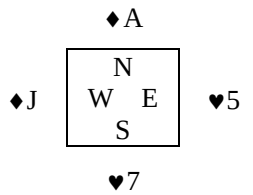
Players must "follow suit" (play a card of the suit led) whenever they can.
But when a player has no cards left in the suit led he must play a card from another suit

Sometimes in the course of the bidding one suit becomes more important than the others: it is called ***trump***.
When a player cannot "follow suit" he may win a trick by playing a card from the trump suit.



Here hearts are trump. **West** leads ♠A, **North** plays ♠9 and **East** ♠3.
South has no spades, so cannot follow suit, and plays ♥2.
♥2 wins the trick because it is a trump.
This is called ***trumping*** or ***ruffing***
It is not compulsory to ruff.
South may play a diamond or a club: now **West** wins the trick with ♠A

The order of cards in trump is the same as the other suits - the ace is the highest card and the two the lowest.
When more than one player cannot follow suit, if the first one plays a trump, the second one can win the trick by playing a higher trump. This is called ***overruffing*** and is not compulsory



Again, hearts are trump.
West leads ♦J, making diamonds the suit which must be played
North tried to win the trick with ♦A but **East**, who has no diamonds left, ruffs with ♥5. **South** has no more diamonds either, and overruffs with ♥7. **South** wins the trick because he played the highest trump
(South does not have to overruff - he might play a club or a spade, in which case East would win the trick)

Sometimes we play without trump. We call this playing in no-trump.
When we play in no-trump there is no ruffing.

Hand Evaluation

The 13 cards which we are dealt are called a ***hand***.
The complete play of a hand from deal to completion of play is called a ***deal*** or a ***board*** or a ***hand*** (but we try to avoid using "hand" in both meanings.)

A "good" or "strong" hand is one with many honour cards with which we hope to win many tricks
When we have a few high cards - say one ace, one king and one queen - that is an average hand
When we have one or no high cards that is a "bad" or "weak" hand

We can get an idea of the strength of our hand by allocating points to the high cards in it as follows:

Ace	4 points	
King	3 points	
Queen	2 points	
Jack	1 point	These are called ***High Card Points*** (HCP)

Since there are four of each of these the total number of points available in a deal is 40
Which means an average hand has 10 HCP

Here are some examples:

♠ QJ1072	♠ AQ1032	♠ 1075
♥ AK92	♥ KJ6	♥ J843
♦ 102	♦ A2	♦ Q1062
♣ A4	♣ KQ10	♣ 104
The high cards are:		
In spades the queen (2) and jack (1)	the ace (4) and queen (2)	0 honours = 0 points
In hearts the ace (4) and king (3)	the king (3) and jack (1)	the jack (1)
In diamonds 0 Honours = 0 points	the ace (4)	the queen (2)
In clubs the ace (4)	the king (3) and queen (2)	0 honours = 0 points
This hand has 14 HCP 4 points better than average	This hand has 19 HCP, a very strong hand	This hand has 3 HCP a very weak hand

A point count of 30 or more is very rare - the chances are worse than winning the lottery.
A point count of 0 will occur once in 275 hands. (A hand with no points and no tens is called a 'yarborough' after the English Lord who made a lot of money out of this 1:1828 shot)

The number of tricks that a pair can win does not depend entirely on their combined total point count. Other factors come into play, such as the number of trump held. But there is usually a connection between HCP and the number of tricks won.

Quiz 2

1) Who is declarer at Minibridge? _____

2) When will a board at Minibridge be played in no-trump? _____

3) West is declarer and the denomination is No-trump

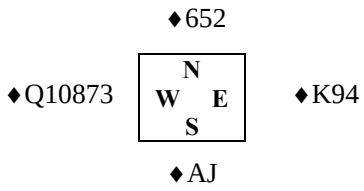
How many heart tricks can he make? (together with East)

_____

In what order should he take his four club tricks?

_____

4) The board is being played in no-trump. South is declarer, and we look at the diamond suit only.

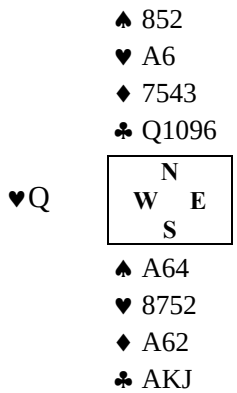


West leads ♦3.
South, the declarer, asks North to play ♦2

Which card should East play?

_____

5) South is declarer in no-trump



West leads ♥Q

How many tricks can declarer make?

_____

Lesson 3

Aims:

- To examine the first principles of defence
- To give some simple rules about which card to lead
- To explain the importance of Third Hand High play
- To cover the concept of ***suit establishment*** for both declarer and defence

Content:

1 Demonstrate the error of leading unsupported honours
"Don't waste an ace": illustrate the advantages of saving high cards to ***beat*** other high cards
If you lead them out they will capture only little cards, and ***establish*** tricks for the other side
Play out examples in a single suit.
Play a few hands where leading an ace would be a *bad idea*

2 Make the opening lead against a no-trump contract in your longest suit.
Each side should tries to ***establish length tricks*** in its best suit
When the other players have no more cards in a suit you can make tricks with small cards
More examples

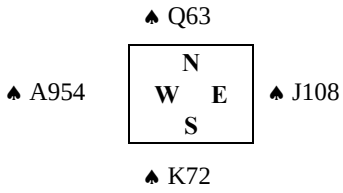
3 ***Which card to lead***
Ace from ace-king – explain that this is an unwritten "Rule"
Top of a ***sequence*** of cards including honours – AKQ, KQJ, QJ10, J109, 1098
A ***low spot card*** **promises** an Honour – K532, Q53, etc
A ***high*** spot card **denies** an Honour - 9732, 843 etc
(The same principles apply when a defender wins a trick and decides to open a new suit)

4 Explain about Third Hand play – **"Third man does what he can"**
By ***forcing out*** a high card from declarer's hand you may establish tricks for partner.
More examples

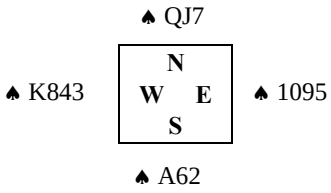
5 ***Return partner's suit***
If partner has led his longest suit you should co-operate in establishing it

Examples for Lesson 3

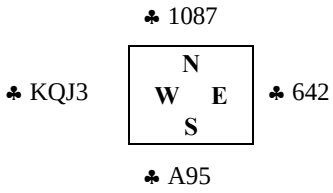
Why not to lead out unsupported Honours "*Don't waste an ace*"

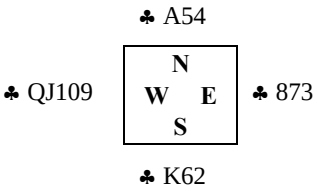


Leading your ace gives declarer an extra trick.
Choose another suit.
(Maybe partner can get in to lead this one)

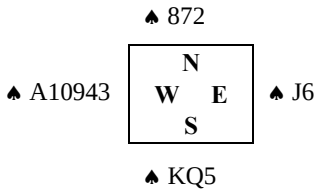


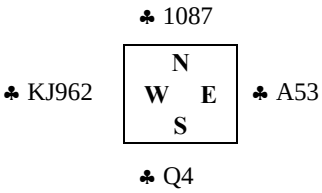
So** does leading a **king!
Note how a small card means you still make a trick whether you lead the suit or not





Note the difference when you have a ***sequence.*** Now you can lead the top card.

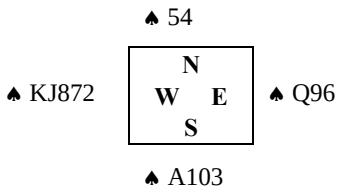




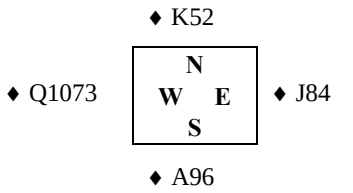
Against a no-trump contract we may lead away from an ace or any other honour in our longest suit
West leads a low card, hoping partner can get in. A low club lets the defence cash 5 tricks
Do not lead away from an ace in a trump contract

Third Hand High

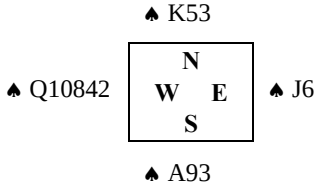
"Third Man Does What He Can"



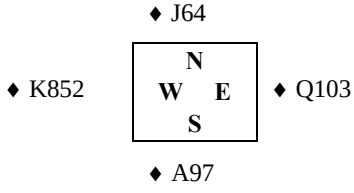
Third hand high
West leads ♠2, East must play ♠Q



Playing small gives declarer 3 tricks
Playing the Jack gives only 2



If dummy plays low East must put in the Jack



An advanced example for Bright Classes
Play the lowest card that will force out an honour
The ten does the job when you can see the jack

Hands for Lesson 3

Minibridge hands

Deal 3.1 **Dealer N**

	♠ J32 ♥ QJ108 ♦ QJ9 ♣ 984	
♠ 74 ♥ K42 ♦ K754 ♣ QJ102	N W E S	♠ AK9 ♥ A765 ♦ A63 ♣ K75
	♠ Q10865 ♥ 93 ♦ 1082 ♣ A63	

East plays in no-trump
South leads his ***longest suit***, North plays ***Third Hand High***

Deal 3.2 **Dealer E**

	♠ A762 ♥ 943 ♦ 109 ♣ AK43	
♠ 105 ♥ AQ6 ♦ KJ762 ♣ 1085	N W E S	♠ 9843 ♥ J108 ♦ Q54 ♣ 972
	♠ KQJ ♥ K752 ♦ A83 ♣ QJ6	

South plays in no-trump
West leads his ***longest suit***

Deal 3.3 **Dealer S**

	♠ K10432 ♥ 985 ♦ A103 ♣ 108	
♠ AJ9 ♥ KQJ6 ♦ Q97 ♣ AJ4	N W E S	♠ 87 ♥ 1072 ♦ K842 ♣ KQ72
	♠ Q65 ♥ A43 ♦ J65 ♣ 9653	

West plays in no-trump
North leads his ***longest suit***, South plays ***Third Hand High***

Deal 3.4 **Dealer W**

	♠ K98 ♥ A106 ♦ Q62 ♣ AQJ4	
♠ Q753 ♥ 42 ♦ J75 ♣ 10875	N W E S	♠ 42 ♥ KQJ73 ♦ A1093 ♣ 62
	♠ AJ106 ♥ 985 ♦ K84 ♣ K93	

North plays in no-trump
East leads ***top*** of his ***sequence***

Deal 3.5 **Dealer N**

	♠ 8 ♥ AK954 ♦ K62 ♣ 9543	
♠ AK954 ♥ J83 ♦ A3 ♣ KQ6	N W E S	♠ QJ62 ♥ Q102 ♦ Q874 ♣ J2
	♠ 1073 ♥ 76 ♦ J1095 ♣ A1087	

West plays in spades
North leads ***A*** from ***AK***

Deal 3.6 **Dealer E**

	♠ 1082 ♥ A52 ♦ J1042 ♣ J62	
♠ K754 ♥ J97 ♦ Q76 ♣ A85	N W E S	♠ AQ ♥ KQ1086 ♦ A83 ♣ K94
	♠ J963 ♥ 43 ♦ K95 ♣ Q1073	

East plays in hearts
South leads his ***lowest*** club
North plays ***Third Hand High***

Summary of Minibridge

1	**Shuffle**	The player to the left of the dealer shuffles the pack
2	**Deal**	The dealer deals the cards into 4 equal piles of 13
3	**Sort**	Each player sorts his cards into suits
4	**Count**	Each player counts his High Card Points
5	**Announce**	Starting with the dealer, each player announces how many points he has
6	**Declare**	The partnership with more than 20 points between them becomes the declaring side Within that partnership the player with more points becomes declarer. His partner is dummy
7	**Display**	Dummy places his cards face upwards on the table with the suits in columns
8	**Contract**	Declarer, after seeing partner's hand, bids the contract. He selects *Trump* (♠ ♥ ♦ ♣) or *No trump* (You need at least 8 cards in a trump suit) *Game* or *No Game* No Game = at least 7 tricks in your chosen denomination Game in NT = 9 tricks ♠/♥ = 10 tricks ♦/♣ = 11 tricks
9	**Lead**	The player on declarer's left leads to the first trick
10	**Tricks**	After each trick is complete each player places his card face down in front of him Upright ⇑ when his side wins the trick Sideways ⇒ when his side loses the trick
11	**Score**	At the end of the board North fills in the travelling score slip East checks the score If declarer makes ***enough*** tricks for his contract he scores: 30 points for the 7th trick in ♠/♥, plus 30 for each subsequent trick 20 points for the 7th trick in ♦/♣, plus 20 for each subsequent trick 40 points for the 7th trick in NT, plus 30 for each subsequent trick. In addition there is a partscore bonus of 50 and a game bonus of 300 If declarer makes ***not enough*** tricks for his contract he scores 50 minus points for each undertrick

First Steps in Defence (1)

The Opening Lead

The first card played to the first trick is called the Opening Lead

In no-trump contracts it is good for both declarer and defence to set up length tricks.

The defence has the advantage that it makes the first lead to the first trick.

When defending a no-trump contract lead your longest suit.

Which card should we lead? A little card, or an Honour?

1. ♠ AK72 — When we have both ace and king of a suit we lead the ace. We lead ***ace from ace-king***

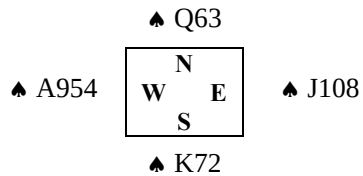
2. ♥ KQJ83 — When we have a ***sequence of touching honours*** we lead the highest
   ♣ QJ1064 — From king, queen, jack, eight, three we lead the king
   From queen, jack, ten, six, four we lead the queen. We lead ***top of a sequence.***

3. ♦ Q73 — When we have one or two honours in a suit, but not a sequence, we lead the lowest card
   ♠ KJ62 — From queen, seven, three we lead the three
   From king, jack, six, two we lead the two. We lead ***low from an honour.***

4. ♥ 972 — It follows logically that when we lead a middle card (6, 7, 8 or 9) we have no honour in the suit
   From nine, seven, two we lead the 7 or the 9, but never the 2.
   We lead ***a middle card*** from a suit with no honours.

Rules for Leading:	Top of a sequence (and from AK) A low card promises an honour, a middle card denies an honour

'Aces Are for Killing Kings'



South is declarer and **West** is on lead. This is the spade suit
If **West** leads ♠A, **North** plays ♠3 and **South** ♠2,
Later **South** makes one trick with ♠Q (♠7 to ♠Q)
and one with ♠K (♠6 to ♠K), two spade tricks altogether.
But if **West** leads another suit, hanging on to his ♠A, then
declarer can make only one spade trick , since ♠A will beat ♠K

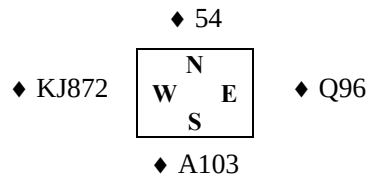
The lead of ♠A is not good because it helps declarer rather than the defending side.

"Don't waste an ace"

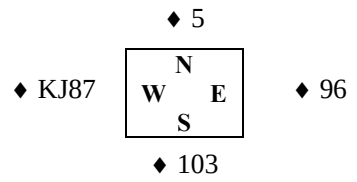
First Steps in Defence (2)

The Third Hand

After partner has led, dummy goes down. Declarer plays a card from dummy and it is the turn of Third Hand



Following our earlier advice West leads a diamond, (his longest suit) against a no-trump contract
On ♦2 North plays ♦4.
Suppose that East plays ♦Q and South wins the trick with ♦A
That leaves:



Now that ♦A is out of the game, ♦K and ♦J are the highest remaining cards. They will make tricks later when one of the defenders wins a trick in another suit and leads a diamond. Later, when ♦K and ♦J have won the second and third tricks in diamonds only West has diamonds left, so ♦8 and ♦7 make two more tricks. (They cannot be trumped at no-trump.)

The queen that East played to the first trick played a vital part in taking four diamond tricks.
If East had played a small diamond to the first trick South could win with ♦10, keeping his ace.
Third Hand, East in the example, should play his ***highest card*** to the first trick.

We call this technique ***Third Hand High***

When partner leads a low card, and we have a card higher than the card dummy plays, we play our highest card.

"Third Man Does What He Can"

Quiz 3

1) Your Right Hand Opponent is declarer, the play begins and you are on lead.
You decide to lead a heart.

Which card would you lead from these holdings?

a) QJ102 _____

b) K873 _____

c) 982 _____

2) The contract is no-trump. South is declarer. You are East.

♦Q86

♦J led **N** **W** **E** **S** ♦K74

???

Your partner, West, leads ♦J, and South asks dummy to play ♦6

Which card do you play?

_____

3) Once again the contract is no-trump, and South is declarer

You are West, and this is your hand

♠ J8
♥ Q9763
♦ AK2
♣ 985

Which card do you lead? _____

4) Same question with this West hand.

♠ Q107
♥ K54
♦ QJ105
♣ 1098

Which card do you lead? _____

Lesson 4

Aims:

- To introduce the concepts of leading ***towards*** high cards: the ***finesse***
- The first steps in a trump contract: ***drawing trump***
- The concept of the ***Work Suit*** at no-trump

Content:

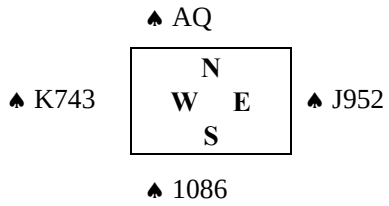
1 Demonstrate leading towards high cards:
Get class to play cards in a single suit
Move the defensive hands to show success/failure
Play a few hands involving the ***finesse***

2 ***Drawing trump***.
Why draw trump? **To stop defenders ruffing your winners**
Play some hands where the defenders can ruff your winners if you leave trump out

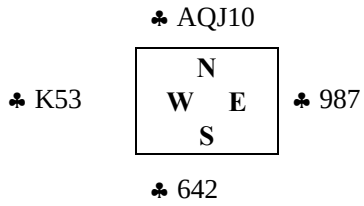
3 **The Work Suit** at no-trump
Show some single dummy hands and ask which suit you should play on
Emphasise the importance of playing "**Honours from the short hand first"**
Explain how to ***knock out*** opponents' high cards in *your* long suits while you still control *their* long suits

Examples for Lesson 4

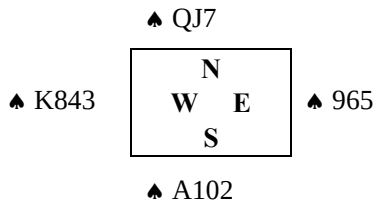
The Finesse



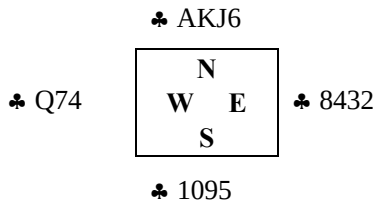
What happens if you play spades from the ***North*** hand? And what if you play them from the ***South*** hand?



If you lead to the ***ten*** it takes the trick. (Emphasise that if the finesse is working it will work again)
So get back to hand and play ***towards*** the ace-jack

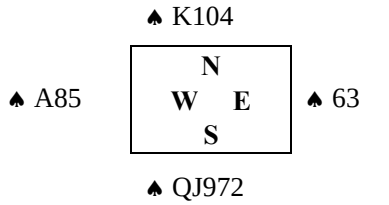


Finesses can be taken from the ***North*** hand too!

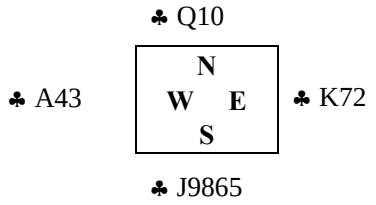


The finesse <u>need not</u> be for a ***king***

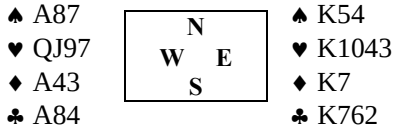
Suit Establishment: The Work Suit in No-trump: Drawing Trump



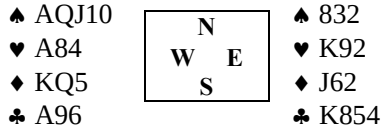
How should we set about ***drawing trump***?.
(Or establishing tricks in a no-trump contract so that we can cash them easily?)



A typical ***Work Suit*** in no-trump.
How should we set about playing it?
"Honours from the short hand first"



West plays in <u>3NT</u>.
Which is the ***Work Suit***?
What if he was in 4♥ instead?



Another <u>3NT</u> contract
Which is the ***Work Suit*** this time?

Hands for Lesson 4

Minibridge hands

Deal 4.1 — **Dealer N**

	♠ K76 ♥ QJ102 ♦ K74 ♣ AJ2	
♠ 952 ♥ 964 ♦ Q1085 ♣ 964	N W E S	♠ QJ103 ♥ K87 ♦ AJ3 ♣ 753
	♠ A84 ♥ A53 ♦ 962 ♣ KQ108	

North plays in no-trump
Which is the ***Work Suit***?

Deal 4.2 — **Dealer E**

	♠ 1096 ♥ A43 ♦ Q832 ♣ A75	
♠ A74 ♥ Q92 ♦ 976 ♣ K1082	N W E S	♠ K83 ♥ J1086 ♦ 1054 ♣ Q96
	♠ QJ52 ♥ K75 ♦ AKJ ♣ J43	

South plays in no-trump
West leads ♣2. East plays ***Third Hand High***

Deal 4.3 — **Dealer S**

	♠ K1096 ♥ Q8 ♦ J854 ♣ 843	
♠ 743 ♥ 1075 ♦ A63 ♣ AQJ10	N W E S	♠ QJ82 ♥ A92 ♦ KQ2 ♣ 975
	♠ A5 ♥ KJ643 ♦ 1097 ♣ K62	

East plays in no-trump
Finessing in the ***Work Suit***

Deal 4.4 — **Dealer W**

	♠ 96 ♥ J1096 ♦ 76532 ♣ 75	
♠ AJ72 ♥ Q53 ♦ AK ♣ KJ102	N W E S	♠ K853 ♥ AK7 ♦ 98 ♣ Q943
	♠ Q104 ♥ 842 ♦ QJ104 ♣ A86	

West plays in spades
Drawing Trump with a ***finesse***

Deal 4.5 — Dealer N

	♠ A106 ♥ KQ105 ♦ J3 ♣ 10643	
♠ 93 ♥ 832 ♦ Q86 ♣ KQJ95	N W E S	♠ Q54 ♥ A74 ♦ AK1095 ♣ A2
	♠ KJ872 ♥ J96 ♦ 742 ♣ 87	

East plays in diamonds
Drawing Trump

Deal 4.6 — Dealer E

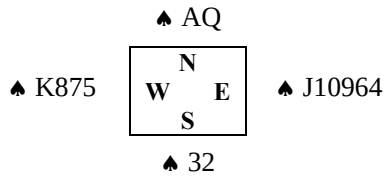
	♠ AQ1032 ♥ 543 ♦ 5 ♣ J1097	
♠ 9 ♥ AKQ97 ♦ AQ1043 ♣ 83	N W E S	♠ 874 ♥ J1086 ♦ KJ9 ♣ K64
	♠ KJ65 ♥ 2 ♦ 8762 ♣ AQ52	

West plays in hearts
Drawing Trump

First Steps in Declarer Play (1)

Taking tricks with aces requires no more skill than kicking a football into an empty net.
Making tricks with small cards is the mark of the real bridge player.

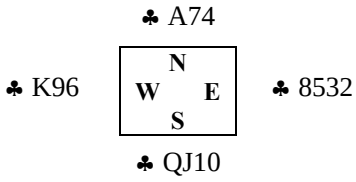
The Finesse



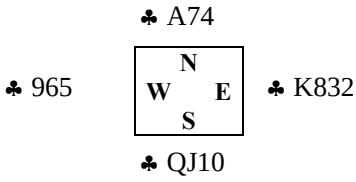
South is on lead. He cannot see the cards held by East and West
He plays ♠2 and West follows with ♠5.
Which card should he play from dummy - ♠Q or ♠A?
If he plays ♠Q he makes <u>two</u> tricks in spades
If he plays ♠A he makes <u>only one</u>. BecauseWest has the king.

This manoeuvre is called a finesse. We <u>finesse</u> against the king, which sits in the jaws of the ace and queen.

<u>Another example</u>. The contract is no-trump, and this is the club suit.
The king is the only missing honour card, and that is the only card with which defenders might win a trick.
The king is either in the West hand or the East hand. It is 50-50 which opponent holds the king.

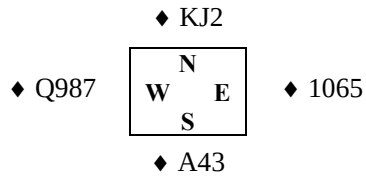


South starts with ♣Q. West can either play ♣K or not
If he plays ♣K North wins the trick with ♣A
Later South makes 2 more tricks with ♣J and ♣10
If West does not play ♣K the order of winning tricks changes: South plays ♣Q, West ♣6, and North ♣4.
South has *run* ♣Q. East follows with ♣2 and ♣Q wins
South continues with ♣J. Again, West can play ♣K or not.
Either way, South makes three tricks by <u>finessing against the king</u>

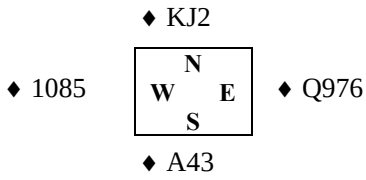


What happens when East has ♣K?
Again, South starts with ♣Q, West and North play small clubs and East wins with ♣K
Later when North or South get back on lead declarer makes two tricks in clubs.
When West has ♣K South makes an extra trick

We can finesse against a <u>queen</u> as well as a <u>king</u>.



In this example the queen sits in the jaws of the king-jack
South leads ♦A, West plays ♦7, dummy ♦2, East ♦5
Then South leads ♦3, West plays ♦8 (obviously not ♦Q)
If South plays ♦J from dummy it wins the trick.
Once again the finesse gives a 50% chance of an extra trick.



In this lay-out South wins the first diamond trick with the ace, then leads low to ♦J, taken by East with ♦Q: the finesse ***fails***.
But ♦K is still good for a second trick later
.

We call a two or more of honours with one missing to make up a sequence - such as ace-queen (missing the king); king-jack (missing the queen); or queen-ten (missing the jack) - a ***tenace.***
When you lead towards a <u>tenace</u> and play the lower card you ***take a finesse:*** the finesse ***works*** when the missing honour is in the hand in front of the tenace.

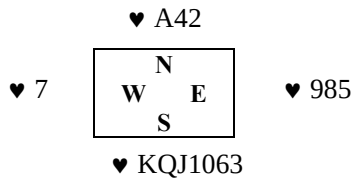
Lead* towards *your high cards. A finesse will work half the time.

First Steps in Declarer Play (2)

Drawing Trump

When playing with trump the declarer will often start by ***Drawing Trump***. (leading trump till the defenders have none left.) He must keep careful count of how many trump have been played, so that he knows when they have all been drawn. Then he can start work on another suit.

(Note: There are some boards where declarer had other work to do before he draws trump. We shall examine this sort of board later)



Hearts are trump, and we see only the trump suit.
South is declarer, and on lead. No hearts have yet been played
South has 6 trump, North 3. The defenders have the remaining 4
South leads ♥3, West ♥7, North ♥A and East ♥5.
Now there are just 2 trump "out", ie in the defenders' hands.
South calls for ♥2 from dummy, East plays ♥8 and South ♥K.
West has no trump left, so he makes a discard.
South knows that there is one trump left in the East hand, and that it will take one more round of trump to draw it. So he plays ♥Q, West discards again, North plays ♥4 and East ♥9.

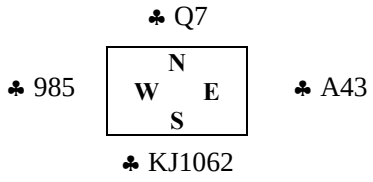
Now the defenders have no trump left, and we say that all the trump have been drawn.

It is important to keep track of your trump suit by noting how many cards have been played. This is difficult at first, but it will become easier if you keep trying.

Counting is important

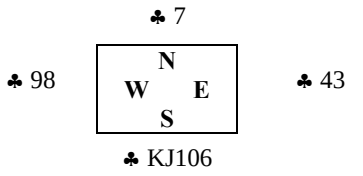
Suit establishment at no-trump

In a no-trump game the correct technique for declarer is to play the suit where he needs to establish tricks. The ***work suit*** is one in which declarer and dummy have many cards between them, but one or more of the high cards are missing, so that tricks have to be ***established.***



The club suit in this diagram is a typical work suit.
The contract is no-trump, and South is on lead
South leads ♣2 towards ♣Q with the aim of getting rid of ♣A
East takes ♣Q with ♣A and wins the trick.

That leaves:



When declarer gets on lead by taking a trick in another suit he can play out ♣K, ♣J, ♣10 and ♣6. The work suit has become worth four tricks

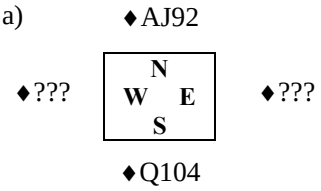
Once again, you must keep count of your work suit. If you notice when a defender fails to follow suit you will know whether your winners are established or not.

Counting is very important!

Quiz 4

1) The board is being played in no-trump (generally written as NT)
The given card combination is in one suit only, and the suit has not yet been played.
How should South, declarer, play to make as many tricks as possible in the suit shown?

a)



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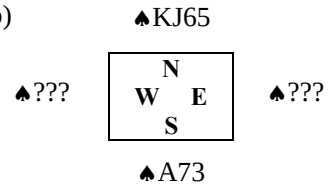
b)



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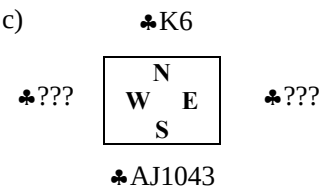
c)



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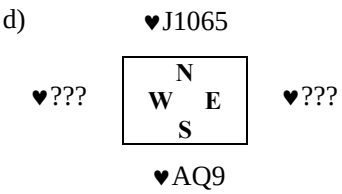
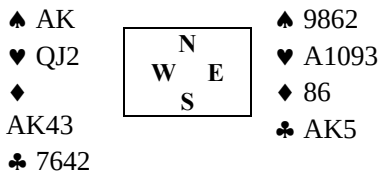
d)



_____

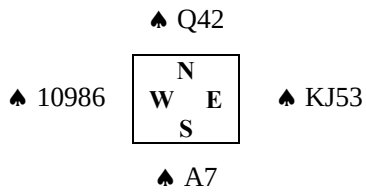
2) You are West, declarer in a NT contract.
North leads ♦Q and you see these cards:



You take the first trick with ♦A.
What now?
Which is the Work Suit and how will you play it?

_____

3) A NT contract with South as declarer. This is the spade suit:



With the sequence 10-9-8 we lead the highest.
West leads ♠10.

Dummy plays ♠2

Which card should East play?

_____

Lesson 5

Aims:

- To introduce ***bidding.***
- The aims of bidding – to reach the best ***denomination***
- The concept of the ***auction*** – the bidding ladder
- How it is decided who will be declarer
- The side with more points has usually more chance of making more than 7 tricks
- The ***requirements*** for an ***opening bid***
- Simple opening bids: **1NT** and **1 of a suit**

Content:

1 Explain how it is bidding that makes bridge **different** (NB NOT **difficult!**)
The bidding phase is called an auction because the highest bid wins
Partnerships attempt to find their best denomination
(usually an 8+ card trump fit or no-trump, as in Minibridge)
Each bid must be ***higher*** than the previous one
Show some sample ***auctions***, using the bidding box if possible

2 ***Declarer:*** the first member of the partnership to mention the final denomination
Dummy: declarer's partner
Opening leader: the defender on declarer's left

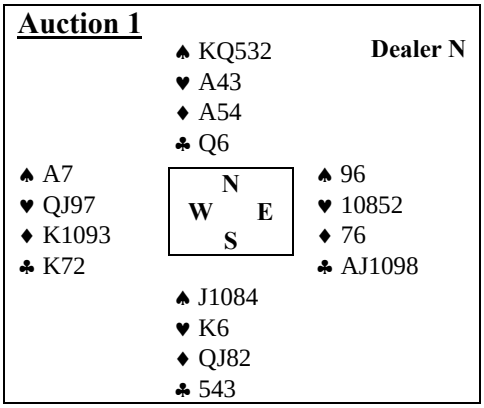
3 Requirements for **opening the bidding**
Any hand with 13+ points (a king or more above an ***average*** hand) is worth an opening bid
A ***balanced*** hand with 12-14 points opens 1NT
("Balanced" = 4333, 4432, 5332 – no ***singleton****s or* ***voids***)
A balanced hand with 15+ points, or an unbalanced hand, opens 1 of a suit

4 Which suit to bid?
We open our ***longest*** suit, looking for the best trump fit
With two suits of the same length we open the ***higher-ranking***
(This is to make it easier to bid the second suit – compare 1♣-1♠-2♥ with 1♥-1♠-2♣
For the moment leave out 4432 with both majors/both minors – we will deal that later)

Examples for Lesson 5

Two Auctions

Auction 1



West Nor	*th*	*East*	*South*
-	1♠	Pass	2♠
Pass	Pass	Pass	

North has 15 points, enough for an ***Opening Bid***
He opens the bidding in his longest suit.
East has nice clubs but a very weak hand, so passes

South has 7 points opposite the 13+ shown by partner.
The partnership has at least 20 points, so he can ***respond.***
He shows spade ***support*** with2♠, a ***raise*** of partner's suit
West has an opening bid, but the auction is too high ***res***
for him to bid 1NT, so he passes.

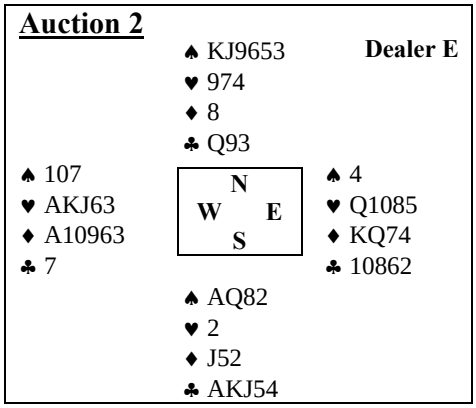
North is not strong enough for game opposite a weak **So**
weak raise, so he also passes.

East passes again and the auction is complete.

The ***Final Contract*** is 2♠

North is ***declarer*** because he was the first member of the
partnership to bid spades.

Auction 2



West No	*rth*	*East*	*South*
-	-	Pass	1♣
1♥	1♠	2♥	3♠
Pass	4♠	Pass	Pass
Pass			

East has only 7 points, not enough to ***open the bidding***, so he passes.
South has 15 points, and opens his ***longest suit***

West also has the values for an opening bid.
He ***overcalls*** 1♥.
North has a nice suit and 6 points, and he
ponds 1♠ to partner's opening.
East has enough to ***raise*** partner and bids 2♥

uth too can support partner's suit. He is not
minimum and shows this with a ***jump*** to 3♠

The auction is too high for **West**, so he passes.
North tries for the ***game bonus*** by bidding 4♠,
encouraged by partner's ***jump raise.***
East has nothing further to say, so he passes.
South passes, happy to be in a spade game.
West also passes and the auction is complete

The ***Final Contract*** is 4♠ by North.

Some more auctions

West Nor	*th*	*East*	*South*
1♠	2♥	2♠	3♣
3♠	4♣	4♠	Pass
Pass	Pass		

West No	*rth*	*East*	*South*
-	-	Pass	Pass
1♥	1♠	Pass	2♦
2♥	3♦	Pass	3♠
Pass	Pass	Pass	

Who is the ***Opening Bidder***?
Does his partner ***respond***?
Does the other side ***overcall***?
Does anybody *raise*(support) partner?
What is the Final Contract and who is declarer?

Note how each bid must be higher than the previous one.
The auction is complete ***when a bid is followed by 3 passes.***

Hands for Lesson 5

Decide the Final Contract using Minibridge techniques, then ask how the hands should be bid

Deal 5.1 **Dealer N**

	♠ KQ52 ♥ A43 ♦ K654 ♣ Q6	
♠ A86 ♥ J97 ♦ 10987 ♣ A74	N W E S	♠ 973 ♥ Q105 ♦ A3 ♣ KJ532
	♠ J104 ♥ K862 ♦ QJ2 ♣ 1098	

West No	*rth*	*East*	*South*
-	1NT	All Pass	

Deal 5.2 **Dealer E**

	♠ 653 ♥ 94 ♦ 9864 ♣ K973	
♠ 974 ♥ AJ106 ♦ KJ ♣ AQJ2	N W E S	♠ A82 ♥ K75 ♦ AQ103 ♣ 1086
	♠ KQJ10 ♥ Q832 ♦ 752 ♣ 54	

West N	*orth*	*East*	*South*
		1NT	Pass
3NT	All Pass		

Deal 5.3 **Dealer S**

	♠ 32 ♥ K952 ♦ A103 ♣ KQ43	
♠ KJ965 ♥ 7 ♦ K86 ♣ 9872	N W E S	♠ AQ1074 ♥ J103 ♦ 972 ♣ 105
	♠ 8 ♥ AQ864 ♦ QJ54 ♣ AJ6	

West No	*rth*	*East*	*South*
-	-	-	1♥
Pass	4♥	All Pass	

Deal 5.4 **Dealer W**

	♠ 98 ♥ 1074 ♦ AJ8 ♣ K9754	
♠ AK432 ♥ KQ653 ♦ 9 ♣ A6	N W E S	♠ QJ5 ♥ J82 ♦ 10753 ♣ J83
	♠ 1076 ♥ A9 ♦ KQ642 ♣ Q102	

West N	*orth*	*East*	*South*
1♠	All Pass		

Deal 5.5 **Dealer N**

	♠ A65 ♥ AQ5 ♦ Q1074 ♣ J107	
♠ QJ107 ♥ 108 ♦ A983 ♣ 632	N W E S	♠ 983 ♥ 43 ♦ KJ65 ♣ A984
	♠ K42 ♥ KJ9762 ♦ 2 ♣ KQ5	

West No	*rth*	*East*	*South*
-	1NT	Pass	4♥
All Pass			

Deal 5.6 **Dealer E**

	♠ QJ1062 ♥ 10872 ♦ 73 ♣ 107	
♠ 984 ♥ K4 ♦ AK1064 ♣ AJ4	N W E S	♠ 7 ♥ AQJ ♦ QJ985 ♣ K832
	♠ AK53 ♥ 9653 ♦ 2 ♣ Q965	

West N	*orth*	*East*	*South*
-	-	1♦	Pass
5♦	All Pass		

Introduction to Bidding

The main difference between Bridge and Minibridge is that in Bridge there is an Auction, or Bidding. Schematically a board of bridge looks like this:

Shuffle and **Deal**	⇒	**Bidding** (This decides who will be declarer, how many tricks he needs to take whether there is a trump suit and if so what it is)	⇒	**Play**	⇒	**Score**

Bidding is a sort of ***Auction.*** Any player who wishes to buy the desired object must make a higher bid, until the price becomes too high for him. When no-one is prepared to pay a higher price the auction stops. There is an agreement that the highest bidder buys the object. We call it a ***contract.***
The auction fixes the price a partnership pays for the Contract expressed as a number of tricks in a denomination

The **dealer** starts the bidding by making the first call. Then the player on his left bids, and so on till the bidding is finished. Each player can make several different bids in the course of the Auction.

A bid consists of a number from one to seven, followed by one of the five possible denominations:
"no-trump", "spades", " hearts", "diamonds" or "clubs".
Eg: "three hearts" (3♥) states that, together with partner, you hope to make 9 tricks (6+3) with hearts trump
Every bid says that we hope to make 6 tricks plus the number bid. "7NT" is a bid to make 13 (6+7) tricks.

In an auction a player must make a higher bid than the one before.
A player who does not wish to make a higher bid says "***Pass***", and the next player has a turn.
For bids like 2♦ and 2♠, both at the same level, the rank order is ♣ (lowest), ♦,♥, ♠, NT (highest)
The Bidding Staircase shows all the possible bids from the lowest to the highest. As well as the 35 bids there are 3 other calls: "Pass", "***double***" (I don't think you will fulfil your contract) and "***redouble***" (Yes, I will)

Here is an example of Bidding:

Dealer West	♠ 6 ♥ Q93 ♦ AKJ42 ♣ QJ87	
♠ A974 ♥ K1052 ♦ 986 ♣ 53	**N** **W E** **S**	♠ KQJ52 ♥ A86 ♦ 1073 ♣ 42
	♠ 1083 ♥ J74 ♦ Q5 ♣ AK1096	

West dealt, so he makes the first call: "Pass".
North has 13 points and a long diamond suit: North bids 1♦
(We call the first bid the ***Opening Bid)***
The bidding passes to **East**, who proposes spades as trump by bidding 1♠, a higher bid than 1♦ (We call this an ***overcall.)***
South sees good prospects with clubs as trump and he bids 2♣
(His partner opened the bidding, so this is a ***response***)
West has not many big cards, but he has good support for his partner's suit (spades). So he ***raises partner*** to 2♠
North has support for his partner's suit (clubs), so he tells partner with his second bid (***rebid)*** 3♣.
With no extra values **East** says "Pass", as do **South** and **West**.
So the bidding is finished and 3♣ is the ***final contract.***

In a ***bidding diagram*** we show the bidding like this: we see

West	***North***	***Ea st***	***South***
Pass	1♦	1♠	2♣
2♠	3♣	Pass	Pass
Pass			

North's *opening bid* :	1♦
East's *overcall*	1♠
South's *response*	2♣
West's *raise*	2♠
North's *rebid*	3♣

Then East, South and West all pass No-one has bid higher than 3♣, so that becomes the final contract
South was the first member of the NS partnership to bid clubs, which means that South will be declarer
The member of the partnership who first bids the denomination of the final contract becomes declarer

Now the play begins. West makes the opening lead because he sits on declarer's left.
North is dummy, and lays his cards face up on the table in 4 columns with the trump suit, clubs, on his right.
The contract is 3♣. Declarer must try to make at least 6+3 = 9 tricks.

The Bidding Staircase

GRAND SLAM ZONE	**7NT**
Collect an ENORMOUS Bonus	**7♠**
1000 non-vulnerable, 1500 Vulnerable	**7♥**
(But not very often – you have to take all 13 tricks!)	**7♦**
	7♣

SMALL SLAM ZONE	**6NT**
Collect a Bigger Bonus	**6♠**
500 non-vulnerable, 750 Vulnerable	**6♥**
Provided you can take **12 tricks**	**6♦**
(Not much room for error)	**6♣**

	5NT	
	5♠	
	5♥	
GAME!!	**5♦**	Score 400 non-vulnerable
Collect a Bonus!	**5♣**	600 Vulnerable (same as 3NT)

	4NT	Score the same as 3NT with an overtrick!
GAME!!	**4♠**	If you make 10 tricks you score 420 or 620
Collect a Bonus!	**4♥**	If you make 11 tricks you score 450 or 650
	4♦	4 of a minor is still a part-score
	4♣	If you achieve your 10 tricks you score 130

GAME!!	**3NT**	This is the cheapest **"Game"** contract
Collect a Bonus!		Score 400 non-vulnerable or 600 Vulnerable (100+300/500)
	3♠	At the **3-level** your goal is 9 tricks
	3♥	If you play in a suit you still get only the part-score bonus
	3♦	If you make 9 tricks 3♠ scores the same as 1♠+2 or 2♠+1
	3♣	

	2NT	At the **"2-level"** your goal is to make 8 tricks (6+2)
	2♠	If you achieve your goal you get the same part-score bonus of 50 points
	2♥	2NT making 8 tricks scores 120 (40+30+50)
	2♦	**2♥**/2♠ making 8 tricks scores 110 points (60+50)
	2♣	**2♣**/2♦ making 8 tricks scores 90 points (40+50)
		These score are exactly the same as playing at the one-level with an overtrick

1NT	*Welcome*	If you stop here your goal is to make 7 tricks (6+1)
1♠	*to the*	If you achieve your goal you get a **part-score bonus** of 50 points
1♥	*"one-level"*	1NT making 7 tricks scores 90 points (40+50)
1♦		1♥/1♠ making 7 tricks scores 80 points (30+50)
1♣		**1♣**/1♦ making 7 tricks scores 70 points (20+50)
		If you make extra tricks you score more –
		an extra 30 points for each "overtrick" in no-trump, hearts or spades
		an extra 20 points for each "overtrick" in clubs or diamonds

START

(You need not start at the very bottom nor need you make every possible bid!
But you MUST move upwards)

Quiz 5

1) You are the dealer, and start the bidding.
What is your call with these hands?

a) ♠ AJ3
♥ J1082
♦ KQ75
♣ K7

_____

b) ♠ AJ3
♥ A1083
♦ QJ65
♣ K7

_____

c) ♠ A3
♥ Q10872
♦ AKJ65
♣ 7

_____

d) ♠ KQJ2
♥ 109873
♦ AK5
♣ 7

_____

2) The auction establishes three important things about the play.
What are they?

_____

_____

_____

3) If the dealer starts the auction with "Pass" can he make a 'real' bid later? _____

4) Which bid is higher?

2♦ or 2♥ _____

5NT or 5♠ _____

3♣ or 3♦ _____

5) West is the dealer and the bidding goes like this:

West	*North*	*East*	*South*
Pass	1♦	2♠	3♥
Pass	4♥	Pass	Pass
Pass			

a) Who is declarer? _____

b) How many tricks must he make? _____

c) Who makes the opening lead? _____

d) What do we call the 3♥ bid? _____

e) Could East have bid 1♠ as an overcall? _____

Lesson 6

Aims:

- *To introduce* **scoring**
- The importance of ***Vulnerability***
- ***Bonuses*** – the importance of bidding ***games*** and ***slams***

Content:

1 The declaring side is expected to take more than half the tricks!
The first 6 tricks won by the declaring side do not count towards the score
When declarer ***makes*** a contract his side scores points for ***tricks*** and ***bonus points***
Trick points depend on the ***denomination***: the 7th and later tricks count 20 or 30 or 40+30

2 The declaring side scores ***bonus points*** for ***making*** Part-score, Game, Small Slam or Grand Slam
The Part-score bonus is always 50 points.
The other bonuses depend on ***Vulnerability***
(*In duplicate bridge the dealer and vulnerability are as stated on the board.*
The score on each board takes no account of what has happened on previous boards)
Only the Vulnerability of the ***declaring side*** is relevant when the score is calculated
Vulnerable bonuses are greater than ***nonvulnerable*** ones

3 If declarer ***fails*** to make his contract the defending side scores points for ***undertricks***
These count 50 or 100 apiece, again depending solely on the vulnerability of the declaring side

4 The ***travelling score slip*** and how to fill it up
This contains details of the ***final contract*** and ***result*** for each time a board is played
It allows scores at different tables to be ***compared***.
All duplicate scoring is based on comparing results at different tables

Hands for Lesson 6

Continue as in Lesson 5 - Emphasise the Bonuses for Games and Slams. Concentrate on Scoring

Deal 6.1 **Dealer N**

	♠ K52 ♥ A43 ♦ 8654 ♣ J62	
♠ 973 ♥ KJ9 ♦ KQJ10 ♣ 974	N W E S	♠ QJ10 ♥ Q1087 ♦ 973 ♣ A53
	♠ A864 ♥ 652 ♦ A2 ♣ KQ108	

West No	*rth*	*East*	*South*
-	Pass	Pass	1NT
All Pass			

Deal 6.2 **Dealer E**

	♠ K7 ♥ AQ92 ♦ AJ10 ♣ AKJ3	
♠ J1093 ♥ 86 ♦ Q764 ♣ 865	N W E S	♠ 842 ♥ J1073 ♦ 95 ♣ 10972
	♠ AQ65 ♥ K54 ♦ K832 ♣ Q4	

West N	*orth*	*East*	*South*
-	-	Pass	1NT
Pass	6NT	All Pass	

Deal 6.3 **Dealer S**

	♠ AK9632 ♥ 2 ♦ KQ ♣ Q432	
♠ 1074 ♥ K86 ♦ 983 ♣ K985	N W E S	♠ J8 ♥ QJ1075 ♦ A752 ♣ 107
	♠ Q5 ♥ A943 ♦ J1064 ♣ AJ6	

West No	*rth*	*East*	*South*
-	-	-	1NT
Pass	4♠	All Pass	

Deal 6.4 **Dealer W**

	♠ 9543 ♥ 1072 ♦ A6 ♣ Q1082	
♠ KQ6 ♥ KQ84 ♦ 98 ♣ AK63	N W E S	♠ J2 ♥ AJ63 ♦ KQJ2 ♣ 754
	♠ A1087 ♥ 95 ♦ 107543 ♣ J9	

West N	*orth*	*East*	*South*
1♥	Pass	4♥	All Pass

Deal 6.5 **Dealer N**

	♠ A94 ♥ 8764 ♦ Q109 ♣ A94	
♠ Q7 ♥ K53 ♦ 8764 ♣ KJ53	N W E S	♠ KJ103 ♥ QJ102 ♦ A2 ♣ Q62
	♠ 8652 ♥ A9 ♦ KJ53 ♣ 1087	

West No	*rth*	*East*	*South*
-	Pass	1NT	All Pass

Deal 6.6 **Dealer E**

	♠ A864 ♥ 654 ♦ A954 ♣ 108	
♠ KQJ ♥ 732 ♦ Q107 ♣ KQJ6	N W E S	♠ 93 ♥ AKQ ♦ KJ863 ♣ A53
	♠ 10752 ♥ J1098 ♦ 2 ♣ 9742	

West N	*orth*	*East*	*South*
-	-	1♦	Pass
3NT	All Pass		

Scoring

After the bidding comes the play, and after the play the score is calculated.

Declarer's side earns points if he makes his contract precisely, or if he makes more tricks (***overtricks)*** than he said he would. Say North or South play in 3♠, then NS gain points if declarer makes at least 9 tricks (6+3)
If declarer makes fewer tricks than he said he would (***goes down),*** then the defending side wins points

Trick Points

These are won by the declaring side *when they make their contract*. Each trick from the 7th onwards counts:

in clubs and diamonds:	20 points for the seventh trick and each subsequent trick won
in hearts and spades	30 points for the seventh trick and each subsequent trick won
in no-trump:	40 points for the seventh trick, and 30 points for each subsequent trick

eg If declarer makes 9 tricks in a contract of 2♦ (one overtrick) he scores 2x20=40 trick point for his 7th and 8th tricks, and 20 points for the 9th trick (the overtrick counts the same as the rest) - a total of 60 points
A contract of 3NT made exactly (9 tricks) scores 40 points for the seventh trick + 2x30 for the 8th and 9th

Bonus Points

These are awarded in addition to the points scored for tricks. The bonus is decided by the level of the contract, and depends partly on the denomination. Overtricks have no part in calculating the bonus.
All contracts fall into one of four categories, each with a bonus. They are:

Part-scores. Contracts that, if successful, score less than 100 points for tricks won (not counting overtricks)
Part-scores are all contracts from 1♣ to 3♠ inclusive, and also 4♣ and 4♦

Game Contracts that will, if successful, score 100 or more points for tricks won, but are not slams
Game contracts are 3NT, 4♥, 4♠ and all higher contracts as far as 5NT

Small Slam Any contract promising to make 12 tricks (all the tricks but one) ie 6♣, 6♦, 6♥, 6♠ and 6NT

Grand Slam Any contract promising to make all thirteen tricks, ie 7♣ , 7♦, 7♥, 7♠ 7NT

The size of the game and slam bonuses is determined by whether a pair is ***Vulnerable*** or ***Nonvulnerable.***

Bonus	Contract	Not Vulnerable	Vulnerable
Part-score	1♣ thru 3♠, 4♣, 4♦	50	50
Game	3NT, 4♥ thru 5NT	300	500
Small Slam	6♣ thru 6NT	800	1250
Grand Slam	7♣ thru 7NT	1300	2000

In duplicate bridge vulnerability is determined in advance by Board number

eg Board 1 is Love All (no-one vulnerable)	written	Love All, Dealer North or	N/-
Board 2 is only NS Vulnerable		NS Vul, Dealer East	E/NS
Board 4 is Game All (everybody Vulnerable)		Game All, Dealer West	W/All

Vulnerability is indicated on the Board: usually Red = Vulnerable and Green = Not Vulnerable

Undertricks

When declarer does not make his contract the defenders win points. The score depends on the vulnerability.
When declarer is not vulnerable he concedes 50 points per ***undertrick***: Vulnerable each undertrick costs 100
The examples are shown from the declaring side: a minus means the points went to the defenders

Contract T	ricks made	Score	
		Not Vulnerable	Vulnerable
3NT	9	400	600
2NT	9	150	150
3♣	7	-100	-200
4♠	10	420	620
6♥	13	1010	1460
7♣	13	1440	2140

Travelling Score Sheet								Board No:	
Pair Numbers		Contract	By	Lead	Result	Score		Match Points	
NS	EW					NS+	EW+	NS	EW

Travelling Score Sheet								Board No:	
Pair Numbers		Contract	By	Lead	Result	Score		Match Points	
NS	EW					NS+	EW+	NS	EW

Travelling Score Sheet								Board No:	
Pair Numbers		Contract	By	Lead	Result	Score		Match Points	
NS	EW					NS+	EW+	NS	EW

Quiz 6

1) Are these contracts part-scores or games?

a) 3♥ _____

b) 3♣ _____

c) 3NT _____

d) 4♦ _____

e) 4♠ _____

f) 4NT _____

2) Why is it not a good idea to bid 5♥?

3) Calculate the scores for these contracts by North-South

Contract	Tricks Made	**Score (NS+/-)**	
		Non-vulnerable	**Vulnerable**
1NT	9		
3♦	11		
5♠	11		
4♥	11		
3NT	7		
4♠	8		
6NT	13		

Lesson 7

Aims

- *To emphasise the importance of* **bidding Games**
- To explain the ***combined values*** required for games and slams
- To make it clear that bidding can never be perfect
- We will not always make our contract – or bid all the games that actually make
- To explain ***when*** to open the bidding

Content

1 Requirements for *Bidding Game*
When we have the right values we bid game to try to win the large game bonus
We need a total of ***25 points*** for the game contracts of 3NT, 4♥ and 4♠.
With fewer we should stop in a partscore

2 Which game to play in?
To play in a trump contract we need at least ***8 trump*** between the hands
Spades and hearts are the ***majors***, clubs and diamonds the ***minors***.
We need to make 10 tricks for game in a major suit, 11 tricks for game in a minor suit.
It is easier to make game in NT(9 tricks) or in a major(10 tricks) than in a minor!

3 Realism about results
If we never fail in a game contract – we are not bidding enough!
Bidding is not, and can never be, an exact science
We cannot make every game we bid, nor bid every game that makes.
If we have the values for game we should bid it and accept that it may not make.

4 ***Opening*** the Bidding
If we do not open the bidding with 12 or more points we may ***miss a game***
We ***always*** open the bidding with 13+High Card Points (HCP)
With 12-14HCP in a balanced hand we open 1NT; otherwise we open ***one of a suit***
When we open one of a suit we always bid our ***longest suit*** (xxxxx rather than AKQ!!)
With two 5-card suits we open the ***higher-ranking*** (makes it easier to bid the lower one next)
With two or more four-card suits there are special rules: normally we open the ***higher-ranking***

Examples for Lesson 7

Bidding in practice

♠ QJ7 ♥ AQ43 ♦ K92 ♣ Q43	N W E S	♠ K64 ♥ K75 ♦ A873 ♣ AJ8

West	*Eas*	*t*
1NT		3NT
Pass		

Final contract: 3NT by West.

West has a balanced hand with 14 points, so opens 1NT
East has 15 points and is also balanced. He knows that the partnership has at least 25 points, so he bids game.
West has the job of making at least 9 tricks.
If he succeeds he will score a game bonus

♠ K5 ♥ AKQ102 ♦ AJ ♣ J643	N W E S	♠ 109742 ♥ 985 ♦ 864 ♣ Q7

West	*Eas*	*t*
1♥		Pass

Final contract: 1♥ by West

West has a strong hand with 18 points, so opens his longest suit, 1♥. **East** has very few points. Even if West has a maximum 20 points there are not enough for game. East stops as quickly as possible by passing.
West has the job of making at least 7 tricks

♠ K853 ♥ K92 ♦ QJ107 ♣ A4	N W E S	♠ A102 ♥ J106 ♦ A943 ♣ 765

West	*Eas*	*t*
1NT		Pass

Final contract: 1NT by West.

West has a balanced hand with 13 points, so opens 1NT
East has 9 points. Even if West has a maximum of 14 points there are not enough for game. When we play a part score we stay as low as possible, so East passes. 1NT becomes the final contract.
West has the job of making at least 7 tricks
If he succeeds he will score a part score bonus

♠ AQJ92 ♥ A87 ♦ A3 ♣ 1042	N W E S	♠ 10643 ♥ KQ2 ♦ K75 ♣ AQ3

West	*Eas*	*t*
1♠		4♠
Pass		

Final contract: 4♠ by West

West has 15 points, too many for 1NT, so opens 1♠, his longest suit**. East** has 14 points and knows two things: the partnership has at least 27 points, enough for game; and spades are West's longest suit, he has at least 4 spades. The partnership has at least 8 spades.
East closes the auction by bidding game in spades, 4♠.
West must make 10 tricks for the game bonus

♠ A52 ♥ K7 ♦ KQJ843 ♣ 106	N W E S	♠ K96 ♥ AQ9 ♦ 972 ♣ AQ43

West	*Eas*	*t*
1♦		3NT
Pass		

Final contract: 3NT by East

East knows West has enough to open the bidding.
East has 15 points, so the partnership has at least 27 pointa between then and should be in game.
The lowest game is 3NT, and since he has honours in all the suits but diamonds East bids 3NT.
We can see how the contract might go: East wins the opening lead in spades, hearts or clubs. He plays a small diamond to the jack to force out ♦A. He probably makes 5 tricks in diamonds and 6 top tricks in the other suits for 2 overtricks.

♠ A102 ♥ J83 ♦ AJ74 ♣ K65	N W E S	♠ 8 ♥ KQ10764 ♦ KQ9 ♣ QJ9

West	*Eas*	*t*
1NT		4♥
Pass		

Final contract: 4♥ by East

After the 1NT opening **East** knows the partnership has enough points for game. West has a balanced hand, so must have at least 2 hearts. There are at least 8 hearts between the hands, so East bids game in hearts.
When we look at both hands we can see that game in hearts can be made. East will lose only ♥A and ♣A and make an overtrick.

Hands for Lesson 7

Continue to emphasis the bonuses for Games and Slams (provided they make!)

Deal 7.1 Dealer N

	♠ KQ952 ♥ 8 ♦ KQ10 ♣ QJ53	
♠ 73 ♥ QJ753 ♦ 73 ♣ 9742	N W E S	♠ J10 ♥ AK109 ♦ A852 ♣ 1086
	♠ A864 ♥ 642 ♦ J964 ♣ AK	

West No	*rth*	*East*	*South*
-	1♠	Pass	4♠
All Pass			

Deal 7.2 Dealer E

	♠ J1062 ♥ J9 ♦ A72 ♣ 10987	
♠ Q853 ♥ K62 ♦ Q6 ♣ AK65	N W E S	♠ K94 ♥ A75 ♦ KJ1043 ♣ J2
	♠ A7 ♥ Q10843 ♦ 985 ♣ Q43	

West N	*orth*	*East*	*South*
-	-	1NT	Pass
3NT	All Pass		

Deal 7.3 **Dealer S**

	♠ J73 ♥ - ♦ AQ9732 ♣ Q1092	
♠ AK642 ♥ J84 ♦ 5 ♣ K875	N W E S	♠ 1098 ♥ Q1097652 ♦ 8 ♣ 43
	♠ Q5 ♥ AK3 ♦ KJ1064 ♣ AJ6	

West No	*rth*	*East*	*South*
-	-	-	1♦
Pass	3♦	Pass	5♦
All Pass			

Deal 7.4 **Dealer W**

	♠ K10874 ♥ AJ5 ♦ 654 ♣ 87	
♠ A63 ♥ KQ74 ♦ 98 ♣ KJ63	N W E S	♠ J2 ♥ 863 ♦ KQJ2 ♣ Q542
	♠ Q95 ♥ 1092 ♦ A1073 ♣ A109	

West N	*orth*	*East*	*South*
1NT	All Pass		

Deal 7.5 **Dealer N**

	♠ Q104 ♥ 4 ♦ KQJ75 ♣ 10874	
♠ 872 ♥ KJ9853 ♦ 64 ♣ K3	N W E S	♠ KJ6 ♥ Q102 ♦ A3 ♣ QJ962
	♠ A953 ♥ A76 ♦ 10982 ♣ A5	

West No	*rth*	*East*	*South*
-	Pass	1NT	Pass
2♥	All Pass		

Deal 7.6 **Dealer E**

	♠ A1093 ♥ K54 ♦ 84 ♣ 10975	
♠ J754 ♥ 732 ♦ 532 ♣ K64	N W E S	♠ K82 ♥ AQ6 ♦ KQJ6 ♣ AJ3
	♠ Q6 ♥ J1098 ♦ A1097 ♣ Q82	

West N	*orth*	*East*	*South*
-	-	1♦	All Pass

The Opening Bid

When should we open the bidding? And how?

Rule 1 A hand with 12, 13 or 14 points (*neither more nor less*) and a balanced distribution is opened 1NT

eg	♠ A85	4	
	♥ Q984	+ 2	
	♦ KQ7	+ 5	Open 1NT
	♣ Q63	+ 2	
		= 13 points	

Rule 2 A hand with 12 or more points (up to about 20) *which is unsuitable for 1NT* is opened 1♣/1♦/1♥/1♠
We bid our ***longest*** suit first, the one in which we have most cards.
With two suits of the same length we bid the ***higher*** first

eg	♠ QJ1072	3		♠ AQ94	6	
	♥ AK92	+ 7	Open 1♠,	♥ K5	+ 3	Open 1♠,
	♦ 102	+ 0	the longest suit	♦ K86	+ 3	the higher suit
	♣ A4	+ 4		♣ K1073	+ 3	
		= 14 points			= 15 points	

When we have two suits of the same length they will often both be 4 cards long - we call these ***4-card suits***
With two 5-card or 6-card suits we always open the higher.
With two 4-card suits we usually open the higher. (We will look at some exceptions later)

Some more examples of opening bids

1)	2)	3)	4)	5)
♠ K532	♠ 4	♠ 862	♠ QJ4	♠ A103
♥ A7	♥ AKJ7	♥ KJ6	♥ KJ7	♥ AQJ7
♦ AQ94	♦ Q9764	♦ AQ94	♦ K432	♦ KQ52
♣ 1097	♣ AQ8	♣ AJ5	♣ Q98	♣ Q9
13 points	16 points	15 points	12 points	18 points
We open 1NT	We open 1♦, our longest suit	A balanced hand too strong for 1NT We open 1♦	We open 1NT (It is all right to Pass)	We open 1♥, our higher 4-card suit

Bridge Strategy: When should we bid Game?

Game is a contract that scores 100 points or more in trick points but is lower than a slam.
The minimum game contracts in the various denominations are:

3 No-trump (3NT) = 9 tricks	40+2x30	=100
4 of a major (4♥ and 4♠) = 10 tricks	4x30	= 120
5 of a minor (5♦ and 5♣) = 11 tricks	5x20	= 100

We call spades and hearts the ***major suits***, clubs and diamonds the ***minor suits***.

Contracts of 5♥ and 5♠ are also games, since 5x30 = 150
But when we play in 3♥ or 3♠ (3x30=90 trick points) we have not reached game level.

Since the bonus for bidding and making game is so much higher than the part-score bonus we try to reach game whenever it is sensible to do so. One of the main aims of bidding is to reach games when there is a chance of making them.

Points to remember

- **The lowest game contract** (and thus the easiest to make) **is 3NT**
- Good bidding advice is **With less than 25 total points - stay in a partscore**
  With 25 or more total points - bid game (or slam)

Of course this total of 25 points is approximate, not absolute.

You may make 9 tricks in no-trump with fewer than 25 points if you have a long suit you can run.
Or you may have 30 points between you and go down in 3NT when the defence cash 5 tricks in one suit.
It follows logically that to make game in no-trump you need a ***stopper*** in every suit.

Also, to make 5♣ or 5♦ you need more than 25 points, because you have to make 11 tricks.
It follows that 5♣ and 5♦ are games that we rarely bid. We only bid 5♣ or 5♦ (11 tricks) in preference to 3NT (9 tricks) if we have a lot of cards in our minor, or a short suit that is ***unstopped*** for no-trump.

Eight trump

It is possible to make 4♥ or 4♠ with less than 25 points when the cards are distributed in certain ways.
The missing points are compensated for by extra length in trump.
For example, if one partner has a void (no cards) in clubs he can trump the defence's ♣A.
In a trump contract a void can be as valuable as an ace, provided you have plenty of trump
Declarer and dummy should have ***at least eight trump*** between the two hands to play in a trump contract.

We summarise the points needed for the various contracts like this:

Partscore	1♣ thru 3♠, 4♣ and 4♦	Less than 25 points
Game	3NT	25 points
	4♥ and 4♠	25 points
	5♣ and 5♦	27 points
Small slam	6♣ thru 6NT	32/33 points
Grand Slam	7♣ thru 7NT	36/37 points

- Trump contracts may be made with fewer points when there is extra trump length (many more than 8) and good distribution (shortages in side suits)
- When the bidding reveals that we do not have enough points for game we stop bidding as quickly as possible. It is easier to make 1NT then 2NT, or 1♠ than 3♠.

Quiz 7

1) Someone opened 1NT on each of these two hands.
Explain why this was wrong

a) ♠ K43
♥ Q
♦ KJ873
♣ A764

_____

b) ♠ 632
♥ AK5
♦ KQ62
♣ KQ4

_____

2) Choose an opening bid for these hands:

a) ♠ AKQ2
♥ J9643
♦ K52
♣ 7

_____

b) ♠ AKJ8
♥ 92
♦ J1074
♣ AQ5

_____

c) ♠ J7
♥ 72
♦ AKQ
♣ AJ9732

_____

d) ♠ 85
♥ AKQ32
♦ 9
♣ KQJ74

_____

3) Partner opens 1NT, and Right Hand Opponent (RHO) passes
What is your response?

a) ♠ J63
♥ A5
♦ K7532
♣ 1095

_____

b) ♠ AQ2
♥ KQ4
♦ 65
♣ Q10865

_____

c) ♠ KQJ2
♥ AQ
♦ AKJ
♣ AQJ3

_____

d) ♠ KQJ832
♥ 3
♦ K874
♣ K7

_____

4) EW are Vulnerable, NS Nonvulnerable.
What score would be entered on the traveller for these contracts?

a) 4♠ by East making 11 tricks _____

b) 3NT by South making 9 tricks _____

c) 2♠ by North making 7 tricks _____

Lesson 8

Aims

- *To introduce the concept of a* **Bidding System**
- To describe how to make logical deductions from partner's bids
- To introduce the concept of a ***Limit Bid***

Content

1 What a bidding system is NOT:
It is NOT a private code between partners: opponents should know what our bids mean too
It is NOT designed to give a perfect description of your hand: *do not tell opponents more than necess ary.*

2 Our bidding system is called ***Acol.***
It is based primarily on the concept of ***limit bids***
Whenever possible, we should make a limit bid rather than something less descriptive.

3 What is a ***limit bid?***
It has a narrow point range – eg an opening bid of 1NT shows precisely 12-14 high card points
This makes it easy for partner to decide whether the partnership has the combined values for ***game*** or not

4 The ***First Response*** to an opening bid of one of a suit
When we have four or more cards in the suit partner has bid we know we have an 8-card trump fit.
We ***support*** partner (***raise*** his suit) whenever we have 4-card support
If partner opens 1 of a suit we respond with ***6 or more points***. We pass with ***0-5 points***

5 ***Minimum*** responses.
With ***6-9 points*** we have a minimum response.
We bid ***2 of partner's suit*** with trump support (this is a ***limit raise***)
With ***4 or more cards*** in a suit we can bid at the 1-level we bid that
Otherwise we bid ***1NT***
Higher bids mean we have more than minimum points, ie 10 or more

Examples for Lesson 8

Minimum Responses to an opening bid of one of a suit

♠ A8		♠ 9652
♥ AQ975		♥ K1043
♦ A43		♦ 82
♣ AJ4		♣ K76

West	*East*
1♥	2♥
4♥	Pass

West is balanced, but too strong for 1NT, so opens his longest suit, 1♥.

East's 2♥ bid shows 6-9 points (a minimum responding hand) and at least 4-card support for hearts.

West has 19 points, so knows of a minimum of 25 points and 9 hearts between the hands, so he bids game. 4♥ becomes the final contract.

♠ 7		♠ 9652
♥ AQJ83		♥ K1042
♦ KQ5		♦ 82
♣ J963		♣ K75

West East	
1♥	2♥
Pass	

This time West is unbalanced. With 13 points he has enough to open, and bids 1♥, his longest suit.

East has the same 2♥ raise as before, showing 6-9 points and support.

West has only 13 points, so knows there is a maximum of 22 points between the hands, not enough for game. The partnership has at least 9 hearts, so a part score in hearts will play well. West passes, and 2♥ becomes the final contract

♠ Q743		♠ K82
♥ AQ975		♥ 104
♦ K3		♦ Q754
♣ A8		♣ J1054

West Eas	*t*
1♥	1NT
Pass	

West opens his longest suit.

East has 6-9 points, a minimum responding hand, and neither support for hearts, nor 4 spades, a suit he could bid at the one-level. He makes the weak response of 1NT, showing 6-9 points.

West knows the partnership has a maximum of 24 points, not enough for game. He is fairly balanced, with no reason to think there is a better part score. He passes.

1NT becomes the final contract

♠ AQ7		♠ K83
♥ QJ83		♥ 104
♦ AQ5		♦ K962
♣ K86		♣ 9754

West Eas	*t*
1♥	1NT
2NT	Pass

With 18 points **West** is too strong for 1NT, so he opens 1♥ in spite of his balanced distribution,

East has the same 1NT response, showing 6-9 points with neither support for hearts nor 4 spades.

West knows the partnership has between 24 and 27 points. If East is ***minimum*** there are not enough points for game. If East is ***maximum*** there are enough points for game. With a balanced hand he believes no-trump is the best denomination. He bids 2NT, ***inviting*** East to bid game if he is maximum, and to pass if he is minimum.

With 6 points **East** is ***minimum***, so he passes.

2NT becomes the final contract

Hands for Lesson 8

Deal 8.1 Dealer N

	♠ AQ952 ♥ 8 ♦ Q106 ♣ AJ53	
♠ 73 ♥ AJ53 ♦ KJ73 ♣ 972	N W E S	♠ J10 ♥ K1097 ♦ A852 ♣ K108
	♠ K864 ♥ Q642 ♦ 94 ♣ Q64	

West	*North*	*East*	*South*
-	1♠	Pass	2♠
All Pass			

Deal 8.2 Dealer E

	♠ 1062 ♥ Q98 ♦ A72 ♣ 10875	
♠ 83 ♥ K62 ♦ Q96 ♣ QJ643	N W E S	♠ KQ94 ♥ A75 ♦ K1043 ♣ K2
	♠ AJ75 ♥ J1043 ♦ J85 ♣ A9	

West	*North*	*East*	*South*
-	-	1♠	Pass
1NT	All Pass		

Deal 8.3 **Dealer S**

	♠ J73 ♥ KQ62 ♦ AQ2 ♣ Q102	
♠ K642 ♥ J84 ♦ 75 ♣ 9875	N W E S	♠ A98 ♥ 1097 ♦ J983 ♣ A43
	♠ Q105 ♥ A53 ♦ K1064 ♣ KJ6	

West	*North*	*East*	*South*
-	-	-	1NT
Pass	3NT	All Pass	

Deal 8.4 **Dealer W**

	♠ KQJ7 ♥ 5 ♦ 7654 ♣ J1087	
♠ A63 ♥ AKQ74 ♦ 98 ♣ AQ3	N W E S	♠ 82 ♥ J863 ♦ KQ102 ♣ 542
	♠ 10954 ♥ 1092 ♦ AJ3 ♣ K96	

West	*North*	*East*	*South*
1♥	Pass	2♥	Pass
4♥	All Pass		

Deal 8.5 **Dealer N**

	♠ 1074 ♥ 93 ♦ QJ752 ♣ K104	
♠ KJ6 ♥ KQ102 ♦ A3 ♣ AJ62	N W E S	♠ Q82 ♥ J8 ♦ K1064 ♣ Q873
	♠ A953 ♥ A7654 ♦ 98 ♣ 95	

West	*North*	*East*	*South*
-	Pass	Pass	Pass
1♥	Pass	1NT	Pass
2NT	Pass	3NT	All Pass

Deal 8.6 **Dealer E**

	♠ 1093 ♥ K54 ♦ AK84 ♣ 1095	
♠ QJ54 ♥ 72 ♦ 532 ♣ K764	N W E S	♠ K872 ♥ AQJ63 ♦ 6 ♣ QJ3
	♠ A6 ♥ 1098 ♦ QJ1097 ♣ A82	

West	*North*	*East*	*South*
-	-	1♥	Pass
1♠	Pass	2♠	All Pass

The Basics of a Bidding System

The purpose of bidding is for a partnership to reach contracts that are neither too high nor too low.

The method of allocating meaning to the various bids is called the System.

Bidding is NOT a private, coded conversation between partners.
Partners exchange information by their bids, but opponents are also entitled to know what these bids mean.
It is normal in club play to exchange 'system cards' with your opponents, which contain information about the meaning of your bids, such as: "An opening bid of 1NT shows a balanced hand with 12-14 high card points"

Your bidding system must be based on a very limited number of calls: from 1♣ to 7NT, plus pass, double and redouble.
The art of bidding consists in using this limited vocabulary as efficiently as possible.

The Acol System

We will learn Acol, a system named after the Acol Road in London, which is still the most popular method in Great Britain. The system has developed over the years, and we will learn a modern version.

Note: we will not learn the exact meaning of every bid right away.
It is more important to grasp the logic behind each bid, so that we understand the reasons for choosing one bid rather than another

Limit Bids

Any bid with a narrowly defined point range is called a ***limit bid***.

eg If we open 1NT we show 12, 13 or 14 points. So our hand is limited - it cannot be stronger or weaker
Similarly, if we respond 1NT to an opening bid of one of a suit we show 6-9 points, no more, no less

When partner has made a limit bid it is easy to work out whether we have enough values for game or not.

Within the range of a Limit Bid we talk about "minimum" and "maximum" hands.
A minimum 1NT opener has 12 points. A maximum has 14 points. With 13 points we are 'not minimum'.

♠ AQJ83 ♥ Q7 ♦ AK65 ♣ J4	N W E S	♠ K765 ♥ K1043 ♦ 98 ♣ Q76

West	*East*
1♠	2♠
3♠	4♠
Pass	

When East bids 2♠ West thinks "if East has 8 or 9 points we have enough for game"
So he *invites* game by bidding 3♠, which shows 16-17 points, enough for game if East is maximum.
East knows that if West had fewer points he would Pass, and with more he would bid game direct.
With 8 points rather than his minimum of 6 East bids game.

Quiz 8

1) Partner opens 1♥ and your hand is:

♠ A932
♥ K1086
♦ K54
♣ J7

What is your response? _____

2) Partner opens 1♦ and your hand is:

♠ Q106
♥ KQ7
♦ Q52
♣ 10943

What is your response? _____

3) You opened 1♠ with this hand.

♠ AQJ75
♥ AJ32
♦ 9
♣ AQ4

Partner responds 2♠.
What do you bid now? _____

4) Partner opens 1♥. RHO passes. What do you respond with these hands?

a) ♠ AJ84
♥ Q863
♦ 1052
♣ 42

_____

b) ♠ J64
♥ 94
♦ KJ742
♣ Q87

_____

c) ♠ K85
♥ 732
♦ QJ6
♣ K843

_____

Lesson 9

Aims

- To emphasise the importance of a system
- To demonstrate how knowing the meaning of a bid allows us to make logical deductions

Content

1 Emphasise the importance of ***limiting*** your hand: "**Never lie about your strength"**
Demonstrate how easy it is to make deductions when you ***know*** partner's strength

2 **Balanced** and **unbalanced** hands
A balanced hand is one of these shapes: 4-3-3-3, 4-4-3-2, 5-3-3-2. Any other shape is not "balanced"
A ***doubleton*** (two cards in a suit) can exist in both balanced and unbalanced hands
Singletons (one card in a suit) and ***Voids*** (no cards in a suit) always mean the hand is unbalanced

3 To open ***1NT*** the hand must be both balanced ***and*** with the correct point count

4 Opening ***one of a suit***. Revision of which suit to open and more detail
"We open our longest suit" with unequal length.
With two 5-card suits, (or two 6-card suits) we *always* open the higher-ranking suit
With two 4-card suits we ***normally*** open the higher:
with 4-4 in ♠ + ♣ we open 1♠;
with 4-4 in ♠ + ♦ we open 1♠
with 4-4 in ♥ + ♣ we open 1♥
with 4-4 in ♥ + ♦ we open 1♥
BUT: with 4-4 in both majors or both minors we open the ***lower***
with 4-4 in ♠ + ♥ we open 1♥
with 4-4 in ♦ + ♣ we open 1♣

(With three 4-card suits, a 4-4-4-1 shape, there are special rules
in brief, a 4-4-4-1 hand with both ***black*** suits opens 1♣
a 4-4-4-1 hand with both ***red*** suits opens 1♥
with 4-4-4 in ♠+♥+♦ open 1♥
with 4-4-4 in ♥+♦+♣ open 1♥
with 4-4-4 in ♠+♦+♣ open 1♣
with 4-4-4 in ♠+♥+♣ open 1♣
There is no need to introduce this yet unless someone asks!)

5 **Responses** to an opening bid of 1 of a suit. (Revision from Lesson 8)
With 6-9 points we have a minimum response.
We bid 2 of partner's suit with 4+-card trump support (limit raise)
With 4 or more cards in a suit we can bid at the 1-level we bid that
Otherwise we bid 1NT
Higher bids mean we have more than minimum points

Examples for Lesson 9

Bidding Balanced and Unbalanced Hands

♠ A85 ♥ K73 ♦ QJ2 ♣ A982	N W E S	♠ K76 ♥ Q54 ♦ K8743 ♣ J5

West	*East*
1NT	Pass

East has a balanced hand with 9 points.
His Pass says: "*Partner, we do not have enough points for game, so we stop in the cheapest part score*"
No reason to introduce a 5-card minor in a balanced hand

♠ Q972 ♥ AK6 ♦ Q1053 ♣ J10	N W E S	♠ AK3 ♥ J5 ♦ K62 ♣ AQ953

West	*East*
1NT	3NT
Pass	

East has a balanced hand with 17 points easily enough for game. 3NT says: **"***Partner, I know we have enough points for game but not enough for slam. We both have balanced hands, so 3NT looks like the best game*"

♠ A82 ♥ AJ95 ♦ 106 ♣ K954	N W E S	♠ K73 ♥ Q7 ♦ AJ953 ♣ J62

West	*East*
1NT	2NT
Pass	

East has a balanced hand with 11 points
2NT says: "*Partner, we have enough points for game if you are maximum, but not if you are minimum*"
West has a minimum 12 points, so he passes

.

♠ KJ6 ♥ AQ104 ♦ J5 ♣ QJ96	N W E S	♠ Q75 ♥ J93 ♦ KQ64 ♣ A32

West	*East*
1NT	2NT
3NT	Pass

East has a balanced hand with 12 points.
His 2NT ***invites*** West to bid game if he is maximum
This time West has a maximum 14 points, so he bids 3NT

♠ AQ52 ♥ J9 ♦ KQ6 ♣ Q954	N W E S	♠ 6 ♥ Q87652 ♦ 10532 ♣ J8

West	*East*
1NT	2♥
Pass	

East has a very weak hand, so there is no game.
2♥ says: "*Partner, my hand is too weak for us to play in game, but I have a long suit, and I think we will do better playing in it. You must pass this bid, or we will get too high*"

♠ A6 ♥ J752 ♦ K87 ♣ AQ6	N W E S	♠ QJ10975 ♥ 3 ♦ 943 ♣ 752

West	*East*
1NT	2♠
Pass	

Note that a contract of 1NT by West is hopeless
There is no way to reach the East hand, so he will have to lead away from his honours, and may hope to make four tricks at best. 2♠ is a much better contract. There are at least 5 spade tricks plus the ♣A, and potentially two more tricks by leading towards ♦K and ♣Q

Making a Limit Raise

♠ 2 ♥ AQJ75 ♦ K106 ♣ A954	N W E S	♠ Q73 ♥ K1042 ♦ 53 ♣ K862

West	*East*
1♥	2♥
Pass	

West has an unbalanced hand with 14 points.
He opens the bidding in his longest suit.
East's bid of 2♥ says "*I have 6-9 points and 4 hearts*."
There are not enough points for game, so West passes

♠ AJ6 ♥ KQ104 ♦ KJ52 ♣ A9	N W E S	♠ K832 ♥ J932 ♦ Q10 ♣ 832

West	*East*
1♥	2♥
4♥	Pass

West has a balanced hand with 18 points, too many for 1NT. He opens his higher-ranking 4-card suit
This time there are enough points for game, so he bids 4♥

Hands for Lesson 9

Deal 9.1 Dealer N

	♠ AQ92 ♥ KJ103 ♦ Q10 ♣ K83	
♠ J875 ♥ 875 ♦ K73 ♣ Q92	N W E S	♠ K103 ♥ A9 ♦ A852 ♣ J1065
	♠ 64 ♥ Q642 ♦ J964 ♣ A74	

West No	*rth*	*East*	*South*
-	1♥	Pass	2♥
All Pass			

Deal 9.2 Dealer E

	♠ 1062 ♥ J95 ♦ AJ7 ♣ A987	
♠ Q3 ♥ K642 ♦ Q62 ♣ 10653	N W E S	♠ KJ94 ♥ A7 ♦ K1043 ♣ KJ2
	♠ A875 ♥ Q1083 ♦ 985 ♣ Q4	

West N	*orth*	*East*	*South*
-	-	1♠	Pass
1NT	All Pass		

Deal 9.3 **Dealer S**

	♠ J73 ♥ Q1076 ♦ Q9 ♣ K1092	
♠ A642 ♥ J84 ♦ 76 ♣ Q875	N W E S	♠ Q1098 ♥ 52 ♦ A8532 ♣ 43
	♠ K5 ♥ AK93 ♦ KJ104 ♣ AJ6	

West No	*rth*	*East*	*South*
-	-	-	1♥
Pass	2♥	Pass	4♥
All Pass			

Deal 9.4 **Dealer W**

	♠ K7 ♥ AJ5 ♦ 97654 ♣ 873	
♠ AJ63 ♥ KQ74 ♦ A8 ♣ AJ6	N W E S	♠ 102 ♥ 863 ♦ KQJ2 ♣ Q542
	♠ Q9854 ♥ 1092 ♦ 103 ♣ K109	

West N	*orth*	*East*	*South*
1♥	Pass	1NT	Pass
3NT	All Pass		

Deal 9.5 **Dealer N**

	♠ AQ104 ♥ 4 ♦ KQJ975 ♣ J7	
♠ 87 ♥ Q109853 ♦ 64 ♣ A83	N W E S	♠ J6 ♥ KJ2 ♦ A1083 ♣ 10964
	♠ K9532 ♥ A76 ♦ 2 ♣ KQ52	

West No	*rth*	*East*	*South*
-	1♦	Pass	1♠
Pass	2♠	Pass	4♠
All Pass			

Deal 9.6 **Dealer E**

	♠ Q1093 ♥ K5 ♦ 874 ♣ A1075	
♠ J74 ♥ J2 ♦ K532 ♣ KJ64	N W E S	♠ AK82 ♥ Q109843 ♦ A6 ♣ 9
	♠ 65 ♥ A76 ♦ QJ109 ♣ Q832	

West N	*orth*	*East*	*South*
-	-	1♥	Pass
1NT	Pass	2♥	All Pass

Responding to an Opening Bid of One of a Suit.

When partner opens 1♣, 1♦, 1♥ or 1♠:

Pass with 0-5 points
Bid with 6 points or more.

Weak responses

♠ 74		♠ KJ2
♥ AQ975		♥ 10843
♦ AK63		♦ J7
♣ J3		♣ Q954
West		*East*
1♥		2♥
Pass		

West opens 1♥. East makes the weak response of 2♥
This bid shows 6-9 points, ie, 6, 7, 8 or 9 points.
It also shows length in hearts - support for partner's suit
The bid of 2♥ is **raising partner's suit - a single raise.**

West knows partner has a maximum of 9 points,
and he has only 14, so game is not possible. He passes.

♠ 74		♠ KJ2
♥ AQ975		♥ J7
♦ AK63		♦ 10843
♣ J3		♣ Q954
West		*East*
1♥		1NT
Pass		

West, with the same cards, opens 1♥ again
East cannot support partner with just 2 hearts
so he bids 1NT.
The **1NT response** is also weak with 6-9 points

Again, West knows his side does not have enough
for game and passes

With 6-9 points make a weak response to an opening bid of one of a suit.
2 of the same suit with trump support (at least 4 cards)
1NT with no trump support

Game responses

♠ 72		♠ AJ3
♥ AQ975		♥ K832
♦ AK63		♦ Q4
♣ J3		♣ A954
West		*East*
1♥		4♥
Pass		

West opens 1♥.
East has 4-card support, so EW have at least 8 hearts
East has 14 points, so EW have at least 26 points
26 points are enough for game, so East bids game.

The 4♥ bid is **raising partner's suit - a raise to game.**

♠ 72		♠ KQ10
♥ AQ975		♥ J6
♦ AK63		♦ Q1095
♣ J3		♣ AQ54
West		*East*
1♥		3NT
Pass		

With the same hand West opens 1♥ again
East cannot support partner with just 2 hearts
He knows the partnership has at least 26 points
He has a balanced hand, so he bids 3NT

The **3NT response** shows 13-15 points in a balanced hand.

When partner bids game West passes unless he has a ***very*** strong hand, when slam may be possible

Quiz 9

1) Partner opens 1NT and Right Hand Opponent passes.
What do you bid with the following hands?

a) ♠ Q75
♥ K32
♦ J865
♣ 1083

_____

b) ♠ KQ5
♥ QJ5
♦ AJ63
♣ 753

_____

c) ♠ K6
♥ J32
♦ KQ653
♣ 542

_____

d) ♠ AJ6
♥ Q104
♦ K843
♣ Q64

_____

e) ♠ 5
♥ K86532
♦ 53
♣ J854

_____

f) ♠ KQ8652
♥ 5
♦ AQ53
♣ K6

_____

g) ♠ AK87
♥ KQ43
♦ A3
♣ KQ4

_____

h) ♠ Q8
♥ K5
♦ QJ8753
♣ AJ6

_____

2) You opened 1NT with this hand.

♠ AQ52
♥ 65
♦ KJ43
♣ A86

What is your call after these responses by partner?

a) 2♥

_____

b) 2NT

_____

c) 4♥

_____

d) 3NT

_____

Lesson 10

Aims

- To teach the **basic responses** to 1NT
- **Balanced hands** – play in no-trump by passing or raising to 2NT (inviting game) or 3NT
- ***Unbalanced hands*** - ***sign off*** in two of a suit, or bid game in a suit
- Bids in a suit at the 3-level are **forcing**
- Whet the appetite by mentioning Stayman and Transfers (look forward to next term)

Content

1 The opening bid of **1NT** makes it easy to decide whether you have the 25 points needed for game
With 0-10 points we cannot have enough for game - stop in a partscore
With 11-12 points game is possible but not guaranteed - "invite" game
With 13 points or more we will bid on to game

2 What to do with a weak hand (0-10 points)
"Pass" with 0-10 points in a balanced hand. *(there is no extra bonus for getting to 2NT!)*
With 0-10 points and an unbalanced hand we can bid two of our longest suit ***to play***
2♦, 2♥ 2♠ show weak unbalanced hands: we want to play in this contract. Opener MUST pass
(We cannot make a weak takeout into clubs because 2♣ has a special meaning to be revealed later)

3 2NT is a ***limit raise*** (11-12 HCP in a balanced hand)
It says: "if you have a minimum 12 points we do not have enough for game and you should pass"
But if you have a maximum 14 points we do have enough for game. Please bid 3NT"

4 Game bids are to play
A raise to 3NT says responder has 13+points in a balanced hand.
Bids of 4♥ and 4♠ say you have enough for game and 6+ hearts/spades in an unbalanced hand
Opener MUST pass any game bid

5 **Further action** by the opening bidder.
By making a ***limit bid*** you have passed captaincy of the auction to partner.
If he makes a weak takeout of 1NT into 2♦, 2♥ or 2♠ there is no game and you must pass
If he bids game you must pass
If he makes a limit raise to 2NT you Pass with a minimum opener (12 points) and bid on to game with extra values (14 points)

Examples for Lesson 10

Responding to an Opening Bid of 1NT

♠ AQ52 ♥ J97 ♦ KQ6 ♣ 953	N W E S	♠ K73 ♥ 653 ♦ 92 ♣ KQ842

West *East*
1NT Pass

With a balanced hand and only 8 points **East** passes
Note we do not bid 5-card minors!

♠ AQ52 ♥ J97 ♦ KQ6 ♣ 953	N W E S	♠ K73 ♥ 653 ♦ A9 ♣ KJ842

West Eas *t*
1NT 2NT
Pass

East knows the partnership has between 23 and 25 points He makes an ***invitational raise*** to 2NT
West is minimum, and passes

♠ AQ52 ♥ K97 ♦ KQ6 ♣ 953	N W E S	♠ K73 ♥ 653 ♦ A9 ♣ KJ842

West Eas *t*
1NT 2NT
3NT Pass

This time **West** is maximum, and accepts the invitation

♠ AQ52 ♥ K97 ♦ KQ6 ♣ 953	N W E S	♠ K73 ♥ 65 ♦ A9 ♣ AKJ652

West Eas *t*
1NT 3NT
Pass

East knows the partnership has at least 25 points
He bids the most likely game
(6-3-2-2 with a 6-card minor plays better in no-trump)

♠ AQ52 ♥ J72 ♦ KQ6 ♣ 953	N W E S	♠ 843 ♥ KQ9653 ♦ 972 ♣ 8

West Eas *t*
1NT 2♥
Pass

East has a very weak hand with a 6-card major.
He ***signs off*** in the best part score.
Over a sign off bid WEST MUST PASS

♠ AQ52 ♥ J72 ♦ KQ6 ♣ 953	N W E S	♠ K43 ♥ KQ9653 ♦ AJ7 ♣ 8

West Eas *t*
1NT 4♥
Pass

This time **East** has 13 points, so the partnership has enough for game. **West** opened 1NT, so he has at least 2 hearts. The partnership has an 8-card heart fit.
East does not have a balanced hand, so he bids 4♥ rather than 3NT

Hands for Lesson 10

Deal 10.1 Dealer N

	♠ K952 ♥ K8 ♦ KQ10 ♣ QJ54	
♠ A73 ♥ 753 ♦ 873 ♣ AK106	N W E S	♠ QJ106 ♥ A9 ♦ A9652 ♣ 98
	♠ 84 ♥ QJ10642 ♦ J4 ♣ 732	

West	*North*	*East*	*South*
-	1NT	Pass	2♥
All Pass			

Deal 10.2 Dealer E

	♠ 10862 ♥ J7 ♦ J1072 ♣ A76	
♠ QJ53 ♥ K62 ♦ Q6 ♣ KJ105	N W E S	♠ K94 ♥ A95 ♦ AK43 ♣ 982
	♠ A7 ♥ Q10843 ♦ 985 ♣ Q43	

West	*North*	*East*	*South*
-	-	1NT	Pass
2NT	Pass	3NT	All Pass

Deal 10.3 **Dealer S**

	♠ AKJ873 ♥ 8 ♦ AQ92 ♣ 92	
♠ 642 ♥ J ♦ J1075 ♣ AK874	N W E S	♠ 109 ♥ Q1097652 ♦ 8 ♣ Q103
	♠ Q5 ♥ AK43 ♦ K643 ♣ J65	

West	*North*	*East*	*South*
-	-	-	1NT
Pass	4♠	All Pass	

Deal 10.4 **Dealer W**

	♠ K1084 ♥ 1054 ♦ 95 ♣ A876	
♠ A763 ♥ 97 ♦ KQ84 ♣ KJ3	N W E S	♠ 2 ♥ KQ863 ♦ J102 ♣ 9542
	♠ QJ95 ♥ AJ2 ♦ A763 ♣ Q10	

West	*North*	*East*	*South*
1NT	Pass	2♥	All Pass

Deal 10.5 **Dealer N**

	♠ Q104 ♥ A764 ♦ K5 ♣ 9864	
♠ 872 ♥ K53 ♦ 64 ♣ KQJ73	N W E S	♠ KJ63 ♥ Q102 ♦ AQ73 ♣ 102
	♠ A95 ♥ J98 ♦ J10982 ♣ A5	

West	*North*	*East*	*South*
-	Pass	1NT	All Pass

Deal 10.6 **Dealer E**

	♠ A53 ♥ Q54 ♦ K84 ♣ K975	
♠ J10954 ♥ K32 ♦ 532 ♣ 104	N W E S	♠ 82 ♥ A76 ♦ QJ6 ♣ AJ863
	♠ KQ6 ♥ J1098 ♦ A1097 ♣ Q2	

West	*North*	*East*	*South*
-	-	Pass	1NT
Pass	2NT	All Pass	

Responding to an Opening Bid of 1NT

Because the opening bid of 1NT is a Limit Bid, well-defined as to strength and distribution, partner can easily tell whether game is possible or not. Bearing in mind the desired total of 25 points for game this is a logical scheme of responses

Opener	**Responder**		
1NT	0-10 points	(combined total maximum 24)	stop in a partscore
	11-12 points	(combined total 23-26)	invite game
	13+ points	(combined total minimum 25)	bid game

The partner who knows there are enough points for game between the hands is responsible for bidding game.

Responding with a balanced hand

1NT	**Pass**	0-10 points.	***Stop in the cheapest partscore when there is no game***
1NT	**2NT**	11-12 points	2NT is an ***invitational*** bid. Opener passes with 12 points and bids 3NT with 13 or 14 ***Consult partner when you are not sure***
1NT	**3NT**	13-18 points	3NT is a ***sign off*** bid. You have decided the final contract, and opener passes ***Bid game when you have game values***

Responding with an unbalanced hand

When you do not have a balanced hand you may look for somewhere else to play.

1NT	**2♣**	This is a special enquiry bid, **asking** partner if he has a 4-card major We will deal with the **Stayman convention** in a later lesson
1NT	**2♦/2♥/2♠**	0-10 points with at least 5 cards in the suit bid The response of 2 of a suit is a ***sign-off.*** It is an attempt to find a better part score, a rescue action from a dangerous contract When partner makes a sign-off in response to 1NT ***opener must pass.***
1NT	3any	Bids at the 3-level are forcing – we will deal with their precise meaning later.
1NT	**4♥/4♠**	Unbalanced hands with 12-19 points and a 6+card suit. ***We bid game with game values. These are signoff bids. Opener must pass.***

Note that so far we do not have an ***invitational*** bid in a suit.

At the moment, with 11-12 points and a 6-card major we must guess whether to sign off in 2 of our major, or whether to force to game. (When in doubt usually bid game because of the bonus)

Later we will introduce Transfers, a way of filling this gap.

Quiz 10

1) Partner opens 1NT. RHO passes.
What do you respond with these hands?

a) ♠ 98
♥ KQ6
♦ AJ2
♣ QJ842

_____

b) ♠ Q73
♥ A98
♦ KJ4
♣ J1043

_____

c) ♠ J73
♥ A98
♦ KJ4
♣ J1043

_____

d) ♠ 4
♥ AQJ742
♦ A42
♣ J52

_____

e) ♠ 65
♥ AK2
♦ KQJ1062
♣ J6

_____

f) ♠ 5
♥ 1098732
♦ K62
♣ 843

_____

2) You opened 1NT with this hand:

♠ J2
♥ K83
♦ AQ4
♣ K10985

Partner makes the following responses.
What do partner's bids mean, and what is your rebid?

a) 2♠

_____

_____

b) 2NT

_____

_____

c) 4♥

_____

_____

Answers to Quizzes 1-10

Quiz 1

1) a) The King; b) The Jack
2) a) "Queen of spades" b) "Ace of hearts" c) "Ten of clubs"; d) "Jack of diamonds"
3) a) South b) East
4) a) South b) North
5) a) 14 b) 22 c) 13 d) 11

Quiz 2

1) The member of the declaring side with the greater number of points
2) When the declaring side has no suit with 8 or more cards between the two hands
3) a) 3 b) Ace, King, Queen, Ten
4) The king of diamonds
5) 7

Quiz 3

1) a) Queen b) 3 c) 9
2) 4
3) a small heart
4) DQ

Quiz 4

1) a) Run Queen, then 10, then low to 9 b) Ace, then low to jack
   c) Low to king, finesse jack d) Run jack, then low to queen
2) Hearts. Run queen, then jack, then low to ten
3) S3 – let partner win the trick and lead another big spade.

Quiz 5

1) a) 1NT b) 1♥ c) 1♥ d) 1♥
2) a) The trump suit/NT b) Who is declarer c) How many tricks he is required to make
3) Yes
4) a) 2♥ b) 5NT c) 3♦
5) a) South b) 10 c) West d) a Response e) Yes

Quiz 6

1) a) part-score b) part-score c) game d) part-score e) game f) game
2) There is no extra bonus for getting to the 5-level, and you must make 11 tricks instead of ten
3) a) 150 b) 150 c) 450/650 d) 450/650 e) -100/-200 f) -100/-200 g) 1020/1520

Quiz 7

1) a) The hand is not balanced b) 17 points is too many
2) a) 1♥ b) 1♠ c) 1♣ d) 1♥
3) a) Pass b) 3NT c) 7NT d) 4♠
4) a) -650 b) +400 c) -50

Quiz 8

1) 3♥
2) 1NT
3) 4♠
4) a) 2♥ b) 1NT c) 1NT

Quiz 9

1) a) Pass b) 3NT c) Pass d) 2NT
   e) 2♥ f) 4♠ g) 6NT h) 3NT
2) a) Pass b) 3NT c) Pass d) Pass

Quiz 10

1) a) 3NT b) 2NT c) Pass
   d) 4♥ e) 3NT f) 2♥
2) a) Weak, Pass b) invitational, 3NT c) To play in game, Pass

Lesson 11: Limit Responses to an Opening Bid of One of a Suit

Aims

- To emphasise the logical structure of our bidding system
- To stress the importance of ***limit bids*** in the Acol system
- To revise the Opening Bid and the First Response
- To introduce the Limit Raise of one of a suit to three of a suit, and the invitational 2NT response
- To have a first look at Opener's Rebid

Content

1 Revise the meaning of the opening bid of 1♣/1♦/1♥/1♠: what do these bids tell partner?
(13-20 HCP, at least 4 cards in the suit bid, either unbalanced or balanced with more than 12-14 HCP)
Emphasise the difference between *opening* (13+HCP) and *responding* (6+HCP)

2 Revise which suit to open. *We open our longest suit.*
With two 5-card suits we open the higher--ranking
With two 4-card suits we open: the ***major*** with 1 major and 1 minor
the ***lower-ranking*** of two suits of the same rank - 1♥ with majors, 1♣ with minors
(It is easier to make 10 tricks in a major than 11 in a minor – hence the emphasis on bidding majors)

3 Revise the response to the opening bid of one of a suit.
Pass with 0-5 points, Respond with 6 or more points

4 Revise the foundations of our bidding system
To play in a suit declarer and dummy aim to have ***at least 8 cards*** between them
When you have 4-card support for partner your side has at least 8 cards - ***raise his suit.***
To play in game you need 25 points between the hands
When partner opens the bidding and you have 12 or more points ***try to get to game***.

5 Introduce the Invitational Limit Response
When responder is ***not strong enough to bid game*** but ***too strong for a weak response*** he is in the No Man's Land between game and part-score.
He can ***invite*** game with a raise to the 3-level or 2NT - ***limit*** responses with 10-11 HCP

6 Introduce Opener's Rebid
Opener adds his points to those shown by responder.
If there cannot be enough for game – stop in a part-score
If there are enough for game – bid game
If there ***may be*** enough for game if partner is maximum – ***invite*** game

Which suit to open?

1) ♠ KQ102
♥ K7
♦ AJ64
♣ Q103

1♠

(4-major + 4-minor)

2) ♠ 2
♥ AQ72
♦ Q8643
♣ AQ4

1♦

(longest suit, not strongest)

3) ♠ KQ42
♥ AJ74
♦ A3
♣ QJ6

1♥

(two 4-card majors)

4) ♠ J74
♥ KQ93
♦ A2
♣ AK75

1♥

(4-major + 4-minor)

The First Response (Opener bids 1♥)

1) ♠ K102
♥ 87
♦ QJ64
♣ Q1053

a weak hand, 6-9 HCP
no support, 1NT

2) ♠ Q2
♥ J972
♦ A643
♣ 854

weak with support
2♥

3) ♠ J742
♥ 1074
♦ J9853
♣ 6

less than 6HCP
Pass

4) ♠ A74
♥ KQ103
♦ J862
♣ 95

4-card support, too strong for for 2♥. 3♥!

The First Response (Opener bids 1♠)

1) ♠ A542
♥ KQ73
♦ K6
♣ 986

8+trump, 25+ HCP
Enough for game: 4♠

2) ♠ 84
♥ KQ9
♦ KQ102
♣ QJ96

26+ HCP, no support
All suits stopped - 3NT

3) ♠ A542
♥ K873
♦ K6
♣ 986

8+trump, 10HCP
Too good for 2♠,
Not enough for 4♠
Bid 3♠!

4) ♠ KJ6
♥ AJ3
♦ 842
♣ Q975

11HCP, no support.
Too much for 1NT
Not enough for 3NT
Bid 2NT, ***inviting game***

Opener's Rebid after a limit response

♠ **5** ♥ **AQ1065** ♦ QJ65 ♣ A87 (13 HCP)	**N** **W E** **S**	♠ K642 ♥ KJ98 ♦ 1094 ♣ 52 (7HCP)
1♥ Pass		2♥

♠ AJ98 ♥ 106 ♦ QJ96 ♣ AK7 (15 HCP)	**N** **W E** **S**	♠ 65 ♥ KJ75 ♦ 832 ♣ Q1092 (6HCP)
1♠ Pass		1NT

When responder has ***limited*** his hand and opener ***knows*** there cannot be enough points for game – opener ***passes***

♠ A85 ♥ AK654 ♦ Q5 ♣ KQJ (19 HCP)	**N** **W E** **S**	♠ K62 ♥ 10983 ♦ K1094 ♣ 92 (6HCP)
1♥ 4♥		2♥

♠ AKJ6 ♥ A54 ♦ AQ53 ♣ J76 (19 HCP)	**N** **W E** **S**	♠ 53 ♥ KJ72 ♦ J87 ♣ Q1092 (7 HCP)
1♠ 3NT		1NT Pass

When responder has limited his hand and opener ***knows*** there are enough points for game - opener ***bids game***

♠ 7 ♥ AK1065 ♦ KJ53 ♣ AQ3 (17 HCP)	**N** **W E** **S**	♠ 9832 ♥ J743 ♦ A4 ♣ K96 (8HCP)
1♥ 3♦		2♥ 4♥

♠ KQJ7 ♥ A6 ♦ KJ96 ♣ K87 (17 HCP)	**N** **W E** **S**	♠ 65 ♥ QJ43 ♦ 832 ♣ QJ102 (6HCP)
1♠ 2NT		1NT Pass

When opener knows there ***may*** be enough points for game he can make an ***invitational bid*** asking partner to bid game if ***he*** is maximum for his bid

Over a single raise he might bid 3♥ as a ***game try***
Better to bid a second suit (without meaning to play there)
This lets partner decide whether his high cards are useful
With a maximum 8/9HCP responder bids game

Over 1NT opener raises to 2NT to invite game
Here responder is minimum, so declines the invitation

♠ AQJ32 ♥ 8 ♦ A763 ♣ Q52 (13 HCP)	**N** **W E** **S**	♠ K874 ♥ KQ6 ♦ K1042 ♣ 97 (11 HCP)
1♠ Pass		3♠

West has a minimum opening bid
He passes partner's invitation to game
With 15 or more points he would bid 4♠

♠ A2 ♥ A106 ♦ QJ1053 ♣ KJ3 (15HCP)	**N** **W E** **S**	♠ K103 ♥ J54 ♦ K74 ♣ A976 (11HCP)
1♦ 3NT		2NT Pass

This time West has extra values
When partner invites game he accepts
You accept an invitation by bidding game

Hands for Lesson 11

Deal 11.1 — **None Vul** — **Dealer N**

	♠ K982 ♥ AQ73 ♦ K5 ♣ A102	
♠ J753 ♥ 84 ♦ A9743 ♣ Q6	N W E S	♠ Q104 ♥ J96 ♦ 1082 ♣ KJ75
	♠ A6 ♥ K1052 ♦ QJ6 ♣ 9843	

West	*North*	*East*	*South*
-	1♥	Pass	3♥
Pass	4♥	All Pass	

Lead: ♣5. West plays Third Hand High. Draw trump then tackle the Work Suit, diamonds.

Deal 11.2 — **NS Vul** — **Dealer E**

	♠ 52 ♥ A976 ♦ Q104 ♣ K963	
♠ J106 ♥ Q854 ♦ J62 ♣ QJ4	N W E S	♠ AQ97 ♥ KJ3 ♦ K75 ♣ A108
	♠ K843 ♥ 102 ♦ A983 ♣ 752	

West	*North*	*East*	*South*
-	-	1♠	Pass
1NT	Pass	2NT	All Pass

Lead: ♣3. Finesse spades, then tackle the other Work Suit, hearts.

Deal 11.3 — **EW Vul** — **Dealer S**

	♠ K106 ♥ 103 ♦ AK92 ♣ 9753	
♠ AJ853 ♥ K85 ♦ 7 ♣ AQJ4	N W E S	♠ Q742 ♥ A9642 ♦ Q63 ♣ K
	♠ 9 ♥ QJ7 ♦ J10854 ♣ 10862	

West	*North*	*East*	*South*
-	-	-	Pass
1♠	Pass	3♠	Pass
4♠	All Pass		

Lead: ♦A. Draw trump, unblock ♣K.

Deal 11.4 — **All Vul** — **Dealer W**

	♠ J1092 ♥ A9 ♦ 87 ♣ A10942	
♠ Q8 ♥ Q1032 ♦ J1032 ♣ Q53	N W E S	♠ K764 ♥ KJ654 ♦ AQ6 ♣ 6
	♠ A53 ♥ 87 ♦ K954 ♣ KJ87	

West	*North*	*East*	*South*
Pass	Pass	1♥	Pass
2♥	All Pass		

Lead: ♣K. Draw trump and finesse diamonds

Deal 11.5 — **NS Vul** — **Dealer N**

	♠ A8 ♥ AK65 ♦ Q87 ♣ QJ86	
♠ J9542 ♥ Q107 ♦ A6 ♣ 952	N W E S	♠ 1073 ♥ J842 ♦ J532 ♣ A7
	♠ KQ6 ♥ 93 ♦ K1094 ♣ K1043	

West	*North*	*East*	*South*
-	1♥	Pass	2NT
Pass	3NT	All Pass	

Lead: ♠4. The Work Suits are clubs, then diamonds

Deal 11.6 — **EW Vul** — **Dealer E**

	♠ Q62 ♥ 10832 ♦ 75 ♣ Q843	
♠ 85 ♥ QJ64 ♦ K103 ♣ J962	N W E S	♠ AK10943 ♥ AK5 ♦ AJ2 ♣ 7
	♠ J7 ♥ 97 ♦ Q9864 ♣ AK105	

West	*North*	*East*	*South*
-	-	1♠	Pass
1NT	Pass	4♠	All Pass

Lead: ♣A. Draw trump and cash winners

Responding to an Opening Bid of 1♣/1♦/1♥/1♠

An opening bid of one of a suit tells partner that:

- you have between 12 and 20 HCP
- your hand is ***unbalanced***
  (or, if balanced, too strong to open 1NT.)
- the suit you have bid is your longest suit

Opening with 2 suits of the same length:

With two 5-card suits open the higher-ranking
With two 4-card suits open: the major with one major and one minor: 1♥ with ♥+♣/♦; 1♠ with ♠+♣/♦
the lower of two suits of the same rank: 1♥ with ♥+♠; 1♣ with ♣+♦

Biddable suits

When you bid a suit you are suggesting it as a possible trump suit.
The only criterion is the length of the suit: it must have at least 4 cards
You cannot open or respond in a suit with 3 cards or less
Any suit of 4 cards or more is a ***biddable suit***

Rules for responding to 1♣/1♦/1♥/1♠

1. Pass with 0-5 points: Respond with 6 or more points
2. With 4-card support for partner – always raise him
3. Without support for partner – bid a new suit or no-trump

Types of Response

Weak responses:	**Single raise** of partner's suit to the 2-level:	6-9HCP with support
	1NT	6-9 without support
Game responses	Raise to game	12+HCP with support
	3NT	12+HCP without support
		(balanced, with all other suits stopped)
Invitational responses	**Double raise** of partner's suit to the 3-level	10-11 with support
	2NT	10-11 without support
		(balanced, with all other suits stopped)

Weak, invitational and game responses are all ***limit*** bids, showing a specific point range.
They are ***not forcing*** – opener can pass

Opener normally passes a weak response, but may bid on with a very strong hand or a very distributional one
Opener normally passes a game response
Opener passes an invitational response with a minimum opening bid of 12-14HCP. If stronger, he bids game

Forcing responses*:** A response in a new suit is ***unlimited and may be very strong.
Opener cannot pass – he must bid

Quiz 11

1) Partner opens 1♥
Define the main features, and give examples of, hands that would make these responses:

a) 2♥
♠.....
♥.....
♦.....
♣.....
Point range _____
Distribution _____

b) 1NT
♠.....
♥.....
♦.....
♣.....
Point range _____
Distribution _____

c) 2NT
♠.....
♥.....
♦.....
♣.....
Point range _____
Distribution _____

d) 3♥
♠.....
♥.....
♦.....
♣.....
Point range _____
Distribution _____

2) You open 1♠ with these hands

a) ♠ AJ976 ♥ K75 ♦ 2 ♣ AJ84

b) ♠ AQ986 ♥ 9 ♦ KJ52 ♣ AQ2

c) ♠ AK8653 ♥ 8 ♦ KQ4 ♣ AQ2

d) ♠ AQ65 ♥ KJ8 ♦ K53 ♣ Q104

What is your rebid if partner responds

i)	2♠	_____	_____	_____	_____
ii)	1NT	_____	_____	_____	_____
iii)	3♠	_____	_____	_____	_____

Lesson 12: Responding in a New Suit

Aims

- To introduce the ***change of suit*** response
- To emphasise the importance of responding in a 4-card major when we have one
- To introduce the concepts of ***Forcing*** and ***Non-forcing*** bids
- To explain the difference in strength between a one-over-one and two-over-one responses
- To take a first look at opener's rebid after a change of suit-response

Content

1 Introduce the concept of a ***biddable suit*** – **any** suit of 4-cards or more.
Stress that ***length*** is more important than ***strength***
You **cannot** open or respond in a suit with fewer than four cards.

2 More on responding to one of a suit.
When partner opens one of a suit and you have 6 or more points you ***must respond***
Raise partner with 4+card support
Bid 1NT with 6-9 HCP and no 4-card suit you can bid at the one-level
When you cannot raise partner - bid a new suit: a ***change of suit response***

3 Introduce the ***One-over-one*** response
When we can bid our suit at the one-level (1♦ - 1♥ or 1♠ but not 2♣) we promise a biddable suit (4 cards) and 6+HCP
The **one-over-one** is ***unlimited.*** (6-27HCP: 27=maximum when opener has 13)
Since responder may still be very strong opener MUST NOT PASS a 1-over-1 response

4 Define "**Forcing"** (partner cannot pass) and "**Non-forcing"** (partner may pass)

5 Emphasise the importance of bidding one of a major when you can – to find the 8-card fit
When you have the choice between 1NT and one of a major prefer the biddable major in case partner also has 4-cards. ***With two 4-card majors respond 1♥ - just like opening the bidding.***

6 Introduce the **Two-over-one response**
When you have to go to the two-level to bid your suit (eg 2♣ or 2♦ over 1♥) it is a ***2-over-1 response.*** Like a 1-over-1, it is ***forcing:*** opener cannot pass
Since we have propelled the partnership to the 2-level the minimum point count is NOT 6HCP, but 10
A 2-over-1 response promises a 4+card suit and 10-27 HCP

7 Opener's Rebid after a change of suit response – remember, opener MUST bid again here
Always raise partner with four-card support
With a ***minimum*** opener (13-14HCP) – raise ***one*** level
With extra values (15-17 HCP) – raise ***two*** levels
With a maximum opener (18-20 HCP) – raise to game

The One-over-one Response

Partner opens 1♦. What do you respond?

♠ AQJ62 ♥ K93 ♦ A7 ♣ 1084	♠ 109 ♥ A7542 ♦ K7 ♣ 9863	♠ AQJ2 ♥ 72 ♦ J43 ♣ 10954	♠ KJ76 ♥ Q1064 ♦ 83 ♣ J54
1♠, a 1-over-1	1♥	1♠	1♥ - bid majors ***upwards***

The Two-over-one Response

♠ Q103 ♥ AQ4 ♦ KQJ72 ♣ 98	♠ A2 ♥ 743 ♦ 982 ♣ QJ1072	♠ AQ6 ♥ 72 ♦ QJ104 ♣ KQ95
Partner opens 1♠ Bid 2♦, a 2-over-1 response **promising** 4+diamonds and 10+ HCP **denying** 4+card support for spades	Partner opens 1♦ You are too weak to respond 2♣ Respond 1NT, **showing** 6-9 HCP **denying** 4-card support for partner **denying** a 4-card major	Partner opens 1♥ With 14 HCP and 4+clubs you *could* bid 2♣, a 2-over-1 A more practical bid is 3NT – bid the game you want to be in!

Opener's Rebid after a change of suit response: raising partner

♠ AQ32 ♥ 8 ♦ AJ763 ♣ Q52 (13 HCP)	**N** **W E** **S**	♠ K874 ♥ Q96 ♦ K2 ♣ 10973 (8 HCP)
1♦ 2♠		1♠ Pass

West has a minimum opening bid
He raises partner's suit one level – ***a single raise***
East has a minimum response and passes

♠ AJ2 ♥ AQ106 ♦ AJ1053 ♣ 3 (16HCP)	**N** **W E** **S**	♠ K43 ♥ KJ54 ♦ K4 ♣ 9762 (10HCP)
1♦ 3♥		1♥ 4♥

This time West has extra values
He raises 2 levels – ***a jump raise***, with 15-17HCP
With 10 points East has enough for game

♠ Q1053 ♥ AQ64 ♦ A9 ♣ KQ2 (17 HCP)	**N** **W E** **S**	♠ K874 ♥ 87 ♦ 863 ♣ A973 (7 HCP)
1♥ 3♠		1♠ Pass

East has 7HCP opposite 15-17 – not enough for game

♠ A962 ♥ AK96 ♦ Q3 ♣ AQ8 (19HCP)	**N** **W E** **S**	♠ QJ103 ♥ J5 ♦ K74 ♣ 9762 (7HCP)
1♥ 4♠		1♠ Pass

Enough for game and 4-card support - bid game

Hands for Lesson 12

Deal 12.1 — **None Vul** — **Dealer N**

	♠ KJ982 ♥ AQ73 ♦ 52 ♣ K2	
♠ 753 ♥ 4 ♦ KJ73 ♣ QJ106	N W E S	♠ Q104 ♥ 986 ♦ A10 ♣ A8754
	♠ A6 ♥ KJ1052 ♦ Q984 ♣ 93	

West	*North*	*East*	*South*
-	1♠	Pass	2♥
Pass	3♥	All Pass	

Lead: ♣Q. If the defence cash♣AQ, then♦AK and another you must ruff high in dummy.

Deal 12.2 — **NS Vul** — **Dealer E**

	♠ 52 ♥ A974 ♦ QJ104 ♣ 965	
♠ KJ106 ♥ Q85 ♦ 962 ♣ KJ3	N W E S	♠ AQ97 ♥ K3 ♦ A7 ♣ AQ1074
	♠ 843 ♥ J1062 ♦ K853 ♣ 82	

West	*North*	*East*	*South*
-	-	1♣	Pass
1♠	Pass	4♠	All Pass

Lead: ♦Q. Draw trump, unblock clubs

Deal 12.3 — **EW Vul** — **Dealer S**

	♠ KQ1063 ♥ J1053 ♦ Q2 ♣ A3	
♠ AJ85 ♥ K8 ♦ 9873 ♣ J74	N W E S	♠ 742 ♥ 62 ♦ AK6 ♣ Q9865
	♠ 9 ♥ AQ974 ♦ J1054 ♣ K102	

West	*North*	*East*	*South*
-	-	-	Pass
Pass	1♠	Pass	2♥
Pass	3♥	All Pass	

Lead: ♦9. 9 tricks are available after you draw trump and lose the tricks that must be lost

Deal 12.4 — **All Vul** — **Dealer W**

	♠ 1092 ♥ K975 ♦ J107 ♣ Q92	
♠ KQ85 ♥ AQ82 ♦ 2 ♣ AJ43	N W E S	♠ J764 ♥ 63 ♦ Q864 ♣ K86
	♠ A3 ♥ J104 ♦ AK953 ♣ 1075	

West	*North*	*East*	*South*
1♥	Pass	1♠	Pass
3♠	All Pass		

Lead: ♦A. Switch to ♥J when you see the singleton diamond in dummy

Deal 12.5 — **NS Vul** — **Dealer N**

	♠ AJ105 ♥ AKJ9 ♦ Q8 ♣ K93	
♠ 732 ♥ 1085 ♦ AK7 ♣ J864	N W E S	♠ 96 ♥ 6432 ♦ J1052 ♣ A105
	♠ KQ84 ♥ Q7 ♦ 9643 ♣ Q72	

West	*North*	*East*	*South*
-	1♥	Pass	1♠
Pass	3♠	Pass	4♠

Lead: ♦A Draw trump and discard a club on the hearts

Deal 12.6 — **EW Vul** — **Dealer E**

	♠ 964 ♥ QJ8 ♦ KQJ2 ♣ Q109	
♠ Q102 ♥ 62 ♦ A1085 ♣ 6432	N W E S	♠ J3 ♥ A10953 ♦ 743 ♣ K75
	♠ AK875 ♥ K74 ♦ 96 ♣ AJ8	

West	*North*	*East*	*South*
	-	Pass	1♠
Pass	2NT	Pass	3NT

Lead: ♥5. Lead towards *diamond honours*

Summary of Bidding after an Opening Bid at the 1-level

Opening bid of 1NT	**Responses**		
12-14 HCP balanced distribution (i.e 4-3-3-3, 4-4-3-2, or 5-3-3-2)	Pass	0-10 HCP, no long suit	
	+2♣	Asks about 4-card majors (see Lesson 18)	
	-2♦/2♥/2♠:	0-10 HCP, 5+cards	*(weak bid)*
	±2NT	11-12 HCP, balanced distribution	*(limit bid)*
	++3♣/3♦	13+ HCP, 6+cards	(*forcing bid)*
	++3♥/3♠	12+HCP, 5+cards	*(forcing bid)*
	-3NT/4♥/4♠	Enough points for game	*(sign off)*

Opening Bid of 1 of a Suit	**Responses**		
13-20 points, unsuitable for 1NT the longest suit the **higher** of two 5-card suit with two 4-card suits: **the major** with a major and a minor **hearts** with both majors **clubs** with both minors	Pass	0-5 HCP	
	1NT	6-9 HCP without trump support No 4+card suit you can bid at the 1-level	*(weak bid)*
	2 of opener's suit	6-9 HCP with trump support	*(weak bid)*
	+1 of a new suit	6-27 points, 4+ cards	*(1-over-1, forcing bid)*
	+2 of a new suit, not a jump	10-27 HCP	*(2-over-1, forcing bid)*
	±2NT	10-11 HCP without trump support balanced distribution no 4+card suit you can bid at the 1-level	*(limit bid)*
	±3 of opener's suit	10-11 HCP with trump support	*(limit bid*
	++Jump in a new suit	13-27 HCP, strong 6-card suit	*(jump shift)*

Opener's Rebids in no-trump

Opening Bid	**Response**	**Opener's Rebid**
1 of a suit	1 of a higher suit (1-over-1)	**±1NT** 15-17 HCP, balanced distribution, (not 4-card support for partner)
1 of a suit	1 of a higher suit (1-over-1) OR 1NT	**+2NT** 18-19 HCP, balanced distribution, (not 4-card support for partner)
1 of a suit	2 of a lower suit (2-over-1,) (not a jump shift)	**++2NT** 15-19 HCP, balanced distribution, (not 4-card support for partner)

Notes: meanings of the symbols before the bids: + the bid is forcing: ++ the bid is forcing to game
± the bid is invitational; - the bid is a sign-off, partner must pass
where there is no plus or minus sign the bid is not forcing, but partner may bid on with a very strong hand

Quiz 12

1) Partner opens 1♣. and RHO passes. What do you reply with these hands?

a) ♠ K96
♥ K1042
♦ J53
♣ 1085

_____

b ♠ AQ54
♥ K954
♦ Q52
♣ 42

_____

c) ♠ A3
♥ K53
♦ 987
♣ QJ642

_____

d) ♠ K87
♥ QJ9
♦ K853
♣ A104

_____

2) Partner opens 1♥ and the next player passes. What do you reply with these hands?

a) ♠ KQ6
♥ 75
♦ QJ62
♣ QJ84

_____

b) ♠ AQ86
♥ 93
♦ Q52
♣ 10842

_____

c) ♠ A6
♥ 872
♦ Q54
♣ KQ1032

_____

d) ♠ 87
♥ AQ95
♦ K1053
♣ A104

_____

e) ♠ K64
♥ 92
♦ A75
♣ J10932

_____

3) What is your next bid in these auctions?

a) ♠AKQ2
♥ 73
♦ A105
♣ AQ32

You	Partner
1♠	1NT
?	

_____

b) ♠ AQ72
♥ 62
♦ A1065
♣ KQ6

You	Partner
1♠	2♥
?	

_____

c) ♠ 53
♥ AQ107
♦ KQJ62
♣ 84

You	Partner
1♦	1♥
?	

_____

d) ♠ AK53
♥ 73
♦ AQJ62
♣ K4

You	Partner
1♦	1♠
?	

_____

Lesson 13: Opener's Rebid and the Jump Shift Response

Aims

- To emphasise the importance of opener's rebid after a change of suit response
- To stress the importance of ***limit bids*** as a first rebid
- To place possible responses in order of preference: raise partner, rebid no-trump, rebid your own suit
- To introduce the Jump Shift Response to one of a suit and 1NT

Content

1 Revise 1-over-1 and 2-over-1 responses

2 Opener's Rebid
Revise ***raising partner*** with 4-card (or longer) support

3 Introduce the ***No-trump rebid***
You have opened 1♣/♦/♥/♠ with a ***balanced hand too strong for 1NT***.
Partner responds in a new suit. Unless you have 4-card support for partner's suit – *rebid in no-trump*

Do not worry about stoppers: with a balanced hand – 4-3-3-3, 4-4-3-2, 5-3-3-2 – rebid no-trump

A ***1NT rebid*** after a 1-over-1 shows ***15-17 HCP*** in a balanced hand *without 4-card support for partner*
Note that it shows a hand ***too strong*** to open 1NT. We ***cannot*** rebid 1NT with 12-14 HCP.

A ***jump to 2NT*** after a 1-over-1 shows 18-19 HCP. It is ***forcing*** – partner must bid on.

A 2NT rebid after a 2-over-1 shows 15-19 HCP.
Partner's 2-over-1 has shown 10+HCP so the 2NT rebid is ***forcing to game***

4 Demonstrate when to rebid your own suit – this ***promises*** 6-cards and ***denies*** 4-card support for partner, in a hand ***too unbalanced to rebid in NT***.

5 **The Jump Shift Response in a New Suit**
This is a response in a new suit made at one higher level than necessary
After an opening of 1♦ - 2♥, 2♠ and 3♣ are all Jump Responses or ***Jump Shifts***
A jump response emphasises the quality of the new suit - 6+cards, eg AKQ642 or KQJ1073.
The point range is 13-27
The jump response in a new suit is a suggestion that there may be a slam. The bid is obviously forcing
Since the bid shows enough values for game it is forcing to game - a ***game-forcing response.***
The partnership must keep bidding until at least game is reached

6 The jump shift response to 1NT
1NT- 3 of a minor is the same as the jump shift response to one of a suit – forcing to game,
but too unbalanced or too strong just to raise to 3NT game.
(3 of a major will be the same once we have introduced transfers in Lesson 24)

Opener's Rebid after a Change of Suit Response: Rebidding in no-trump

♠ QJ7 ♥ AQ64 ♦ A76 ♣ Q82 (15 HCP)	N W E S	♠ A654 ♥ J5 ♦ J1042 ♣ 1097 (6 HCP)
1♥ 1NT		1♠ Pass

With no support for partner's spades West bids 1NT
This shows 15-17HCP in a balanced hand
East has 6HCP, not enough for game, so he passes

♠ KQ2 ♥ A96 ♦ KQJ3 ♣ K86 (18HCP)	N W E S	♠ A973 ♥ K84 ♦ 72 ♣ 9752 (7HCP)
1♦ 2NT		1♠ 3NT

A jump to 2NT shows a strong hand with 18-19HCP
It is virtually forcing to game – but it leaves room
to consider playing in another denomination

♠ Q1053 ♥ AQ64 ♦ A84 ♣ K5 (15 HCP)	N W E S	♠ K4 ♥ 87 ♦ J1063 ♣ AQJ73 (11 HCP)
1♥ 2NT		2♣ 3NT

East's 2-over-1 response promises 10+HCP. West bids 2NT to show 15-20HCP in a balanced hand
If West is balanced and too strong for 1NT EW have enough values for game, so 2NT is ***forcing to game***
East is fairly balanced, and raises to game in NT

♠ AQ62 ♥ K6 ♦ AQ53 ♣ J98 (16HCP)	N W E S	♠ J83 ♥ AQJ953 ♦ K74 ♣ 2 (11HCP)
1♠ 2NT		2♥ 4♥

With an unbalanced hand East bids 4♥

Opener's Rebid after a Change of Suit Response: Rebidding your suit

♠ Q3 ♥ AQ6432 ♦ A84 ♣ J5 (13 HCP)	N W E S	♠ K874 ♥ 87 ♦ J109 ♣ QJ73 (7HCP)
1♥ 2♥		1♠ Pass

East's 1♠ response is ***unlimited***
West rebids his 6-card suit – a ***minimum*** rebid
There are not enough points for game, so East passes

♠ AQJ1043 ♥ A64 ♦ AQ3 ♣ 9 (17HCP)	N W E S	♠ K8 ♥ 53 ♦ K974 ♣ KQ953 (11HCP)
1♠ 3♠		2♣ 4 ♠

West has ***extra values*** so ***jumps*** to 3♠
There are enough points for game ***and an***
8-card spade fit, so East raises to 4♠

Examples of the Jump Shift Response

♠ A32
♥ 10
♦ 1073
♣ AKQJ72

Partner opens 1♥ - we can respond 3♣
Similarly if he opens 1NT

♠ A
♥ KQJ10963
♦ 732
♣ AQ

Partner opens 1♣ or 1♦ - we respond 2♥. (3♥ over 1♠)
(we *could* respond 4♥ - game is almost guaranteed
But a simple game bid risks missing slam)

Hands for Lesson 13

Deal 13.1 — **None Vul, Dealer N**

	♠ K87 ♥ 873 ♦ A109 ♣ 6542	
♠ QJ102 ♥ A64 ♦ 654 ♣ 1087	N W E S	♠ A64 ♥ K9 ♦ KQJ72 ♣ AJ3
	♠ 953 ♥ QJ1052 ♦ 83 ♣ KQ9	

West	*North*	*East*	*South*
-	Pass	1♦	Pass
1♠	Pass	2NT	Pass
3NT	All Pass		

Lead: ♥Q. The Work Suits are diamonds then spades

Deal 13.2 — **NS Vul, Dealer E**

	♠ K843 ♥ K7 ♦ 432 ♣ KJ65	
♠ Q65 ♥ QJ1042 ♦ 86 ♣ A87	N W E S	♠ J1097 ♥ 983 ♦ K75 ♣ Q109
	♠ A2 ♥ A65 ♦ AQJ109 ♣ 432	

West	*North*	*East*	*South*
-	-	Pass	1♦
Pass	1♠	Pass	1NT
Pass	3NT	All Pass	

Lead: ♥Q. Use dummy's entries to finesse diamonds

Deal 13.3 — **EW Vul, Dealer S**

	♠ J10965 ♥ 32 ♦ K983 ♣ K3	
♠ AK2 ♥ QJ85 ♦ 752 ♣ AQ6	N W E S	♠ Q7 ♥ K94 ♦ AQJ106 ♣ 954
	♠ 843 ♥ A1076 ♦ 4 ♣ J10872	

West	*North*	*East*	*South*
-	-	-	Pass
1♥	Pass	2♦	Pass
2NT	Pass	3NT	All Pass

Lead: ♠J. Combine Work Suits, finesse diamonds.

Deal 13.4 — **All Vul, Dealer W**

	♠ K86 ♥ K72 ♦ AQ106 ♣ K93	
♠ J9 ♥ A93 ♦ J542 ♣ J742	N W E S	♠ Q10432 ♥ 865 ♦ K9 ♣ A108
	♠ A75 ♥ QJ104 ♦ 873 ♣ Q65	

West	*North*	*East*	*South*
Pass	1♦	Pass	1♥
Pass	1NT	Pass	2NT
All Pass			

Lead: ♠3. The Work Suits are hearts and diamonds

Deal 13.5 — **NS Vul, Dealer N**

	♠ A873 ♥ AQ653 ♦ 75 ♣ QJ	
♠ 52 ♥ 107 ♦ KQJ106 ♣ 9852	N W E S	♠ 6 ♥ KJ842 ♦ 832 ♣ A764
	♠ KQJ1094 ♥ 9 ♦ A94 ♣ K103	

West	*North*	*East*	*South*
-	1♥	Pass	2♠
Pass	3♠	Pass	4♠

Lead: ♦K. Draw trump, establish clubs.

Deal 13.6 — **EW Vul, Dealer E**

	♠ Q652 ♥ 97 ♦ 1094 ♣ AK105	
♠ 8 ♥ A64 ♦ AKQJ873 ♣ 62	N W E S	♠ AK1043 ♥ K85 ♦ 2 ♣ QJ87
	♠ J97 ♥ QJ1032 ♦ 65 ♣ 943	

West	*North*	*East*	*South*
-	-	1♠	Pass
3♦	Pass	3NT	All Pass

Lead: ♥Q. Cash winners

Opener's Rebid: the Key to the Auction

When partner makes a limit raise you simply have to decide whether to bid on or Pass.
When partner bids a new suit you ***must*** bid again.
Your choice of bid will define the later auction: a ***limit bid*** keeps it simple, so choose that if you can.

You can divide your hand into one of three possible ranges: ***Minimum*** (13-14HCP)
Extra values (15-17HCP)
Maximum (18-19HCP)

1 Raising Partner's Suit

With 4-card support for partner' suit – raise him. All raises are Limit Bids

Opening Bid	Response	Opener's Rebid
1♥ (4+hearts, either 13-19 unbalanced or 15-19 balanced)	+1♠ (1-over-1 response 4+ spades, 7-27HCP)	**+2**♠ Minimum Opening (13-14HCP) with 4-card spade support
		+3♠ Extra values (15-17HCP) with 4-card spade support
		+4♠ Maximum Opening (18-19HCP) with 4-card spade support

Whenever raising partner is an Option – Raise Him

2 Rebidding in No-trump

With a balanced hand of 15-19HCP – rebid in no-trump. All no-trump rebids are Limit Bids.
You cannot have a Minimum balanced hand – you would open 1NT with that.
So all no-trump rebids show Extra Values or a Maximum opening bid of 1 of a suit
Over a 1-over-1 bid 1NT with 15-17 HCP, and jump to 2NT with 18-19 (the latter is game-forcing)
Over a 2-over-1, showing 10+HCP, you know you have enough for game. 2NT shows 15-19, Game-Forcing

Opening Bid	Response	Opener's Rebid
1 of a suit	1 of a higher suit (1-over-1)	**+1NT** 15-17 HCP, balanced distribution, (not 4-card support for partner)
1 of a suit	1 of a higher suit (1-over-1)	**++2NT** 18-19 HCP, balanced distribution, (not 4-card support for partner)
1 of a suit	2 of a lower suit (2-over-1,) (not a jump shift)	**++2NT** 15-19 HCP, balanced distribution, (not 4-card support for partner)

3 Rebidding your Suit

When you have an unbalanced hand without 4-card support you have to bid something else.
You can ***rebid*** a 6-card suit. Rebidding a suit is a Limit Bid.

Opening Bid	Response	Opener's Rebid
1♥ (4+diamonds, either 13-19 unbalanced or 15-19 balanced)	+1♠ (1-over-1 response 4+ spades, 7-27HCP)	**+2**♥ Minimum Opening (13-14HCP) no spade support, 6+hearts
		+3♥ Extra values (15-17HCP) no spade support, 6+hearts
		+4♥ Maximum Opening (18-19HCP) no spade support, 6+hearts

Quiz 13

1) What should opener rebid with these hands when the auction starts

West	*East*
1♥	1♠
?	

a) ♠ K1072
♥ KQ732
♦ 10
♣ AQ2

_____

b) ♠ AQ52
♥ KQ62
♦ A5
♣ KJ6

_____

c) ♠ K853
♥ AQJ1072
♦ KQ2
♣ -

_____

d) ♠ AK53
♥ QJ73
♦ A62
♣ K4

_____

2) What is your next bid in these auctions?

a) ♠ AKQ2
♥ 73
♦ A105
♣ AQ32

You	Partner
1♠	1NT
?	

_____

b) ♠ AQ72
♥ 62
♦ A1065
♣ KQ6

You	Partner
1♠	2♥
?	

_____

c) ♠ 53
♥ AQ107
♦ KQJ62
♣ 84

You	Partner
1♦	1♥
?	

_____

d) ♠ AK53
♥ 73
♦ AQJ62
♣ K4

You	Partner
1♦	1♠
?	

_____

Lesson 14: Card Play – Establishing the Work Suit

Aims

- To revise how to establish and cash winners
- To revise the concept of "***Equal Cards***"
- To emphasise "***High cards from the short hand first***"
- To show how to establish and cash ***Length Tricks*** – first hints at unblocking and ducking.
- To show how to establish a ***plain*** or ***side suit*** by ruffing
- To emphasise the importance of drawing trump when appropriate

Content

1 Look at examples of unblocking honours from the short hand in a single suit.
Cards in sequence are 'equal' cards: you can play them in any order you please
RULE: *Start with the **high** cards from the **short** hand*
"High Cards from the Short Hand first"

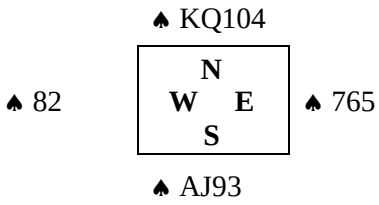
2 Look at examples of establishing length tricks in long suits.
Check how many tricks must be lost to establish them
Emphasise the importance of counting: how many cards did defenders hold before you played the suit?
How do they ***"break"*** - how are they divided between the two defenders?
Remember to notice when a defender ***"shows out"*** – i.e. discards instead of following suit.

3 Look at examples of establishing the Work Suit in a whole hand
Emphasise the importance of not cashing winners – keep them to control the defence's long suits
"Play the Work Suit first"

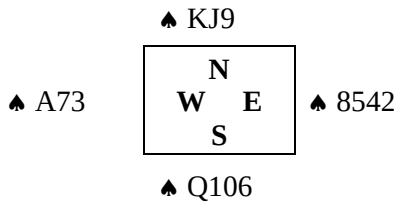
4 Look at examples of establishing the Work Suit in a trump contract by ruffing
In a trump contract our length tricks will be ruffed by opponents unless we have ***drawn trump.***
Do not draw more trump than necessary – leave the defenders with a trump winner while you start on the Work Suit

5 Emphasise that bidding is NOT an exact science.
We will not always make the games and slams we bid, nor bid all the games and slams that we make!

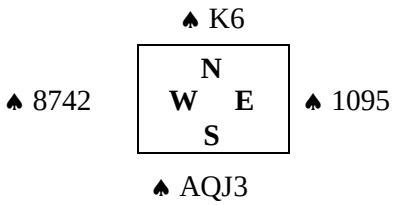
Establishing and Cashing the Work Suit



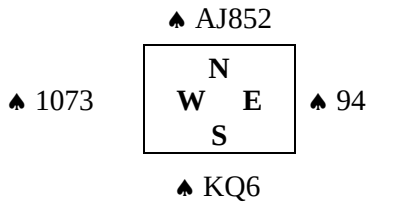
How many tricks can we make in these spade suits?



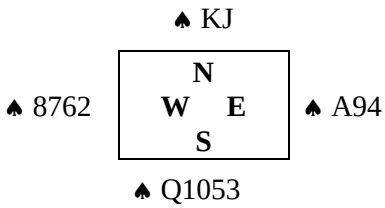
Does it matter in which order we play the cards?



How many tricks can we make?

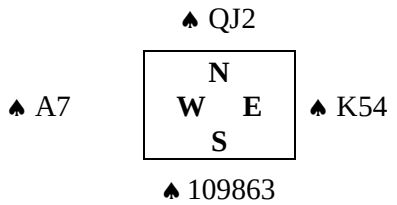


What happens if we start with the ace?

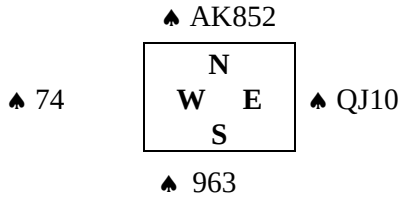


How many tricks?

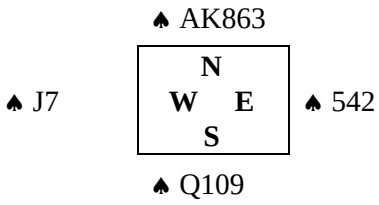
How should we tackle these suits?



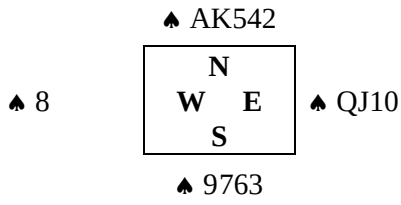
How many tricks can we make from this suit?
How many need we lose?
Does the order in which we play the cards matter?



And from this one?
How many need we lose?
If we **must** lose one – ***lose it early***

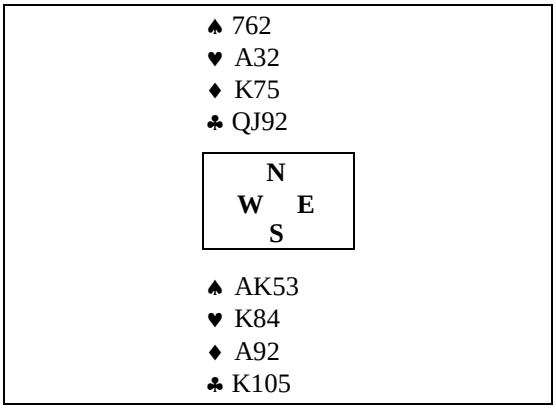


How many tricks can we make from this suit?
How many need we lose?



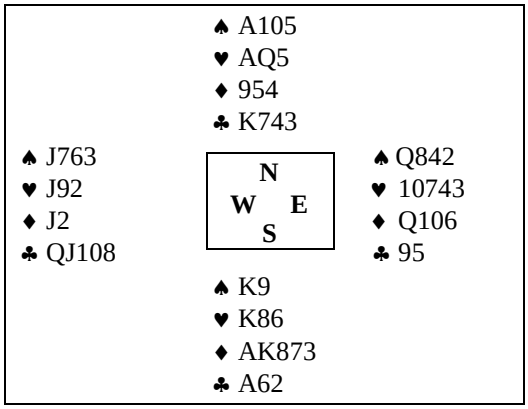
And from this one? How many need we lose?
Even with small cards play **high** from the short hand first – ***beware blockages***

Examples of Establishing and Cashing the Work Suit



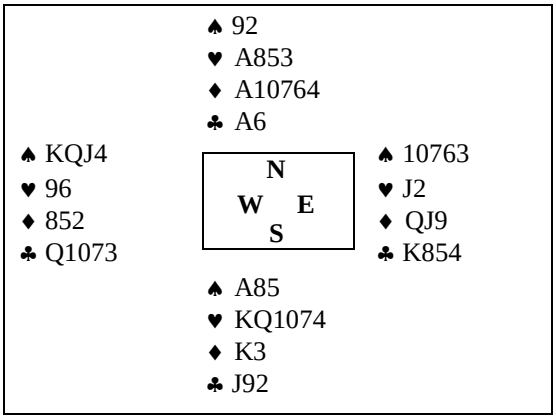
South plays in 3NT
West leads ♥Q. Win ♥A in dummy (or ♥K in hand.)
Start on the Work Suit: drive out ♣A (short hand first) defender who wins will probably play another heart.
You have ***established*** 3 club tricks to go with the aces and kings in the other 3 suits. 9 tricks for 3NT

If you start by playing out aces and kings in the other suits you ***establish*** winners for the defence.
Now when you play clubs the ***defenders*** have tricks to cash and you may not make any club tricks.

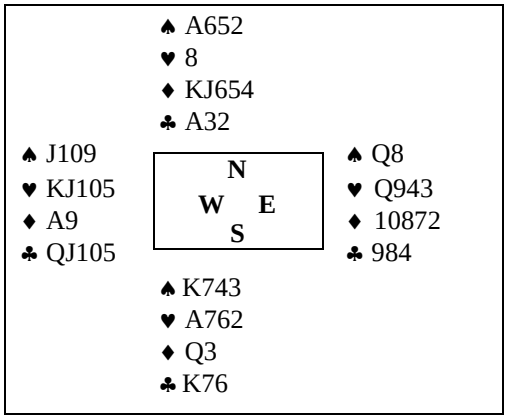


West leads ♣Q, top of a sequence
South might win ♣A and cash honours for 9 The tricks.
A better declarer thinks "aces and kings will not run away" and sets about the work suit, diamonds
At least 1 trick must be lost, so he ***ducks*** one round. A defender wins and returns a club to dummy's ♣K. South takes ♦A, ♦K and finds the suit divided 3-2.Now declarer has two length tricks in diamonds to add to his top tricks and makes 11 tricks altogether

The Work Suit in a Trump Contract: Establishing Length Tricks by Ruffing



South plays in 4♥
West leads ♠K, top of a sequence. South wins ♠A and draws trump, cashing ♥K then low to ♥A.
East and West both follow suit, so the trump are all drawn
Diamonds are the Work Suit, so South plays to ♦K (**high card in the short hand**), back to ♦A and trumps a diamond. When everybody follows dummy's last two diamonds are winners. Declarer crosses to ♣A and cashes them, discarding 2 spades (or 2 clubs).
One last loser can be ruffed in dummy for 12 tricks
Should declarer have bid slam, since he made 12 tricks?



South plays in 4♠.
West leads ♣Q. South wins with ♣K to keep ♣A as an entry to dummy later.
He draws 2 rounds of trump, leaving the defence with one trump winner. Now he tackles the Work Suit, diamonds, leading ♦Q from the short hand. West takes ♦A and plays ♠J (drawing two for one),then a club to ♣A. Declarer cashes ♦KJ, then ruffs the fourth diamond in hand to establish 1 length trick. Now ♥A and a heart ruffed in dummy lets him cash the long diamond for 10 tricks.

Hands for Lesson 14

Deal 14.1 — **None Vul, Dealer N**

	♠ K2 ♥ A54 ♦ A53 ♣ KQ1032	
♠ Q1094 ♥ 97 ♦ Q10962 ♣ A8	N W E S	♠ J8 ♥ QJ1082 ♦ J8 ♣ 9765
	♠ A7653 ♥ K63 ♦ K74 ♣ J4	

West	*North*	*East*	*South*
-	1♣	Pass	1♠
Pass	1NT	Pass	3NT

Lead: ♥Q. The Work Suit is clubs. Start with ♣J

Deal 14.2 — **NS Vul, Dealer E**

	♠ A976 ♥ 875 ♦ A7 ♣ J942	
♠ K85 ♥ Q2 ♦ J10984 ♣ K85	N W E S	♠ 3 ♥ AKJ943 ♦ KQ3 ♣ AQ6
	♠ QJ1042 ♥ 106 ♦ 652 ♣ 1073	

West	*North*	*East*	*South*
-	-	1♥	Pass
1NT	Pass	4♥	All Pass

Lead: ♠Q. Draw trump, Work Suit is diamonds

Deal 14.3 — **EW Vul, Dealer S**

	♠ J984 ♥ Q5 ♦ 75 ♣ AK962	
♠ 65 ♥ 109843 ♦ A98 ♣ 1074	N W E S	♠ 107 ♥ KJ6 ♦ KJ642 ♣ QJ5
	♠ AKQ32 ♥ A72 ♦ Q103 ♣ 83	

West	*North*	*East*	*South*
-	-	-	1♠
Pass	3♠	Pass	4♠

Lead: ♥10. Draw trump, establish clubs by ruffing

Deal 14.4 — **All Vul, Dealer W**

	♠ 1086 ♥ QJ104 ♦ A72 ♣ 1076	
♠ AKJ5 ♥ 863 ♦ KJ6 ♣ A53	N W E S	♠ Q42 ♥ A2 ♦ Q10983 ♣ KQ2
	♠ 973 ♥ K975 ♦ 54 ♣ J984	

West	*North*	*East*	*South*
1♠	Pass	2♦	Pass
2NT	Pass	3NT	All Pass

*Lead: ♥Q. Work Suit is diamonds, start with ♦*K

Deal 14.5 — **NS Vul, Dealer N**

	♠ 765 ♥ AJ8 ♦ KQ103 ♣ KQ2	
♠ 109 ♥ Q1073 ♦ A85 ♣ 10754	N W E S	♠ KQJ2 ♥ 96 ♦ 9762 ♣ 863
	♠ A843 ♥ K542 ♦ J4 ♣ AJ9	

West	*North*	*East*	*South*
-	1♦	Pass	1♥
Pass	1NT	Pass	3NT

Lead: ♠K. The Work Suit is diamonds, start with ♦J.

Deal 14.6 — **EW Vul, Dealer E**

	♠ J10954 ♥ 1064 ♦ A3 ♣ 872	
♠ A63 ♥ KQ932 ♦ Q6 ♣ Q105	N W E S	♠ 2 ♥ AJ85 ♦ KJ752 ♣ AJ4
	♠ KQ87 ♥ 7 ♦ 10984 ♣ K963	

West	*North*	*East*	*South*
-	-	1♦	Pass
1♥	Pass	2♥	Pass
4♥	All Pass		

Lead: ♠J. Draw trump, start diamonds with ♦Q.

Essential Declarer Play (1) Establishing and Cashing Tricks

Equal cards

When your side holds all the high cards in a suit you can cash them in any order
When your side holds all the high cards but one you can ***establish*** winners by forcing out the card held by opponents
Similarly, when your side holds all the high cards but two you can force out two high cards to ***establish*** your suit

♥ QJ3	♥ J10876	♥ J103
N W E S	N W E S	N W E S
♥ AK1042	♥ KQ4	♥ Q9842
You have 5 heart tricks: Cash ♥Q, and ♥J then cross to hand That way you do not ***block the suit***	Force out ♥A to ***establish*** 4 heart tricks Start with ♥K and ♥Q Keep the little card to cross to dummy	Force out ♥A and ♥K Start with ♥J and ♥10 What happens if you start with ♥Q?

When establishing or cashing tricks – ***Start with the High Cards from the Shorter Hand.***
Beware Blockage!

Length tricks

♦ 732	♦ AK6432	♦ 10982
N W E S	N W E S	N W E S
♦ AK654	♦ J95	♦ A6543

How many diamond tricks can you make with these holdings if the suits are divided as evenly as possible between the East West hands? How many tricks must you lose?
What if the suits are less evenly divided – they ***break badly?***
Note that all the little cards will be winners once East and West have no cards left. They will be ***equals***
Still play high cards from the shorter hand first. Small cards can block suits too!

We call a suit where you can establish tricks a <u>Work Suit</u>

Aces and Kings will not run away - ***Play the Work Suit First***

In a Trump Contract you cannot cash an established side suit till you have drawn trump

Draw Trump to Stop Defenders Trumping your Winners

Quiz 14

1) How should you tackle these spade suits in a no-trump contract?

♠ KJ6	♠ J5432	♠ 10983
N W E S	N W E S	N W E S
♠ AQ432	♠ KQ10	♠ AKQ42
2 cards for 1st trick: _____	_____	_____
2 cards for 2nd trick _____	_____	_____

2)

Lead: ♣Q

♠ K2 ♥ AJ52 ♦ QJ1064 ♣ K9	N W E S	♠ AQ1063 ♥ 104 ♦ K82 ♣ 432

You play in 1NT as West.

North leads ♣Q, you play ♣2 from dummy, South plays ♣A
To trick 2 South leads a small club to your king

Which is your Work Suit? _____

How do you play it? _____

3)

Lead: ♥J

♠ AK873 ♥ A64 ♦ Q2 ♣ J52	N W E S	♠ J652 ♥ Q3 ♦ KJ107 ♣ A98

You play in 4♠ as West. North leads ♥J

You try ♥Q in case North has ♥K, but South produces ♥K.
You win the trick with ♥A and begin to draw trump.
On ♠A North plays ♠10, dummy ♠2 and South ♠4
On ♠K North discards ♥2, dummy plays ♠5 and South ♠9
South has one trump left, the queen

Which is your Work Suit? _____

Which card should you play at trick 4? _____

4)

Lead: ♠4

♠ Q63 ♥ AQ82 ♦ J108 ♣ AK2	N W E S	♠ A52 ♥ K6 ♦ K9742 ♣ 743

You play in 3NT as West.

North leads ♠4, you play ♠2 from dummy, South wins the trick with ♠K. To trick 2 South returns a small spade which you take in hand with ♠Q

a) You correctly played ♠2 at trick 1
What danger was there if you played ♠A from dummy?

_____

b) What should you lead from the West hand to trick 3?

_____

Lesson 15: Essential Defence

Aims

- To revise Third Hand High Play
- To introduce "Second Hand Low"
- To emphasise the difference between Leading and Third Hand Play
- To introduce "Cover an Honour with an Honour"
- To explain that there is no such thing as an Absolute Rule at Bridge

Content

1 Make the point that in Bridge 'rules' are really only guidelines.
Bridge consists as much of exceptions as of rules
(This is one reason why Bridge computer programs compare so badly with chess programs.)
Advise your class to follow these rules for defence *unless you have good reason to ignore them*

2 **Second Hand low, Third Hand high**
Revise "Third Hand High" from Lesson 3 - **"Third man does what he can"**

3 Introduce "lower of touching honours". Play the ***lowest card*** that will do the job
Why? So partner knows you hold the card above the one you play
Introduce "Surrounding Play"
When dummy's honour would make your sequence solid: - imagine you hold it, and play ***lowest of touching honours***

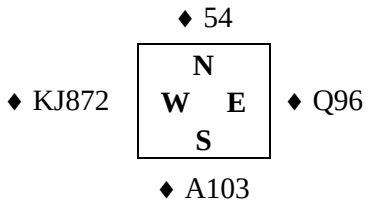
4 Emphasise the differences between the Opening Lead and third Hand Play
We **lead** Top of a Sequence and Low from an Honour
Third Hand Plays Lowest of a Sequence and Third Hand High i.e. play your Honour

5 Introduce **Second Hand Low**
Second hand play is like leading: play ***low*** from honours so that partner's big cards can do their work
When declarer leads a low card from his hand (***or dummy)*** you play a low card too
If you play high you may kill partner's big cards instead of declarer's -
"**Second in – leave it to him"**

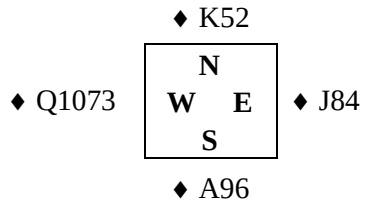
6 **Cover an Honour with an Honour**
When an unsupported honour card is played from dummy or declarer's hand it is usually best to ***cover*** – i.e. play a higher honour.
Emphasise the purpose of covering: to ***promote*** lower cards to winning rank
Covering is optional, NOT compulsory
Try not to cover when it will only help declarer

Rules of thumb:
When dummy leads an unsupported honour - cover Hx or Hxx when you have 2/3 cards
"Cover shortage with shortage"
When declarer leads an honour towards two honours in dummy - cover when you have 2/3 cards
Do not cover when you or dummy have 4 or more cards

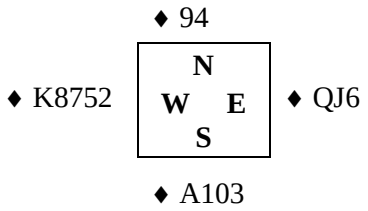
Examples of Third Hand High Play

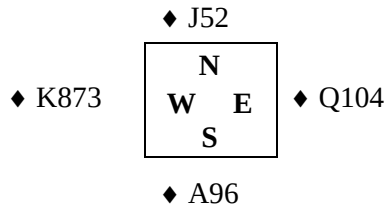


West leads ♦2, East must play ♦Q
Playing small gives declarer 2 tricks



West leads ♦3, dummy plays low
East must play ♦J



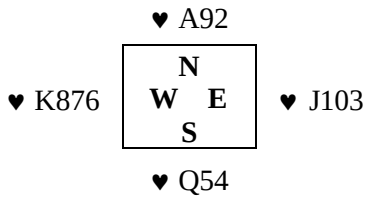


Third hand high – but lower of touching honours and lower of <u>surrounding</u> cards

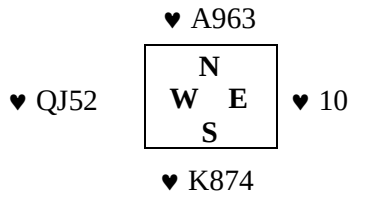
West leads ♦2, East plays ♦J
When declarer wins ♦A can West tell who has ♦Q?

If you play ♦Q declarer takes the ace
He leads towards ♦J and makes 2 tricks instead of 1
♦10 is big enough to force out the ace – save ♦Q to beat ♦J later.

Second Hand Plays Low

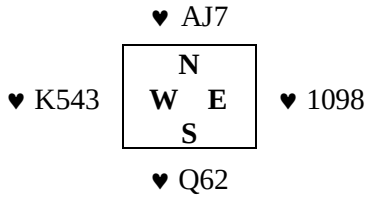


South is declarer and leads ♥4.
West should play low, ***not*** ♥K
Playing ♥K gives declarer an undeserved extra trick.
♥K is won by ♥A, and ♥Q makes a trick later
If West plays low ♥K will beat the queen later and declarer makes 1 trick instead of 2.

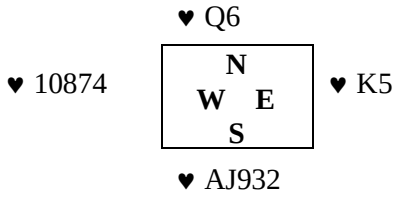


South leads ♥4. Again West should play *low*
If he plays ♥J 'to force out ♥A' the trick is
♥4-♥J-♥A-♥10
Now declarer makes 3 tricks instead of 2.
West has ***crashed*** his honour with partner's 10.
"Second in – leave it to him"

"Cover an Honour with an Honour"



If declarer leads ♥Q (not actually the best play.... why?)
West should *cover* with the king. Why?
If West plays a low card, North plays ♥7 and East ♥8
♥Q takes the trick. Now declarer finesses ♥J and makes 3 tricks

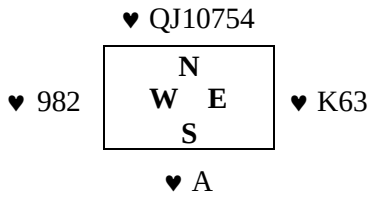


Dummy leads ♥Q
If West ***covers*** the defence take 2 tricks
If he does not cover they make just one

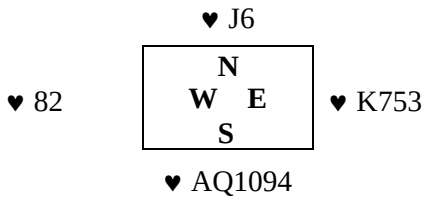
What happens if West plays ♥K on ♥Q?
North wins ♥A and East plays ♥8
Dummy plays ♥J, East ♥9, South ♥2 and West ♥3
Now East's ♥10 is the highest heart, and this time South makes only 2 heart tricks instead of 3

By ***covering an honour with an honour*** West ***promotes a trick*** for partner.

Remember: the purpose of covering is to ***promote lower cards into winners***
there is no point in covering when your side has no high cards to promote!



If declarer leads ♥Q and West covers with ♥K the defence will make no heart tricks at all



If East covers ♥J with the king declarer makes 5 heart tricks and loses none
If East plays low ♥J scores
Declarer plays ♥6 to ♥10, then cashes ♥A.
East's ♥K is the highest remaining heart and must make a trick

Hands for Lesson 15

Deal 15.1 — **None Vul, Dealer N**

	♠ AK1095 ♥ Q10 ♦ 642 ♣ AQ9	
♠ 83 ♥ 98652 ♦ AK7 ♣ K74	N W E S	♠ 6 ♥ J743 ♦ J1098 ♣ 10852
	♠ QJ742 ♥ AK ♦ Q53 ♣ J63	

West	*North*	*East*	*South*
-	1♠	Pass	4♠

Lead: ♦J. *EW cash 3 diamonds. W must cover ♣J*

Deal 15.2 — **NS Vul, Dealer E**

	♠ AJ7 ♥ 86 ♦ KQJ ♣ KQJ76	
♠ 1065 ♥ AJ732 ♦ 854 ♣ 42	N W E S	♠ 9432 ♥ 1054 ♦ 7632 ♣ A5
	♠ KQ8 ♥ KQ9 ♦ A109 ♣ 10983	

West	*North*	*East*	*South*
-	-	Pass	1NT
Pass	3NT	All Pass	

Lead: ♥3. *Third Hand High. Return partner's suit.*

Deal 15.3 — **EW Vul, Dealer S**

	♠ J74 ♥ 864 ♦ K9432 ♣ K7	
♠ 52 ♥ K1095 ♦ A107 ♣ AQ92	N W E S	♠ AQ86 ♥ AQJ ♦ 85 ♣ J1084
	♠ K1093 ♥ 732 ♦ QJ6 ♣ 653	

West	*North*	*East*	*South*
-	-	-	Pass
1NT	Pass	3NT	All Pass

Lead: ♦3. *S plays ♦J and N can safely continue with a low diamond when he wins ♣K*

Deal 15.4 — **All Vul, Dealer W**

	♠ J963 ♥ QJ3 ♦ K102 ♣ K65	
♠ KQ4 ♥ K8742 ♦ 754 ♣ Q8	N W E S	♠ A72 ♥ A6 ♦ Q86 ♣ AJ973
	♠ 1085 ♥ 1095 ♦ AJ93 ♣ 1042	

West	*North*	*East*	*South*
Pass	Pass	1♣	Pass
1♥	Pass	1NT	Pass
3NT	All Pass		

Lead: ♦3. *NS cash 4 diamonds. N must cover ♣Q*

Deal 15.5 — **NS Vul, Dealer N**

	♠ J7 ♥ A102 ♦ QJ10 ♣ K10763	
♠ K9652 ♥ Q73 ♦ A62 ♣ J4	N W E S	♠ Q104 ♥ J965 ♦ 743 ♣ 952
	♠ A83 ♥ K84 ♦ K985 ♣ AQ8	

West	*North*	*East*	*South*
-	Pass	Pass	1♦
Pass	2♣	Pass	2NT
Pass	3NT	All Pass	

Lead: ♠2. *E plays ♠10, NOT ♠Q.*

Deal 15.6 — **EW Vul, Dealer E**

	♠ J86 ♥ AJ83 ♦ 98 ♣ 10962	
♠ K5 ♥ Q95 ♦ AJ1072 ♣ KQ3	N W E S	♠ A974 ♥ 1074 ♦ Q3 ♣ A754
	♠ Q1032 ♥ K62 ♦ K654 ♣ J8	

West	*North*	*East*	*South*
-	-	Pass	Pass
1♦	Pass	1♠	Pass
1NT	Pass	3NT	All Pass

Lead: ♥3. *Cash 4 hearts, S must NOT cover ♦Q.*

Essential Defence (1) Third Hand High – Second Hand Low

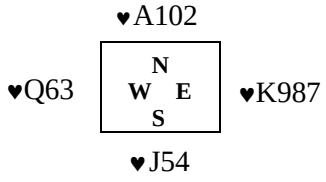
Rules for the Opening Lead:

1)	Top of a sequence	(**Q**J103; **K**QJ74; K**J**1094)
2)	Ace from AK	(**A**K74; **A**KQ64; **A**K6
3)	Low from an honour	(K7**4;** Q96**2;** KJ6**3**
4)	High with no honour	(**9**54; **7**632; **8**3)

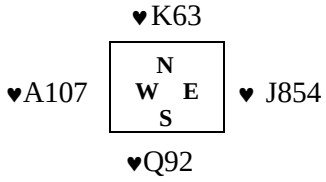
Rule for Second Hand

"Second Hand Plays Low" .

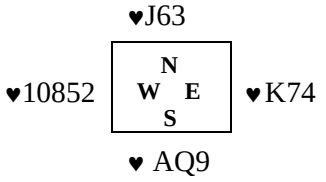
When declarer leads a low card from his own hand or dummy and you are next to play – play a low card too. If you play a high card "on air" you destroy the value of partner's high cards.



South leads ♥4
What happens if West plays ♥♥Q?
And if he plays ♥3?



South leads ♥2
What happens if West plays ♥A?
And if he plays ♥7?



North leads ♥3
What happens if East plays ♥K?
And if he plays ♥4?

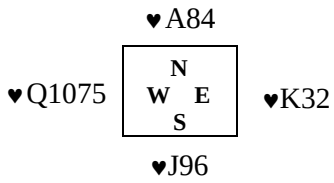
Second In – Leave it to Him

Rules for Third Hand

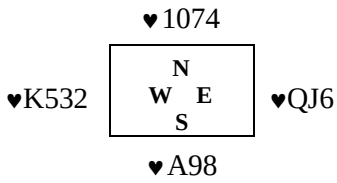
"Third Hand Plays High"

When partner has already played low it is your job to try to win the trick, or force out declarer's high card

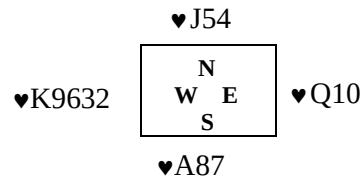
For Third Hand "High" means ***lower*** of two equal cards, ***lowest*** of three or more equal cards



West leads ♥5. Dummy plays ♥4.
What happens if East plays ♥2?
And if he plays ♥K?



West leads ♥2
If it goes ♥10-♥J-♥A who has ♥Q?
If it went ♥10-♥Q-♥A who has ♥J?



West leads ♥2. Dummy plays ♥4
What happens if East plays ♥Q?
And if he plays ♥10?

Third Man - Does What He Can

Rule for Fourth Hand

Win the trick if you can!

Contrast Leading and Third Hand Play

We **lead**	top of a sequence	Third Hand **Plays**	lowest of a sequence
	low from an honour		an honour if it can beat dummy's card

Essential Defence (2) Cover an Honour With an Honour

The best use for an honour card is to beat the card immediately below it in rank:

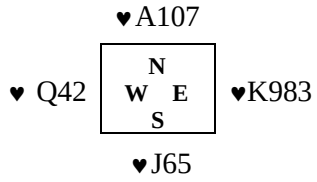
Aces were Meant for Killing Kings

And Kings for Killing Queens

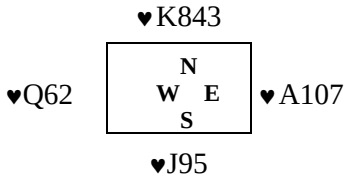
So when declarer leads an honour Card the Rule for Second Hand Play changes:

When declarer leads **Low** — Second Hand Plays Low
When declarer leads **an Honour** — Second Hand Covers with another Honour
But only if covering may **promote** ***lower cards into winners***

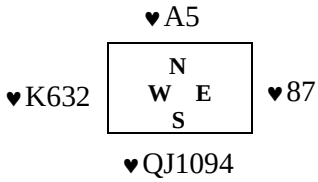
Covering in Front of Dummy



If South leads ♥5. West plays ♥2.
If South leads ♥J West plays ♥Q
How many tricks does declarer make?
How many if West plays the wrong card?

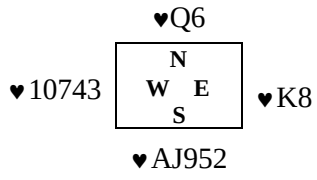


If South leads ♥5 West plays ♥2.
If South leads ♥J-West plays ♥Q
How many tricks does declarer make?

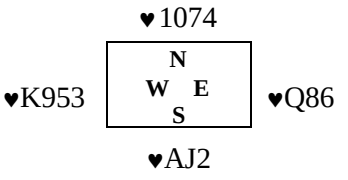


West plays low on any lead
He can see that ♥K will win the third round once dummy has played ♥A

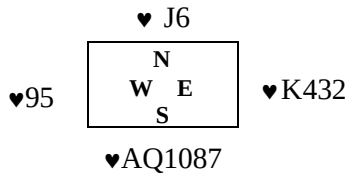
Covering Dummy's Card



If dummy leads ♥6. East plays ♥8
If Dummy leads ♥Q East covers with ♥K
How many tricks?



If dummy leads ♥4. East plays ♥6
If dummy leads ♥10 East covers with ♥Q



This time East plays low on ♥J (Especially if South bid hearts)
His ♥K will be a winner on the fourth round no matter what

Rule:

Cover an unsupported honour

Exceptions

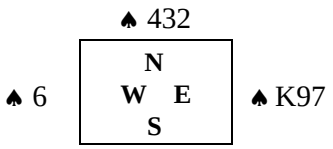
Unless: you can see your card will win a trick later if you keep it
you know partner can have no card to promote

Rules of Thumb

Cover an Honour with an Honour unless *you have 4 or more cards in the suit*
Do not cover Honours in the Trump Suit

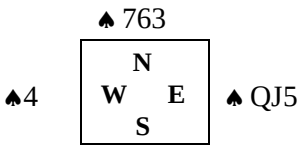
Quiz 15

1) You are East, defending a contract of 3NT by South.



Partner leads ♠ 6
Declarer plays ♠ 4 from dummy
Which card do you play?

_____



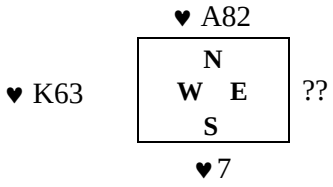
Partner leads ♠4
Declarer plays ♠ 6 from dummy
Which card do you play?

_____

Partner leads ♠3
Declarer plays ♠4 from dummy
Which card do you play?

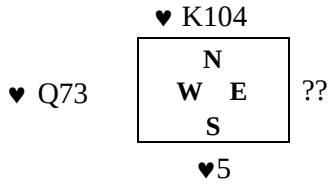
_____

2) You are West, defending a contract of 3NT by South. Declarer wins the opening lead.
At trick two he plays a heart towards dummy



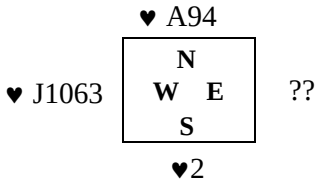
South leads ♥7 towards dummy
Which card do you play?

_____



South leads ♥5 towards dummy
Which card do you play?

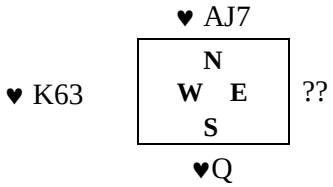
_____



South leads ♥2 towards dummy
Which card do you play?

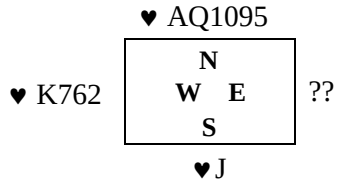
_____

3) You are West, defending a contract of 4♠ by South.



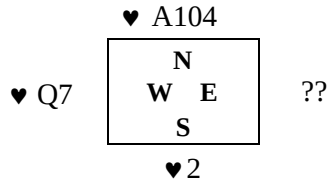
South leads ♥Q towards dummy
Which card do you play?

_____



South leads ♥J towards dummy
Which card do you play?

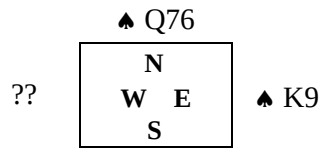
_____



South leads ♥2 towards dummy
Which card do you play?

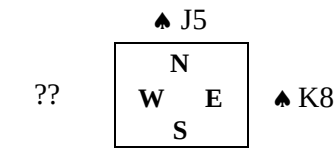
_____

4) This time you are East. South is declarer in 3NT
At some point in the play declarer leads a spade honour from dummy.



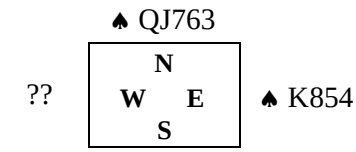
Declarer plays ♠ Q from dummy
Which card do you play?

_____



Declarer plays ♠J from dummy
Which card do you play?

_____



Declarer plays ♠Q from dummy
Which card do you play?

_____

Lesson 16: Signalling in Defence

Aims

- To introduce the concept of Signalling in defence
- To clarify the situations where we can signal
- To explain the traditional attitude signal: High encourages, Low discourages

Content

1 Introduce the concept of the Defensive Signal
During play you are NOT permitted to pass partner information by talking or gesturing - only by the size of the card you play.
If you like the suit he has led you cannot tell him so by smiling or shaking his hand, but you can choose to play one card rather than another

2 Introduce the High-low signalling method:
When partner leads an honour card: a **high** card **encourages** partner ***to continue the suit led***
a **low** card **discourages** that suit ***and suggests a switch***
An **encouraging attitude signal** says "partner go on with this suit" and is made with the ***highest card you can afford***. You use it when you have a honour in partner's suit.
A **discouraging signal** says "partner, try a switch to another suit" and is made by playing your lowest card. This time you have no useful cards in partner's suit

(There are other ways of signalling – 'reverse' and 'odd and even' – but this is the most popular and we start with it)

3 Emphasise that the Attitude Signal is made ***only*** when **partner** leads an honour card:
We cannot signal attitude when a high card is led by declarer or dummy

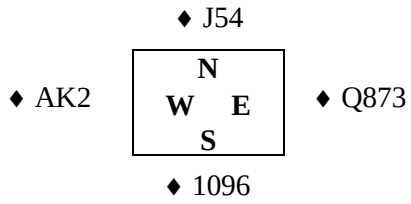
4 Explain how a card is "high" or "low" only in context.
To "read" a signal you have to "examine the pips" – i.e. look to see which small cards are on display.
Help partner out by making your signals as clear as possible – when encouraging partner to continue the suit play the highest card you can afford.

5 **Emphasise the difference between leading and signalling**
When we ***lead***, a low card is positive, promising one or more honour cards
but when we ***signal*** a low card is negative, denying high cards in the suit.

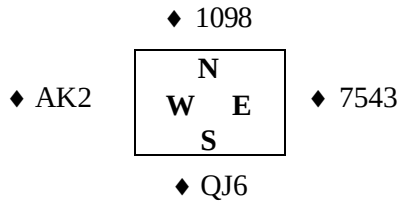
6 Introduce the high-low signal that tells partner we can ruff.
When partner leads an ***ace*** (usually from AK) against a trump contract play high from a doubleton to **encourage** him to continue. Then we can make a trick by ***ruffing*** the third round

7 Introduce the concept of the Attitude ***Discard***
When you can no longer follow suit you must play a card of another suit. This is called ***discarding.***
It is another opportunity to give a signal:
if you discard a high card it says "I have something in this suit" - an ***encouraging*** discard
if you discard a low card it says "I have nothing in this suit" - a ***discouraging*** discard.

Examples of the Encouraging Signal

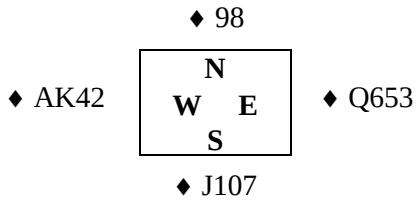


West leads ♦A against 3NT. Dummy plays low.
The lead of an ace is often from an AK combination
Since he holds Q East wants West to continue diamonds by playing ♦K and another.
To encourage West to continue he plays the ***highest*** Card he can afford, ♦8.

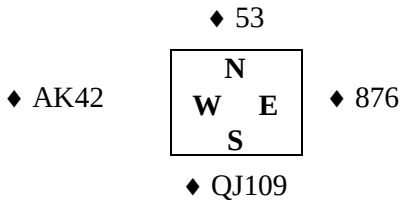


This time East has nothing useful in diamonds and no reason to encourage West to continue playing them. So he plays his lowest diamond, ♦3.
This is a ***discouraging*** attitude signal.
If West is paying attention he will receive the signal, and ***switch*** to another suit.

Examples of "Reading" a signal

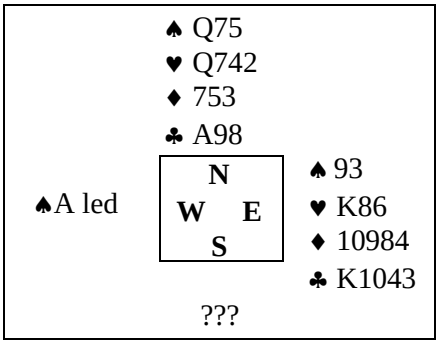


West leads ♦A. East ***encourages*** with ♦6, his highest spot card. Is a 6 high or low?
West looks at the other little cards: dummy has ♦98 and declarer plays ♦7. ♦5 and ♦3 are missing
In this case ♦6 is a **high** card, an ***encouraging signal***
West continues with ♦K and another

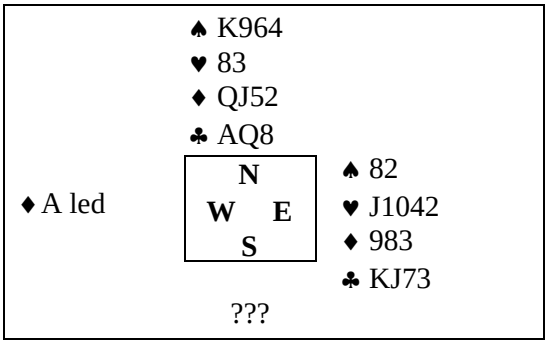


East ***discourages*** with ♦6, his lowest spot card
Is a 6 high or low?
Dummy has ♦53 and West has ♦42 in his own hand. Since he can see all the lower cards ♦6 must be a **low** card, a ***discouraging signal***
West will look for another suit to switch to.

Encouraging when we want a ruff



South plays in 2♥. West leads ♠A, Ace from AK
If East plays ♠3 West will switch to another suit
But if he plays ♠A, ♠K, then a third spade East can ruff dummy's ♠Q with ♥6. So East plays ♠9, encouraging ***strength***



South plays in 4♠. West leads ♦A
You cannot ruff the third round, so play ♦3, discouraging and asking for a switch. West will try a high club ***through dummy's***

Signalling when we cannot follow suit

Love All Dealer N	♠ QJ75 ♥ AKJ10 ♦ K9 ♣ K84	
♠ A92 ♥ 764 ♦ QJ1085 ♣ J3	**N** **W E** **S**	♠ 4 ♥ 853 ♦ 7642 ♣ AQ1092
	♠ K10863 ♥ Q92 ♦ A3 ♣ 765	

West	*North*	*East*	*South*
-	1♥	Pass	1♠
Pass	3♠	Pass	4♠
Pass	Pass	Pass	

West leads ♦Q, taken by South's ace.
Declarer starts to draw trump, leading ♠3 to the 2, Q and 4
On the next spade East <u>discards</u> ♣**10**, <u>encouraging</u> in clubs
West wins ♠A.
He has seen partner's ***signal***.
He leads ♣J through dummy's ♣K84
The defence take 3 club tricks, and declarer goes one down (**Note** that any card but ♣J lets the game home - declarer draws trump and discards a club on dummy's fourth heart. ***Lead top of a doubleton***)

Love All Dealer N	♠ KQ52 ♥ K96 ♦ J7 ♣ KQJ10	
♠ 106 ♥ 874 ♦ AK963 ♣ 752	**N** **W E** **S**	♠ J94 ♥ AQJ3 ♦ 1052 ♣ A84
	♠ A873 ♥ 1052 ♦ Q84 ♣ 963	

West	*North*	*East*	*South*
-	1♣	Pass	1♠
Pass	2♠	Pass	Pass
Pass			

West leads ♦A, and East plays ♦2, <u>discouraging.</u> There is no point in continuing diamonds.A look at dummy suggests a heart switch may work better than a club, so West leads ♥8 at trick 2. Declarer plays low from dummy and East wins the trick with ♥J.
He returns a diamond to West's ♦K
West plays another heart to ♥Q, East cashes ♥A Perfect defence takes 2 diamonds, three hearts and ♣A for one down

Hands for Lesson 16

Deal 16.1 — **None Vul** — **Dealer N**

	♠ K1073 ♥ 85 ♦ QJ82 ♣ A106	
♠ 98 ♥ J632 ♦ AK94 ♣ 874	N W E S	♠ 62 ♥ Q107 ♦ 7653 ♣ KQ53
	♠ AQJ54 ♥ AK94 ♦ 10 ♣ J92	

West	*North*	*East*	*South*
-	Pass	Pass	1♠
Pass	3♠	Pass	4♠

Lead: ♦A. *E <u>discourages</u>. W <u>switches</u> to clubs*

Deal 16.2 — **NS Vul** — **Dealer E**

	♠ 93 ♥ 84 ♦ AK95 ♣ 98432	
♠ KQ1065 ♥ QJ ♦ 1076 ♣ KQ5	N W E S	♠ AJ74 ♥ K10532 ♦ J32 ♣ A
	♠ 82 ♥ A976 ♦ Q84 ♣ J1076	

West	*North*	*East*	*South*
-	-	1♥	Pass
1♠	Pass	2♠	Pass
4♠	All Pass		

Lead: ♦A. *S <u>encourages</u>. NS cash 3 diamonds*

Deal 16.3 — **EW Vul** — **Dealer S**

	♠ Q104 ♥ AKQ63 ♦ K5 ♣ K53	
♠ 982 ♥ 2 ♦ 10874 ♣ A10876	N W E S	♠ AKJ3 ♥ 754 ♦ 632 ♣ QJ9
	♠ 765 ♥ J1098 ♦ AQJ9 ♣ 42	

West	*North*	*East*	*South*
-	-	-	Pass
Pass	1♥	Pass	2♥
Pass	3♥	Pass	4♥

Lead: ♠A. *W <u>discourages</u>, reverts to spades when he wins ♣A*

Deal 16.4 — **All Vul** — **Dealer W**

	♠ J8 ♥ 106 ♦ 8753 ♣ AK872	
♠ AK6 ♥ AJ72 ♦ KQ2 ♣ Q104	N W E S	♠ 753 ♥ K853 ♦ A64 ♣ J63
	♠ Q10942 ♥ Q94 ♦ J109 ♣ 95	

West	*North*	*East*	*South*
1♥	Pass	2♥	Pass
4 ♥	All Pass		

Lead: ♣A *.S <u>encourages</u> to get his ruff.*

Deal 16.5 — **NS Vul** — **Dealer N**

	♠ KQ83 ♥ AJ976 ♦ Q86 ♣ 3	
♠ 762 ♥ 83 ♦ 742 ♣ AK1072	N W E S	♠ A10 ♥ Q1042 ♦ KJ10 ♣ J865
	♠ J954 ♥ K5 ♦ A953 ♣ Q94	

West	*North*	*East*	*South*
-	1♥	Pass	1♠
Pass	2♠	All Pass	

Lead: ♣A. *E <u>discourages,</u> hoping for a diamond switch*

Deal 16.6 — **EW Vul** — **Dealer E**

	♠ 4 ♥ QJ102 ♦ 96432 ♣ AQJ	
♠ J953 ♥ 73 ♦ K875 ♣ K86	N W E S	♠ KQ1082 ♥ K98 ♦ A ♣ 9742
	♠ A76 ♥ A654 ♦ QJ10 ♣ 1053	

West	*North*	*East*	*South*
-	-	1♠	Pass
2♠	All Pass		

Lead: ♦Q. *N <u>discourages</u>. When E draws trump discard ♥2 to ensure a club switch*

Signalling in Defence: The Attitude Signal

Defenders can **signal** to one another by the size of card they play (and nothing else!)

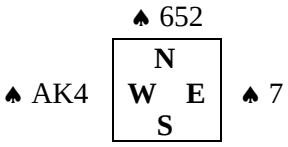
The most common type of signal is a ***high-low signal:***
When partner leads an honour, you can **encourage** him to continue the suit by playing a high card
or **discourage** the suit led and suggest a ***switch*** by playing a low card.

High encourages, low discourages

We signal when **partner** leads an honour card, **not** when a high card is led from declarer's hand or dummy

Make **encouraging attitude signals** ("partner go on with this suit") with the ***highest card you can afford***
Make **discouraging attitude signals** ("partner, try a switch to another suit") by playing your ***lowest card***.

Sometimes you do not hold ideal cards for your signal: – partner has to "examine the pips" before he can read it



South plays in 4♥.
West leads ♠A.
The play to the first trick is ♠A - ♠2 - ♠7 - ♠3
West can see all the spades smaller than the 7
Therefore the 7 is East's lowest spade
In this case the 7 is discouraging

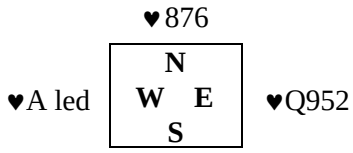
Once again there is a difference between Leading and Third Hand Play:

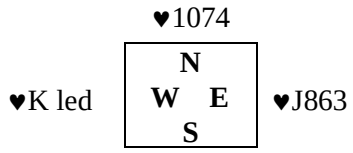
Leading a low card promises honours ***Signalling*** with a low card denies honours

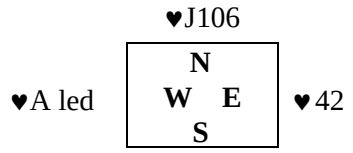
There are two possible reasons for encouraging partner to continue the suit led:

You have an honour in the suit and hope to take several tricks there

You have a doubleton in the suit and hope to ruff the third round







In all 3 examples South plays in 4♠. West leads a heart honour.

Here East plays ♥9 asking partner to continue with ♥K and another to ♥Q

round

East plays ♥8 so if West has ♥KQx he will continue with ♥Q and another (when he gets on lead)

East plays ♥4, hoping partner can read it as a doubleton. If West continues with ♥K and another he can ruff the third

When partner leads an ace against a trump contract play high from a doubleton to encourage him to continue the suit. We can trump the third round

The Attitude Discard

When you have cannot follow suit you have to throw a card from another suit – to make a ***discard***
You can take the opportunity to tell partner where your high cards are

Throw a high card to say "I have some honours in this suit"
Throw a low card to say "I have nothing in this suit"

Quiz 16

1) What is an Attitude Signal?

_____

2) When can you make an Attitude Signal?

Who is on lead? _____

What sort of card does he lead? _____

3) How should you signal with these cards when partner leads ♦A?

♦ 732 ♦A N W E S ♦ 9864	♦ 1094 ♦A N W E S ♦ 8765	♠ Q1084 ♦ A N W E S ♦ 52

You are East. South plays in 4♥. Partner leads ♦A.

Do you want to encourage or discourage? Which card do you play?

_____ _____ _____

4) South declares 4♥.
West leads ♠A. Is East's card an encouraging or a discouraging signal?

♠ 432 ♠ AK6 N W E S ♠ 7	♠ 1094 ♠ AKJ3 N W E S ♠ 8	♠ 108 ♠ AK973 N W E S ♠ 5

First trick

West	North	East	South
♠A	♠2	♠7	♠5

West	North	East	South
♠A	♠4	♠8	♠2

West	North	East	South
♠A	♠8	♠5	♠6

_____ _____ _____

5)

♠ KQ74
♥ K865
♦ AJ8
♣ 98

♣K N W E S ♠ 3 ♥ J1043 ♦ KQ62 ♣ 7432

South plays in 4♠

West leads ♣K. Dummy plays ♣8
Which club do you play?

_____

South wins ♣A.
To trick 2 South leads a small spade to dummy's king and continues by playing ♠4 towards his hand

What do you discard? _____

Lesson 17: The Overcall

Aims

- To introduce Competitive Bidding
- To introduce the concept of Playing Tricks
- To emphasise the difference between the Opening Bid and the Overcall

Content

1 An overcall is a bid made <u>over</u> an opening bid made by an opponent
It is a ***competitive bid*** –an attempt to compete for the contract.
It is ***natural*** bid – you bid a suit where you have length

2 When should we overcall?
An overcall is not the same as an opening bid.
Opponents have the advantage that one player already knows something about his partner's hand.
When we decide to ***compete*** we have to evaluate our hands differently.

3 **<u>Playing Tricks:</u>** Tricks that one player can make without help from his partner, ***provided his long suit is trump.*** Work through the example hands counting playing tricks.

Emphasise that long, solid suits guarantee a number of playing tricks. **High cards do not**

Reckoning playing tricks is not an exact science. You need a little imagination to work them out

4 **The overcall at the 1- and 2-level**
Overcalls are based on playing tricks, **NOT** ***points***
You can overcall in a suit with a certain number of playing tricks - generally 2/3 fewer than the tricks you contract to make. EG if you overcall 1♠, you are trying to make 7 tricks in spades.
You should have ***4/5 playing tricks in spades*** in your own hand, you hope partner can produce the rest
If you have to overcall at the 2-level you need one more playing trick
When considering an overcall we should take **the vulnerability** into account. Vulnerable we have to be a little more careful, since going down is more expensive, especially if we are doubled
An overcall at the 1-level needs 4/5 playing tricks
An overcall at the 2-level (not a jump) needs 5/6 playing tricks

Note: Some overcalls do not have enough points to open the bidding
And some hands worth an opening bid are unsuitable for overcalls because they lack playing tricks
"To open count points: to overcall count playing tricks"

5 Other types of overcall: the ***1NT overcall*** (15-18HCP with a ***stopper***) and the ***jump overcall***

Counting Playing Tricks

♠ AKQJ42
♥ A
♦ 5432
♣ 32

A hand with 14 HCP, but what is its main feature?
What catches the eye is the powerful spade suit
If spades are trump the player with these cards has 7 tricks in his own hand ***with no help from his partner***.
(♠AKQJ probably draws trump, ♠4 and ♠2 are winners as length tricks, and ♥A makes 7 tricks)
We say that this hand has ***7 playing tricks in spades***

♠ 962
♥ KQJ1095
♦ 83
♣ 42

What about this hand?
It has only 6 points, and it is worthless in any suit except hearts
But if hearts are trump it can make 5 tricks with no help from partner.
This hand has ***5 playing tricks in hearts***

♠ KJ42
♥ AQ6
♦ K9
♣ AQ32

A strong hand with 19 HCP, but no powerful long suit. It does not have very many playing tricks in any suit

♠ 962
♥ QJ10953
♦ AK
♣ 42

This hand has 6 PT in hearts
When ♥A and ♥K are knocked out there are 4 heart tricks, plus ♦AK

♠ KQ2
♥ K4
♦ J7
♣ AQ10964

This is more difficult to compute
Missing ♣K and ♣J we will make 4/5 club tricks. ♠KQ are 1 trick, ♥K might make another. About 6 tricks in clubs is a fair assessment

Examples of overcalls

♠ KQJ109
♥ 763
♦ A72
♣ 85

1♥

South opens 1♥.
West has 5 PT, 4 spades + ♦A
He can overcall 1♠.
To make 1♠ he needs 7 tricks,
he hopes partner can supply 2 more

♠ 732
♥ AJ3
♦ AQJ1076
♣ 6

1♠

South opens 1♠
West can count 6 playing tricks
He is worth a 2♦ overcall.

♠ A5
♥ 7642
♦ 6
♣ KQJ1092

1NT

South opens 1NT.
West can count 6 playing tricks in clubs - worth a 2♣ overcall

NB If partner has absolutely nothing West will go down, ***but that may not matter*** if opponents can make a contract of their own.

The 1NT overcall

An overcall of 1NT shows a balanced hand of 15-18 points
(It must be stronger than a 1NT opening bid because one opponent has already shown strength)
Because you can expect opponents to lead the suit they have bid you need a ***'stopper'*** in that suit.

♠ 98
♥ AQ3
♦ A1064
♣ KQJ2

1♥

South opens 1♥.
You are West with a balanced hand of 16 points
If North leads hearts you will make two heart tricks - you have two ***stoppers*** in the suit.
You overcall 1NT.
With the same hand, if South opened 1♠ you cannot bid 1NT because you have no ***stopper*** in spades.
(We will look at what you can bid in Lesson 20)

The Jump overcall

This is an overcall made one level higher than necessary
It shows a hand good enough to open the bidding with a good 6-card or longer suit

♠ AKQ1076
♥ K8
♦ 63
♣ A94

1♦

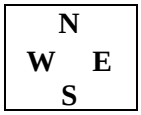
South opens 1♦
You have a good 6-card spade suit and opening strength
You can count 7/8 PT
You bid 2♠ - a bid of 1♠ would be 'wet' - you have too much playing strength.

Note: for a jump overcall you need about the same values as for a ***jump shift response*** to an opening bid
a good 6-card suit and opening strength

Examples of overcalls

N/All Vul
♠ AK
♥ 75
♦ 1086
♣ QJ10972

Pass



Pass

1♠

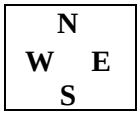
6PT in clubs - a minimum 2♣ overcall, (for the lead)

S/None Vul
♠ 52
♥ KQJ102
♦ K62
♣ 832

1♦

4PT + ♦K as a plus value
A minimum 1♥ overcall

E/All Vul
♠ AJ95
♥ AQ9
♦ Q8
♣ K864



1♥

15-18 balanced, with stoppers in hearts A 1NT overcall

Hands for Lesson 17

Deal 17.1 — **None Vul**, **Dealer N**

	♠ 7 ♥ A873 ♦ KQ1096 ♣ KJ6	
♠ QJ102 ♥ QJ104 ♦ A54 ♣ A7	N W E S	♠ AK964 ♥ K9 ♦ J72 ♣ 983
	♠ 853 ♥ 652 ♦ 83 ♣ Q10542	

West	*North*	*East*	*South*
-	1♦	1♠	Pass
4♠	All Pass		

Lead: ♦8. *W draws trump and establishes hearts*

Deal 17.2 — **NS Vul**, **Dealer E**

	♠ 8643 ♥ 74 ♦ Q82 ♣ AJ96	
♠ J105 ♥ J102 ♦ 7643 ♣ K75	N W E S	♠ 9 ♥ KQ983 ♦ AK5 ♣ Q1084
	♠ AKQ72 ♥ A65 ♦ J109 ♣ 32	

West	*North*	*East*	*South*
-	-	1♥	1♠
Pass	2♠	All Pass	

Lead: ♥J. *Always raise partner with support*

Deal 17.3 — **EW Vul**, **Dealer S**

	♠ J109 ♥ 982 ♦ 973 ♣ 10872	
♠ AK862 ♥ K5 ♦ AQ52 ♣ 63	N W E S	♠ 753 ♥ 74 ♦ J1064 ♣ KQ54
	♠ Q4 ♥ AQJ1063 ♦ K8 ♣ AJ9	

West	*North*	*East*	*South*
-	-	-	1♥
1♠	Pass	Pass	2♥
Pass	Pass	2♠	All Pass

Lead: ♥9. *Draw 2 rounds of trump, play clubs to get to dummy to take the diamond finesse*

Deal 17.4 — **All Vul**, **Dealer W**

	♠ 862 ♥ 2 ♦ AQJ986 ♣ KQ3	
♠ KJ3 ♥ AKJ73 ♦ 5 ♣ J742	N W E S	♠ Q109 ♥ 865 ♦ 1042 ♣ A1098
	♠ A754 ♥ Q1094 ♦ K73 ♣ 65	

West	*North*	*East*	*South*
1♥	2♦	Pass	3♦
All Pass			

Lead: ♥8 *N needs a club ruff for 9 tricks and must play clubs before drawing all the trump*

Deal 17.5 — **NS Vul**, **Dealer N**

	♠ A8 ♥ AKJ9 ♦ Q932 ♣ Q93	
♠ 532 ♥ Q1062 ♦ AK7 ♣ J84	N W E S	♠ KQJ10976 ♥ 4 ♦ 84 ♣ AK5
	♠ 4 ♥ 8753 ♦ J1065 ♣ 10762	

West	*North*	*East*	*South*
-	1♥	2♠	Pass
3♠	Pass	4♠	All Pass

Lead: ♥8. *Note the power of the long suit*

Deal 17.6 — **EW Vul**, **Dealer E**

	♠ 74 ♥ AJ8 ♦ A8652 ♣ J96	
♠ 1093 ♥ 962 ♦ 103 ♣ 107432	N W E S	♠ K8652 ♥ KQ3 ♦ QJ7 ♣ A5
	♠ AQJ ♥ 10754 ♦ K94 ♣ KQ8	

West	*North*	*East*	*South*
-	-	1♠	1NT
Pass	3NT	All Pass	

Lead: ♠10. *W leads partner's suit. South ducks a diamond to establish the suit*

Overcalls

An overcall is a bid made over an opening bid by an opponent. It is a ***competitive bid***.
When both sides are involved in the bidding we call it a ***competitive auction.***

Playing Tricks

Playing tricks in a suit are tricks you can make without partner's help - provided your suit is trump

Eg ♠ AQJ1076 If spades are trump this hand will almost certainly make 5 spade tricks plus ♥A
♥ A76
♦ 95 We say it has 6 playing tricks in spades
♣ 53

An overcall in a suit is based on Playing Tricks, not High Card Points.
Long, solid suits guarantee a number of playing tricks – high cards do not

To Open the Bidding – Count Points; To Overcall – Count Playing Tricks

Overcalls in a suit

When an opponent opens you can overcall a higher-ranking suit at the 1-level:
over 1♦ you can overcall 1♥ or 1♠, but to bid clubs you have to go to the 2-level.

Just as a response at the 2-level needs to be stronger than a response at the 1-level, so an overcall at the 2-level is stronger than an overcall at the 1-level

An overcall at the 1-level shows 4/5 playing tricks
An overcall at the 2-level (not a jump) shows 5/6 playing tricks

The Jump Overcall

A jump overcall is an overcall made one level higher than necessary.
It shows a hand similar to a Jump Shift Response – a very good 6+card suit and at least 6 playing tricks
A jump overcall promises a good 6-card suit and the values to open the bidding

When considering an overcall we take account of:

the l**evel** at which we must bid: ***the higher the bid the greater the values***

the **vulnerability**: we are more circumspect when vulnerable

The 1NT overcall

Over an opening bid of 1 of a suit you can overcall 1NT.
This is based on High Card Points, not Playing Tricks.
It is stronger than a 1NT opener, and must have at least one stopper in opponent's suit

An overcall of 1NT shows 15-18 HCP in a balanced hand with a stopper in the suit opened

We respond to an overcall of 1NT just as we would to an opening bid: weak takeouts at the 2-level, natural raises etc.

Quiz 17

1) What do these terms mean?

a) playing tricks _____

_____

b) an overcall _____

_____

c) a jump overcall _____

_____

2) ♠ A5
♥ KJ1083
♦ K94
♣ 1062

a) How many playing tricks does this hand have in hearts? _____

b) If RHO opened 1♣ would you overcall 1♥ with this hand? _____

c) If RHO opened 1♠ would you overcall 2♥ with this hand? _____

3) RHO opens 1♣. What would you bid with these hands?

a) ♠ AJ10862
♥ K62
♦ 75
♣ 32

_____

b) ♠ K72
♥ Q63
♦ AK5
♣ J942

_____

c) ♠ AKQ1082
♥ A107
♦ Q103
♣ 7

_____

4) RHO opens 1♠. What would you bid with these hands?

a) ♠ 75
♥ A83
♦ KJ109876
♣ 7

_____

b) ♠ Q5
♥ AQ3
♦ AQ752
♣ 643

_____

c) ♠ 2
♥ A3
♦ K87
♣ AK109654

_____

Lesson 18: Coping with overcalls

Aims

- To revise the reasons for competing in the bidding
- To describe how overcalls affect the bidding of the side that has opened
- To emphasise that it is all right to Pass when we have nothing to say, especially when partner has another chance to bid.

Content

1 Explain why we should ***compete*** in the bidding after opponents have opened:
we may have enough values to play the hand ourselves and make a plus score
we may suggest a good lead by bidding our best suit
we may disrupt opponents' bidding
Competition disrupts our bidding in two ways: it introduces unfamiliar sequences
it uses up ***'bidding space'***

2 Talk about how to cope with competition

Rule 1: When partner opens the bidding and RHO makes an overcall that does not prevent you from making your normal response - *make your normal response*
Note that further bidding is not affected – ***a change-of-suit-response is still forcing.***

Rule 2: When you would have made a 1-over-1 response but the overcall forces you to bid at the 2-level instead, you must have ***at least a 5-card suit*** and ***at least 10 HCP***

Note: this Rule does not apply when you would have made a 2-over-1 without the overcall
If the overcall does not stop you making the bid you would have made if RHO had passed - make that bid. It is only if RHO cuts out your bid, ***so that you have to bid at a higher level***, that Rule 2 applies.

3 Bidding no-trump over an overcall:

Rule 3: Responses in no-trump promise at least one ***stopper*** in opponent's suit.
You can respond 1NT with 6-9 HCP, or 2NT with 10-11 HCP, or 3NT with 12+HCP as before – but only when you have a ***stopper*** in the suit they have bid. With no stopper find another bid – or pass.

4 Discuss how the overcall affects your bidding:
Not at all if you can still make the bid you would make with no intervention
You need the values for a 2-over-one plus at least a five-card suit if you now have to respond a level higher than without the intervention
And when an opponent has overcalled in a suit you were about to bid you do not want to play there!
We cannot bid that suit to play in it. If we were about to respond in that suit we must find another bid – a different suit, or no-trump, or pass.

5 Emphasise that when you have no suitable bid it is all right to Pass!
When you cannot make your first choice bid because RHO has stolen your suit or used up your space you sometimes just have to pass.
But there is no need to worry too much about this – when RHO bids and you pass partner has the chance to bid again, and he will do so if he has a good hand.

Coping with overcalls

♠ K72
♥ Q1092
♦ K653
♣ 84

1♥

2♣

East, your partner, deals and opens 1♥
South intervenes with a 2♣ overcall, showing 5/6 playing tricks
If South had passed you would bid 2♥ - a weak hand with heart support and 6-9 HCP.
And that is what you bid now - the bid means exactly the same as it would mean without the overcall.

♠ AK10762
♥ 74
♦ KQ5
♣ 93

1NT

2♥

This time partner opens 1NT: 12-14 balanced
With 12 points and a good suit you want to be in game.
If South had passed you would bid 4♠.
But South bids 2♥. Does that make any difference?
The 2♥ bid does not inconvenience you at all - you can still bid 4♠.

If the overcall does not prevent you making the bid you would have made - you can still make it

♠ 1032
♥ K5
♦ KJ7
♣ AQJ84

1♥

1♠

Partner opens 1♥.
If South had passed you would bid 2♣, a 2-over-1 response with at least 10 HCP and at least 4 clubs
The 1♠ overcall does not prevent you from bidding 2♣, so bid 2♣
Your bid means exactly what it would have done if South had passed. It is still forcing for 1 round

When the overcall gets in your way

♠ 1072
♥ AQ96
♦ Q54
♣ 853

1♣

1♠

Partner opens 1♣.
If South had passed you would bid 1♥, a 1-over-1 response showing 6-27 HCP and at least 4 hearts
When South overcalls 1♠ you can no longer bid 1♥ because spades rank higher then hearts.
You would like to tell partner that hearts are your longest suit by bidding 2♥, but you are not strong enough to bid at the 2-level with these cards
You just have to pass, because South has stolen your room to bid

♠ 1072
♥ AQJ105
♦ 94
♣ K62

1♣

1♠

This time you have a better hand.
You have enough points for a 2-over-1.
It is all right to bid 2♥.
Because you have to bid at a higher level your bid carries extra meaning: ***you have 10+HCP***
you have a ***5+card*** suit
And it is still forcing for 1 round

Bidding no-trump over an overcall

♠ KJ3
♥ Q107
♦ 1083
♣ Q985

1♦

1♠

Without the overcall you bid 1NT, a weak response with 6-9 HCP and no trump support.
If no-trump becomes the final contract North will lead spades, his partner's suit.
So you will need ***stoppers*** in spades to make 1NT
♠KJ3 is an ideal stopper, so bid 1NT.

♠ 874
♥ Q1065
♦ J2
♣ A963

1♦

1♠

Without the overcall you would bid 1♥.
You can no longer bid that, and 2♥ is out because need 10+ HCP and at least 5 hearts
You have the right points for 1NT, but no spade stopper There is nothing left but pass - the overcall has frozen you out of the auction

♠ 72
♥ QJ852
♦ Q82
♣ AJ7

1♦

1♠

Without the overcall you bid a 1-over-1 1♥.
We can no longer bid 1♥, but this time we can bid 2♥ to show 10+ points and 5 or more hearts

♠ KQ62
♥ 93
♦ A106
♣ Q762

1♥

1♠

If South had passed you would respond 1♠, showing 6-27HCP and at least 4 spades.
But we do not want to play in a suit where an opponent has shown 4/5 playing tricks with that suit as trump! We have a balanced hand with no support and enough points to respond 2NT.
With good stoppers in spades we can bid 2NT

More examples

♠ AQ1052
♥ Q83
♦ K109
♣ 32

1♥

2♣

Without the overcall you respond 1♠.
Now you have to bid 2♠ - but that is fine with 5+spades and 11 HCP

♠ Q1052
♥ KQ83
♦ A109
♣ 84

1♣

1♥

Without the overcall you bid 1♥, a 1-over-1, bidding your 4-card majors upwards
Now you cannot bid 1♥ because RHO has bid hearts.
But you can bid 1♠, your other major, as a 1-over-1, showing 6-27HCP and a biddable suit

Hands for Lesson 18

Deal 18.1 — **None Vul, Dealer N**

	♠ AQJ98 ♥ 52 ♦ KJ10 ♣ AK5	
♠ 76 ♥ 83 ♦ 87653 ♣ Q1084	N W E S	♠ 103 ♥ AK9764 ♦ A4 ♣ J76
	♠ K542 ♥ QJ10 ♦ Q92 ♣ 932	

West	*North*	*East*	*South*
-	1♠	2♥	2♠
Pass	4♠	All Pass	

Lead: ♥A. *E encourages, and ruffs ♥Q to stop ♣ discard*

Deal 18.2 — **NS Vul, Dealer E**

	♠ Q1074 ♥ 8 ♦ A7653 ♣ 873	
♠ 65 ♥ K732 ♦ KQ104 ♣ 942	N W E S	♠ 32 ♥ AQ10654 ♦ 8 ♣ AQJ6
	♠ AKJ98 ♥ J9 ♦ J92 ♣ K105	

West	*North*	*East*	*South*
-	-	1♥	1♠
2♥	2♠	3♥	All Pass

Lead: ♠A. *Everybody raises partner,*

Deal 18.3 — **EW Vul, Dealer S**

	♠ 842 ♥ KJ62 ♦ Q54 ♣ K74	
♠ AKQ103 ♥ A104 ♦ 108 ♣ 965	N W E S	♠ J975 ♥ 9875 ♦ 96 ♣ J102
	♠ 6 ♥ Q3 ♦ AKJ732 ♣ AQ83	

West	*North*	*East*	*South*
-	-	-	1♦
1♠	Pass	Pass	2♣
Pass	3♦	Pass	5♦

Lead: ♠A. *N cannot bid over 1♠ but catches up when he realises S must have at least 5 diamonds*

Deal 18.4 — **All Vul, Dealer W**

	♠ 843 ♥ KJ1085 ♦ AQ8 ♣ K6	
♠ QJ10 ♥ 2 ♦ KJ3 ♣ AQJ842	N W E S	♠ K65 ♥ AQ73 ♦ 10972 ♣ 75
	♠ A972 ♥ 964 ♦ 654 ♣ 1093	

West	*North*	*East*	*South*
1♣	1♥	1NT	All Pass

Lead: ♥9 .*E wins and finesses clubs to scramble 7 tricks.*

Deal 18.5 — **NS Vul, Dealer N**

	♠ 10 ♥ AJ4 ♦ AK7632 ♣ KQ6	
♠ 965 ♥ 1032 ♦ J109 ♣ J1074	N W E S	♠ KQJ742 ♥ 95 ♦ 4 ♣ A952
	♠ A83 ♥ KQ876 ♦ Q85 ♣ 83	

West	*North*	*East*	*South*
-	1♦	1♠	2♥
Pass	4♥	All Pass	

Lead: ♠9. *N knows S has 5+ ♥s and 10+HCP, so bids game*

Deal 18.6 — **EW Vul, Dealer E**

	♠ J9 ♥ AJ76 ♦ 107 ♣ 108764	
♠ A432 ♥ 2 ♦ AKJ854 ♣ K2	N W E S	♠ 106 ♥ 10854 ♦ Q632 ♣ AJ5
	♠ KQ875 ♥ KQ93 ♦ 9 ♣ Q93	

West	*North*	*East*	*South*
-	-	Pass	1♠
2♦	Pass	3♦	All Pass

Lead: ♠J. *The good fit means there are 11 tricks by ruffing 2 spades in dummy*

Coping with Overcalls

Reasons for Overcalling

1. to reach a contract you can make
2. to get the defence off to the best lead
3. to make it harder for opponents to reach their best spot

Overcalls are annoying because they disrupt your familiar bidding sequences, and sometimes use up your bidding space.

Coping when Opponents Overcall

1 When partner opens the bidding and RHO makes an overcall that does not prevent you from making your normal response **- make your normal response**

Eg 1♥-(1♠)- does not stop you raising partner with heart support if that was what you were going to do
Nor does it stop you bidding 2♣ or 2♦ if that was your planned response
Remember: *always support partner if you can*

2 When you would have made a 1-over-1 response but the overcall forces you to bid at the 2-level instead **you need the values to bid at the 2-level – at least a 5-card suit and 10+HCP**

Eg 1♦-(1♠)- you cannot bid 1♥. If you want to bid hearts you have to bid 2♥ instead
This takes the auction very high, so you need at least 10 points and at least 5 hearts

Eg 1♥-(2♣) you cannot bid 1♠. To bid 2♠ you need 10+HCP and at least 5 spades.
But you can bid 2♦ ♦ with only 4 cards just as you would have done without the overcall

With eg ♠ A1032 you would respond 1♠.
♥ K63 now you can respond 2♦ instead
♦ KQ43
♣ 65

3 To respond in no-trump you need a stopper in opponent's suit

Eg 1♦-(1♠) 1NT still shows 6-9HCP, but it promises at least one spade honour – a ***stopper*** in spades
(You might bid 1NT with a 4-card heart suit you can no longer show at the 1-level,
or with a 4-card spade suit you can no longer bid)

Eg 1♣-(1♠) 2NT still shows 10-11HCP, but promises at least one stopper in spades
1♠-(2♦) Over the 2-level overcall 2NT still shows 10-11HCP with a diamond stopper

4 When an opponent has overcalled in a suit you were going to bid you can no longer bid it naturally

Eg 1♦-(1♠) If you were about to respond 1♠ you cannot bid spades now.
You can bid no-trump with a balanced hand and a spade stopper
Or you can bid 2♣ with 4+clubs and the values to bid at the 2-level
If you cannot make either of these bids you just have to pass

5 If you cannot support partner because you do not have support
you cannot bid no-trump because you do not have a stopper in their suit
you cannot bid a new suit because you are not strong enough to respond at the 2-level
you just have to pass

Remember: It is not the end of the world if you do not bid:
partner has another chance to bid if he has something to say

Quiz 18

1)

West	*North*	*East*	*South*
-	-	1♦	1♠
???			

a) What would a 2♣ bid by West mean? _____

b) What would 2♥ mean? _____

c) 1NT? _____

d) 3♦? _____

2) Partner opens the bidding with 1♦, and RHO overcalls 1♠.
What do you bid with these hands?

a) ♠ 1094
♥ A82
♦ 73
♣ AQJ65

_____

b) ♠ 98
♥ KQJ72
♦ 654
♣ A63

_____

c) ♠ 875
♥ KJ42
♦ 1064
♣ A93

_____

d) ♠ AJ1073
♥ A54
♦ 6
♣ J1092

_____

3) Partner opens 1♥, RHO overcalls 2♣.
What is your response?

a) ♠ A1072
♥ 63
♦ 954
♣ AQ108

_____

b) ♠ K62
♥ KQ53
♦ QJ964
♣ 7

_____

c) ♠ QJ62
♥ A84
♦ K107
♣ KJ9

_____

d) ♠ A1043
♥ Q6
♦ A952
♣ J87

_____

Lesson 19: The Stayman Convention

Aims

- To introduce our first **Conventional** bid
- To emphasise that Stayman is used to find a 4-4 fit in a major. To use it you must hold a ***four***-card major – no more and no less. With a 5-card major we bid it.

Content

1 Revise Lesson 10: the logic of the responses to the opening bid of 1NT (limited in both strength and distribution)

with 0-10 HCP stop in a part score: (pass with a balanced hand or bid 2♦/2♥/2♠ with a long suit)
with 11-12HCP invite game with a limit bid of 2NT if balanced
with 13+HCP we bid to game 3NT with a balanced hand
4♥/4♠ with a 6-card major

2 Show a type of responding hand – worth game, unsuitable for 3NT but with no 5+-card major to bid
Introduce The Stayman Convention (named after the American Saml Stayman who popularised it)

Opener	**Responder**	
1NT	2♣	Over 1NT 2♣ is an ***asking bid***- it says "partner, do you have a 4-card major?"
?		

It is our first ***conventional bid:*** It is not ***Natural:*** it says **nothing** about clubs
It is NOT a weak bid like 2♦/2♥/2♠: it is NOT a limit bid
It simply asks opener to bid a 4-card major if he has one

Opener answers the question like this:
2♦ "I do not have 4cards in either major"
2♥ "I have 4 hearts (and maybe 4 spades as well)"
2♠ "I have 4 spades, but not 4 hearts"

3 You use the Stayman convention when you think that 4♥ or 4♠ may be a better contract than no-trump
This means you must have a 4-card major yourself.
If you have three or fewer cards in each major there is no point in asking whether partner has four.
If you have a 5-card or longer major you just bid it
You use the Stayman convention to look for a 4-4 fit in a major

4 When you use Stayman you must be prepared for any reply partner may make
If you hold a hand like this:
♠ 2
♥ K1053
♦ Q652
♣ K1032 what will you do if partner responds 2♠?
You will have to rebid 2NT, without the values to invite game. That is wrong – it misleads partner.
You need at least the values to invite game to use Stayman – ***it is a tool to guide you to the best game***
With this sort of hand you just have to pass 1NT and hope for the best.

Example of a hand that should use Stayman

♠ AQ32	partner opens 1NT. You have 13 HCP, enough for game
♥ KQ75	but if you bid 3NT and partner has nothing much in clubs you will go down
♦ Q872	If you knew partner had 4 hearts, or 4 spades, you could bid game in that suit
♣ 4	And if you knew he had only 2/3 cards in the majors you would not worry about clubs
	What we want is a way to find out whether partner has a 4-card major

Stayman with game-going hands

♠ KJ3	**N**	♠ AQ72
♥ AQ82	**W E**	♥ KJ53
♦ K104	**S**	♦ A652
♣ 762		♣ 3
West		*East*
1NT		2♣
2♥		4♥

East has enough points for game, but is not sure which game will be best.
He asks if partner has a 4-card major.

If West bids 2♥/♠ (showing 4 cards) he raises to 4♥/♠
If West bids 2♦ (no 4-card major) he chances 3NT
He can cope with any response partner makes

♠ AQ76	**N**	♠ 10
♥ K2	**W E**	♥ AQ43
♦ QJ4	**S**	♦ AK863
♣ J982		♣ 1075
West		*East*
1NT		2♣
2♠		3NT

If West bids 2♥ East will raise to 4♥
When West bids 2♠ he takes his chances in 3NT
If West bids 2♦ he has to take a chance on 3NT

♠ AJ103	**N**	♠ KQ64
♥ A652	**W E**	♥ 3
♦ K104	**S**	♦ AQ83
♣ J2		♣ Q954
West		*East*
1NT		2♣
2♥		3NT
4♠		

When West bids 2♥ East bids 3NT
By using Stayman he has promised a 4-card major
With 4 hearts he would bid 4♥, therefore he has 4 spades
West converts to game in the known 4-4 major fit

♠ Q763	**N**	♠ 10
♥ K62	**W E**	♥ AQ943
♦ AQ72	**S**	♦ K863
♣ K2		♣ A65
West		*East*
1NT		3♥
4♥		

This time East has 5 hearts, not 4
He cannot use Stayman without a 4-card major
He bids **3♥.** This shows 5 hearts and asks partner to pick a game: 4♥ with 3+hearts, 3NT otherwise

Stayman with game-invitational hands

♠ K83	**N**	♠ AQ72
♥ AQ82	**W E**	♥ KJ53
♦ 93	**S**	♦ J1052
♣ A752		♣ 3
West		*East*
1NT		2♣
2♥		3♥
4♠		Pass

East has 11/12 HCP, enough to invite game. He asks if partner has a 4-card major
When West bids 2♥ (showing 4 cards) he ***raises to 3♥***
This is an invitational raise.
West passes if he is minimum, bids 4♥ if he is not

♠ AQ76	**N**	♠ 10
♥ K2	**W E**	♥ AQ43
♦ Q95	**S**	♦ A863
♣ J862		♣ Q975
West		*East*
1NT		2♣
2♠		2NT
Pass		

West bids 2♠, showing 4 spades, denying 4 hearts
East bids 2NT, showing 11-12 HCP and 4 hearts
West is minimum and passes

Hands for Lesson 19

Deal 19.1 — **None Vul**, **Dealer N**

	♠ J5 ♥ K52 ♦ A843 ♣ AJ109	
♠ A974 ♥ 98 ♦ KJ92 ♣ 764	N W E S	♠ 862 ♥ QJ1076 ♦ Q10 ♣ 853
	♠ KQ103 ♥ A43 ♦ 765 ♣ KQ2	

West	*North*	*East*	*South*
-	1NT	Pass	2♣
Pass	2♦	Pass	3NT

Lead: ♥Q. *N wins and plays ♠J, high card from short hand.*

Deal 19.2 — **NS Vul**, **Dealer E**

	♠ 874 ♥ A7 ♦ K654 ♣ J732	
♠ Q1092 ♥ QJ53 ♦ A7 ♣ KQ5	N W E S	♠ AJ63 ♥ K102 ♦ J2 ♣ A1096
	♠ K5 ♥ 9864 ♦ Q10983 ♣ 84	

West	*North*	*East*	*South*
-	-	1NT	Pass
2♣	Pass	2♠	Pass
4♠	All Pass		

Lead: ♦10. *Note that 3NT fails on that lead*

Deal 19.3 — **EW Vul**, **Dealer S**

	♠ QJ75 ♥ K62 ♦ K765 ♣ A5	
♠ 92 ♥ J543 ♦ 84 ♣ KQJ87	N W E S	♠ A83 ♥ 107 ♦ A1092 ♣ 10942
	♠ K1064 ♥ AQ98 ♦ QJ3 ♣ 63	

West	*North*	*East*	*South*
-	-	-	1NT
Pass	2 ♣	Pass	2♥
Pass	3NT	Pass	4♠

Lead: ♣K. *Another hand where 3NT is hopeless*

Deal 19.4 — **All Vul**, **Dealer W**

	♠ A942 ♥ 106 ♦ 982 ♣ KJ72	
♠ KJ6 ♥ K82 ♦ QJ105 ♣ A104	N W E S	♠ Q1053 ♥ A973 ♦ K4 ♣ Q93
	♠ 87 ♥ QJ54 ♦ A763 ♣ 865	

West	*North*	*East*	*South*
1NT	Pass	2♣	Pass
2♦	Pass	2NT	Pass
3NT	All Pass		

Lead: ♣2. *Second Hand Low, establish 2 Work Suits*

Deal 19.5 — **NS Vul**, **Dealer N**

	♠ K83 ♥ AJ96 ♦ J7 ♣ A763	
♠ 97 ♥ Q872 ♦ A10842 ♣ 82	N W E S	♠ A62 ♥ 104 ♦ Q963 ♣ J1095
	♠ QJ1054 ♥ K53 ♦ K5 ♣ KQ4	

West	*North*	*East*	*South*
-	1NT	Pass	3♠
Pass	4♠	All Pass	

Lead: ♣J. *No 4-card major – no Stayman*

Deal 19.6 — **EW Vul**, **Dealer E**

	♠ 94 ♥ J1072 ♦ K8732 ♣ K5	
♠ Q1053 ♥ Q3 ♦ J5 ♣ AQ964	N W E S	♠ KJ82 ♥ K986 ♦ A6 ♣ J102
	♠ A76 ♥ A54 ♦ Q1094 ♣ 873	

West	*North*	*East*	*South*
-	-	1NT	Pass
2♣	Pass	2♥	Pass
2NT	Pass	3♠	All Pass

Lead: ♦10. *Draw trump and finesse clubs*

The Stayman Convention

Conventional Bids

A conventional bid is an artificial bid: unlike a ***natural*** bid it does not mean that you are offering to play in the denomination you have just bid.
Because it is artificial it is also ***forcing*** – partner may not pass.

Conventional bids are often named after a player credited with inventing their artificial meaning.
One such is **"Stayman"** named for Samuel Stayman of the USA (though he did not actually think of it first!)

The Stayman Response to 1NT

In response to an opening bid of 1NT 2♣ is an ***artificial*** bid.
It says nothing about clubs: it simply asks partner whether he has any 4-card majors.
Its purpose is to find the best game – sometimes you can make 4♥ or 4♠ when 3NT has too many losers, because the trump suit controls a suit where you do not have enough stoppers.
Stayman is a device for locating a 4-4 major fit
There are two provisos for using Stayman:

1. ***You must have at least one 4-card major.*** (precisely 4 cards, not 5)
2. ***You must be prepared for any response partner may make***

Responding to the Stayman 2♣ Enquiry

There are only three possible replies:

2♦	"I have no 4-card major"
2♥	"I have 4 hearts. I may have 4 spades also"
2♠	"I have 4 spades. I do not have 4 hearts"

Further Bidding after Opener's Response

♠ **A74** ♥ **J8** ♦ AJ105 ♣ Q953	*N* *W E* *S*	♠ KJ63 ♥ AQ73 ♦ 2 ♣ AJ104
1NT 2♦		2♣ 3NT

West has no 4-card major.
East gives up and signs off in 3NT.

♠ Q73 ♥ KJ52 ♦ A104 ♣ K93	*N* *W E* *S*	♠ KJ104 ♥ AQ73 ♦ 2 ♣ AJ104
1NT 2♥		2♣ 4♥

West shows 4 hearts, so there is an 8-card heart fit. East has enough to bid game

♠ KQ74 ♥ J8 ♦ AJ104 ♣ Q93	*N* *W E* *S*	♠ 9 ♥ AQ73 ♦ KQ72 ♣ AJ104
1NT 2♠		2♣ 3NT

West denies 4 hearts, so there is no 4-4 major fit. At least there should be a spade stopper!

♠ A74 ♥ J8 ♦ AJ105 ♣ Q953	*N* *W E* *S*	♠ KJ103 ♥ AQ73 ♦ 82 ♣ J104
1NT 2♦ Pass		2♣ 2NT

West has no 4-card major.
East invites game with 2NT.
West is minimum, and passes

♠ A74 ♥ KJ104 ♦ A5 ♣ Q953	*N* *W E* *S*	♠ KJ103 ♥ AQ73 ♦ 82 ♣ J104
1NT 2♥ 4♥		2♣ 3♥

West shows 4 hearts, so there is a 4-4 fit. East invites game by raising to 3♥. West is maximum and bids on to game.

♠ AQ73 ♥ KJ52 ♦ A104 ♣ 93	*N* *W E* *S*	♠ KJ104 ♥ Q73 ♦ 82 ♣ AJ104
1NT 2♥ 4♠		2♣ 2NT Pass

West shows 4 hearts. East invites game with 2NT. When he bid 2♣ he promised a 4-card major, so West, with a maximum, bids 4♠

Quiz 19

1) Partner opens 1NT and RHO Passes.
What do we bid with these hands?

a)	b)	c)	d)
♠ J5	♠ Q643	♠ K2	♠ AQ10943
♥ AJ973	♥ J1072	♥ A84	♥ 6
♦ Q84	♦ Q8	♦ A952	♦ A87
♣ 843	♣ Q95	♣ Q1076	♣ K87
_____	_____	_____	_____

None of these hands was suitable for Stayman. Why not?

_____ _____ _____ _____

2) Partner opens 1NT and RHO Passes.
What do we bid with these hands?

a)	b)	c)	d)
♠ A965	♠ K1074	♠ KQ82	♠ AQ43
♥ KQ72	♥ 5	♥ AQ84	♥ K6
♦ 108	♦ AQ8	♦ 2	♦ Q873
♣ A43	♣ KQ953	♣ 10976	♣ J72
_____	_____	_____	_____

Assuming you used Stayman on all these hands what do you do next if partner responds:

i)	2♦	_____	_____	_____	_____
ii)	2♥	_____	_____	_____	_____
iii)	2♠	_____	_____	_____	_____

Lesson 20: The Takeout Double

Aims

- To revise the concept of a ***conventional bid***
- To introduce the takeout double

Content

1 Discuss the meaning of the call 'double'
The original meaning of 'double' is **penalty** – you think opponents have bid too much and will not make their contract.
But it is unlikely that we can double an opening bid at the 1-level for penalties – that would mean we could make at least 7 tricks in an opponent's best suit.

A 1-level contract is a low contract and cannot go many down
Little is known about partner's strength at such an early stage of the bidding.
So we do not double for penalties at the 1-level - we double for ***takeout.***
We use a ***takeout double*** when we want to bid over 1 of a suit, but don't know what to bid.

2 Explain the meaning of a Takeout Double.
Double of an opening bid of one of a suit says: "Partner, I have opening strength (13+HCP) but no suit good enough to overcall. Please name your longest suit."
(NB: the takeout double can have other meanings which we will come to later)
The takeout double is a ***conventional*** bid.
It is NOT natural. It does NOT mean "Let's double the scores"
(cf Stayman where 2♣ does NOT show a biddable club suit.)
The takeout double does not mean that the opposition will play in their contract doubled!

3 Explain when not to double – when you have length in the suit opened.
You must have support for any suit partner may bid.

4 Discuss how we respond to the takeout double
The key point is you ***<u>may not pass</u> partner's takeout double.***
The double asks you to bid your longest suit - and that is what you do, ***even with no points***
Partner has effectively bid three suits and you are supporting him.

5 Note that if RHO bids over partner's double he has removed your responsibility to bid.
Now if you make a voluntary bid you show the values for a response to an opening bid.
We do not need to bid when partner has another chance to do so.

Examples of a Takeout Double

♠ AKJ9
♥ 6
♦ A765
♣ K862

1♥

You are West, and South opens 1♥
With 15HCP you want to bid, but you have no suit good enough to overcall.
You say 'double' which does NOT mean that they cannot make 1♥.
It means "partner, I have a reasonable hand with at least opening strength. But I have no good suit of my own, and would love to hear which suit you have length in so that we can play in it."

♠ K1098	♠ 10953	♠ -
♥ K	♥ AJ2	♥ AJ92
♦ A82	♦ KQ103	♦ KQ62
♣ KQ862	♣ A10	♣ K10863
South opens 1♥	South opens 1♣	South opens 1♠

You have opening values and three possible suits to play in. You would like to know partner's longest suit to make it trump. You double to ask partner to name his longest suit

Note that double denies the ability to make an overcall, or to overcall 1NT

Hands to bid something else: do not make a takeout double when there is a good alternative

♠ A86	♠ KQJ102	♠ AKJ962
♥ AQJ6	♥ 93	♥ 3
♦ QJ76	♦ A52	♦ K754
♣ Q9	♣ 864	♣ AQ
South bids 1♦. 16HCP, balanced, stoppers in diamonds. Bid 1NT.	South opens 1♥. You have a good suit of your own. Bid 1♠ - don't ask questions when you don't want to hear the answer!	South opens 1♥. An obvious 2♠ overcall

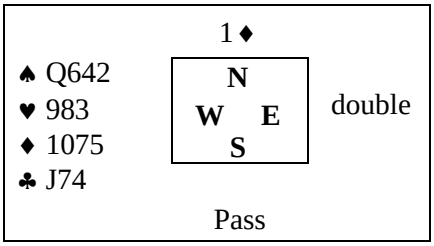
Sometimes we just have to Pass

What do we do with opening strength and good cards in opener's suit?
We cannot double - that is always takeout; and it would be silly to bid 2♠ when opponents have bid the suit.

♠ KJ632
♥ A53
♦ 87
♣ AQ5

South opens 1♠. Double asks partner to bid his longest suit and is out of the question
2♠ is silly when opener has shown spades.
14 HCP are not enough for 1NT.
You just gotta pass.
(You may enter the bidding later - perhaps with a penalty double if they get too high)

Responding to the takeout double



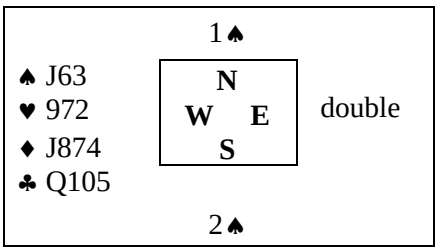
You are West, and North opens 1♦
Partner makes a takeout double and South passes
You have nothing, but you must bid, partner has asked you to.
Don't panic - just bid your longest suit, 1♠

West	*North*	*East*	*South*
	1♥	double	pass
???			

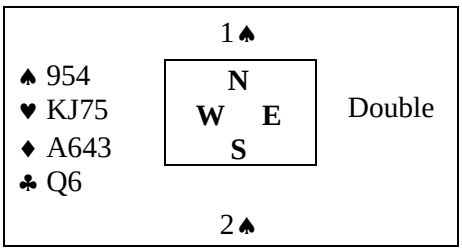
How should we respond to a takeout double in this situation?

♠ AQJ106 ♥ 93 ♦ AJ42 ♣ 54	♠ 982 ♥ KQ72 ♦ K76 ♣ 943	♠ J10976 ♥ K2 ♦ KQ53 ♣ 98
4♠. Partner's opening values + our strong spade suit make game likely	1NT. No good suit, but good stoppers. Here 1NT means the same as when we respond to an opening bid of 1♣/1♦/1♥/1♠ but promises stoppers in their suit	2♠ 1♠ is a weak bid – partner has compelled us to bid with 0HCP When we have real values we should jump to 2♠

We cannot pass partner's takeout double - unless third hand bids.
If the partner of the opening bidder makes a bid he relieves us of our responsibility to bid.



North opens 1♠, partner doubles and South bids 2♠
You can pass with your worthless hand, since you have been relieved of the necessity of bidding



This time you have a good hand so you ***want*** to bid
Bid 3♥ as you would have done if South passed
(With two suits of the same length bid the major rather than the minor)

Hands for Lesson 20

Deal 20.1 — **None Vul, Dealer N**

	♠ KQJ83 ♥ K4 ♦ Q2 ♣ A976	
♠ A1092 ♥ 7632 ♦ 754 ♣ Q4	N W E S	♠ 6 ♥ AQJ10 ♦ A1096 ♣ KJ53
	♠ 754 ♥ 985 ♦ KJ83 ♣ 1082	

West	*North*	*East*	*South*
-	1♠	Dble	Pass
2♥	Pass	3♥	All Pass

Lead: ♠K. *Finesse in trump and play to ♣Q*

Deal 20.2 — **NS Vul, Dealer E**

	♠ QJ1092 ♥ 854 ♦ AJ85 ♣ 2	
♠ K83 ♥ Q1097 ♦ 106 ♣ J1094	N W E S	♠ 4 ♥ AKJ32 ♦ 932 ♣ KQ65
	♠ A765 ♥ 6 ♦ KQ74 ♣ A873	

West	*North*	*East*	*South*
-	-	1♥	Dble
2♥	3♠	Pass	4♠

Lead: ♥A then K. *N ruffs and finesses trump*

Deal 20.3 — **EW Vul, Dealer S**

	♠ 10984 ♥ J63 ♦ 542 ♣ K63	
♠ KQ2 ♥ A972 ♦ 7 ♣ AJ1087	N W E S	♠ J3 ♥ Q54 ♦ A1093 ♣ Q952
	♠ A765 ♥ K108 ♦ KQJ86 ♣ 4	

West	*North*	*East*	*South*
-	-	-	1♦
Dble	Pass	1NT	All Pass

Lead: ♦K. *Win at once, 109x is a second stopper. Tackle clubs*

Deal 20.4 — **All Vul, Dealer W**

	♠ 5 ♥ K1086 ♦ AK75 ♣ AK72	
♠ AK986 ♥ AJ72 ♦ 2 ♣ Q104	N W E S	♠ QJ3 ♥ Q53 ♦ 8643 ♣ J63
	♠ 10742 ♥ 94 ♦ QJ109 ♣ 985	

West	*North*	*East*	*South*
1♠	Dble	Pass	2♦
Pass	3♦	All Pass	

Lead: ♠A .*S must bid his best suit, as requested.*

Deal 20.5 — **NS Vul, Dealer N**

	♠ K873 ♥ AJ976 ♦ AQ6 ♣ 3	
♠ QJ62 ♥ 83 ♦ 742 ♣ Q1072	N W E S	♠ A10 ♥ KQ42 ♦ KJ10 ♣ KJ65
	♠ 954 ♥ 105 ♦ 9853 ♣ A984	

West	*North*	*East*	*South*
-	1♥	1NT	All Pass

Lead: ♥10 (partner's suit). *East should not double here West is bound to bid spades – you need at least 3 cards in any unbid majors*

Deal 20.6 — **EW Vul, Dealer E**

	♠ 10754 ♥ Q1062 ♦ 96 ♣ A75	
♠ KQJ93 ♥ 973 ♦ K8 ♣ KQ4	N W E S	♠ A82 ♥ 8 ♦ QJ542 ♣ 9862
	♠ 6 ♥ AKJ54 ♦ A1073 ♣ J103	

West	*North*	*East*	*South*
-	-	Pass	1♥
1♠	2♥	2♠	All Pass

Lead: ♥2. *Prefer an overcall to a double when you have a good suit*

The Takeout Double

When Right Hand Opponent opens 1 of a suit "Double" is a ***Conventional Bid.***

It is a ***competitive bid*** made when we have opening values, but no other way of entering the bidding because:-

a) We do not have a suit good enough to overcall
b) We are unsuitable for overcalling 1NT because we have no stopper in their suit

Some examples: RHO deals and opens 1♥.

♠ KQ64 ♥ 2 ♦ AQ75 ♣ QJ93	♠ AJ65 ♥ 63 ♦ KJ52 ♣ AK2	♠ AQ984 ♥ J6 ♦ AQ102 ♣ 109	♠ AJ3 ♥ KQ4 ♦ J1064 ♣ AQ2	♠ K84 ♥ AQJ753 ♦ 85 ♣ QJ
Double The ideal hand	Double Enough HCP for 1NT but no ♥ stopper	A 1♠ overcall	1NT, what else?	Pass – you cannot bid ♥s

The double does not mean that opponents will play in their contract doubled – it is a ***takeout double***

It says ***"Partner, I have opening strength (13+HCP) but no suit good enough to overcall. Please name your longest suit,"***

To make a takeout double we need opening strength but no particularly good suit.
We ask partner to name his longest suit so that we can make it trump

The takeout double is a way of finding your side's best trump fit.

Responding to a takeout double

We must not pass a takeout double (unless RHO has made a bid.)
We have to bid our best suit – even with no values

Takeout doubles must be taken out

Partner has asked you to bid your best suit – so that is what you do

Some examples: LHO opens 1♥, partner doubles and RHO passes. What do you bid?

♠ 854 ♥ 9762 ♦ 43 ♣ 9863	♠ K983 ♥ 8763 ♦ 52 ♣ 872	♠ KQ875 ♥ 843 ♦ K643 ♣ 5	♠ J3 ♥ A743 ♦ KQJ74 ♣ 92	♠ AK8432 ♥ 976 ♦ 5 ♣ AJ4
2♣	1♠	2♠	3♦	4♠

You must bid your best suit (you do not have to like it.) When you are better than you might be you should jump for joy

Bidding a new suit when partner makes a takeout double and RHO passes does not promise any values at all

There are 2 cases where your response shows some values:

a) When RHO bids he relieves us of our responsibility for bidding.
   We should pass unless we have some values – enough for at least a weak response to an opening bid

b) When our best suit is the one LHO opened we may bid no-trump
   Bidding 1NT/2NT promises the same values as you need to respond to an opening bid, preferably with a double stop in the suit opened.
   (On the whole prefer to bid your best suit, as partner has asked)

Quiz 20

1) West is the dealer, you are South.

We give you 3 bidding situations. In which of them is North's double for takeout?
Must South bid, or can he pass?

	West	*North*	*East*	*South*	Takeout? (Yes/No)	Must South bid?
a)	1♦	double	pass	???	_____	_____
b)	1♥	pass	4♥	pass		
	pass	double	pass	???	_____	_____
c)	1♥	double	1♠	???	_____	_____

2) East opens 1♦.
What do you bid with these hands as South?

a) ♠ KQ1064
♥ A82
♦ 75
♣ Q93

_____

b) ♠ A865
♥ AK106
♦ 52
♣ A102

_____

c) ♠ A9
♥ J6
♦ AQ10652
♣ 1094

_____

d) ♠ AJ3
♥ KQ4
♦ AQ2
♣ J1064

_____

3) West is dealer and opens 1♣
Your partner, North, doubles for takeout. East passes
What is your bid as South?

a) ♠ 98
♥ J72
♦ K10642
♣ 1053

_____

b) ♠ Q2
♥ Q73
♦ KJ64
♣ 8542

_____

c) ♠ A5
♥ KJ1092
♦ 10764
♣ J3

_____

d) ♠ J942
♥ J863
♦ 75
♣ 1073

_____

Answers to Quizzes 11-20

Quiz 11

1) a) 6-9HCP, 4+♥ support b) 6-9HCP, not 4+♥/♠s c) 10-12HCP, not4+♥/♠s
d) 10-12HCP, 4+♥ support

2 a)	Pass	b) 3♦	c) 4♠	d) Pass
	2♠	2♦	4♠	Pass
	4♠	4♠	4♠	4♠

Quiz 12

1) a)	1♥	b) 1♥	c) 3♣	d) 3NT

2) b) 2NT b) 1♠ c) 2♣ d) 4♥ e) 1NT

2) A bid which partner cannot Pass
A bid that invites partner to bid game if he is maximum

Quiz 13

1 a)	2♠	b) 4♠	c) 3♠	d) 3♠
2 a)	3NT	b) 2NT	c) 2♥	d) 3♠

Quiz 14

1) a)	♠K, ♠2	b) ♠2, ♠K	c) ♠10, ♠A
	♠J, ♠3	♠3, ♠Q	♠9, ♠K

2) Diamonds, King first

3) Diamonds, ♦Q

4) South may get in and lead a spade through to North's king. ♦J

Quiz 15

1) a)	♠K	b) ♠J	c) ♠J
2 a)	♥3	b) ♥3	c) ♥3
3 a)	♥K	b) ♥2	c) ♥7
4 a)	♠K	b) ♠K	c) ♠4

Quiz 16

1) A card played to indicate whether you want partner to lead a suit or not.

2) Partner. An Honour

3) a)	Discourage, ♦4	b) Discourage, ♦4	c) Encourage, ♦5
4) a)	Discouraging	b) Encouraging	c) Encouraging

5) ♣2 ♥3 (or ♦6 but ♥3 is clearer)

Quiz 17

1 a) The estimated number of tricks your hand can make playing in its best suit, with no help from partner
b) A bid made after the opposing side has opened the bidding
c) An overcalls in a suit made a level higher than necessary

2 a)	4/5	b) Yes	c) No
3 a)	1♠	b) Pass	c) 2♠
4 a)	2♦	b) Pass	c) 2♣

Quiz 18

1 a)	10+HCP, 4+clubs	b) 10+HCP, hearts	c) 15-18HCP with stopper	d) Strong 6+diamonds
2 a)	2♣	b) 2♥	c) Pass	d) Pass
3 a)	2NT	b) 3♥	c) 3NT	d) 2♦

Quiz 19

1 a)	2♥	b) Pass	c) 3NT	d) 4♠
	No 4card major	Too weak	No 4card major	No 4card major
2) a)	2♣	b) 2♣	c) 2♣	d) 2♣
	3NT	3NT	2NT	2NT
	4♥	3NT	3♥	2NT
	4♠	4♠	3♠	3♠

Quiz 20

1) a)	Yes, Yes	b) No, No	c) Yes, No	
2) a)	1♠	b) Double	c) Pass	d) 1NT
3) a)	1♦	b) 1♦	c) 2♥	d) 1♥

Lesson 21: Return to Opener's Rebid

Aims

- To reiterate the value of the limit bid
- To introduce the change-of-suit rebid
- To emphasise the logic of bidding: if you bid a new suit it is because you have no good alternative.
- To introduce the idea that ***bidding a second suit*** is the best way to show ***extra length*** in the first one

Content

1 Revise the concept of the ***limit bid*** (eg a 1NT opener, or a limit raise of 1 of a suit)
Note how it simplifies the auction
Whenever someone bids a new suit it is not clear where the partnership is headed.
"Keep it simple whenever you can"

2 Over responder's change of suit opener prefers to make a limit bid if possible by raising partner, or bidding no-trump himself.
What does he do when he has no support for partner and his hand is unbalanced?

3 ***Rebidding a suit denies the ability to make any other bid***
you cannot raise partner, or rebid no-trump, and you have no other biddable suit to show
it is a ***limit bid:*** a simple rebid shows a minimum opener, a jump rebid shows extra values

4 Introduce ***opener's change of suit rebid.***
Introducing a new suit means that you cannot make a limit bid, by raising partner or bidding NT
You have an ***unbalanced hand*** without support for partner
Your second suit must be ***biddable*** – at least 4 cards
Logically when you bid a new suit ***you have at least 5-cards in your first suit***
(with 4-4-3-2 you raise partner or rebid no-trump, so you must be 5-4-2-2 or 5-4-3-1 or shapelier)
Do not rebid a suit if you have a second suit you can show instead.
The new suit is not a limit bid – it shows 13-18HCP. ***(With 19-20 we make a game-forcing bid)***
Over a new suit responder should bid again if at all possible – partner can still be quite strong

Openers's Rebid: Rebidding your own suit

♠ 8 ♥ AQ9872 ♦ K65 ♣ K105	**N** **W E** **S**	♠ AJ74 ♥ J6 ♦ Q842 ♣ 972
West 1♥ 2♥		*East* 1♠ Pass

Unbalanced hand, no support for partner
only 1 biddable suit.
West has no option but to rebid his suit
With a minimum opener he makes a ***minimum rebid***

♠ A42 ♥ K4 ♦ AQJ943 ♣ Q6	**N** **W E** **S**	♠ K1053 ♥ QJ72 ♦ 102 ♣ KJ5
West 1♦ 3♦		*East* 1♥ 3NT

Again, no option but to rebid his suit
This time West has extra values,
so makes a ***jump rebid***

Openers's Rebid: Bidding a new suit

♠ AQ543 ♥ AQ106 ♦ Q75 ♣ 9	**N** **W E** **S**	♠ K8 ♥ 83 ♦ KJ63 ♣ AQ1074
West 1♠ 2♥		*East* 2♣ 3NT

West opens 1♠.
East's 2♣ response shows 10-27HCP and a 4+card suit
West rebids 2♥, ***showing a second biddable suit***
This tells partner he has ***longer spades than hearts***
(with 4 spades and 4 hearts he opens 1♥)

♠ 3 ♥ KQ10765 ♦ AQ ♣ AJ96	**N** **W E** **S**	♠ KQJ75 ♥ 943 ♦ K76 ♣ 104
West 1♥ 2♣ 3♥		*East* 1♠ 2♥ 4♥

West opens 1♥ and East responds 1♠
West rebids his second suit and East can bid 2♥.
He knows that partner has 5+ hearts so this will be an 8-card fit, an adequate trump suit
With extra values West bids again showing 6 hearts and 15-17HCP. East has enough to raise to game

♠ AQJ543 ♥ A6 ♦ K75 ♣ 52	**N** **W E** **S**	♠ K107 ♥ 952 ♦ Q3 ♣ KQJ74
West 1♠ 2♠ 4♠		*East* 2♣ 3♠

West shows 6 spades by rebidding the suit
East has invitational values and can raise to 3♠ with 3-cards because he knows there is a 9-card fit
West has as good a hand as he could have for a mnimum rebid. So he bids game.

♠ A53 ♥ KJ964 ♦ KQ63 ♣ 7	**N** **W E** **S**	♠ 92 ♥ Q3 ♦ A872 ♣ AJ1053
West 1♥ 2♦ Pass		*East* 2♣ 3♦

West shows 5+ hearts by rebidding a new suit
(With 4-4 in the red suits he would rebid in no-trump)
With 4-card support for the second suit East raises just as he would raise an opening bid
West has a minimum opener and passes

We do not need to rebid a 5-card suit in a balanced hand

♠ AQ5 ♥ KJ764 ♦ 109 ♣ KQ4	N W E S	
West		*East*
1♥		2♦
?		

West opens 1♥
East's 2♦ response shows 10-27HCP and a 4+card suit
West rebids 2NT, showing a balanced hand of 15+HCP
(With 12-14 points in a balanced hand he should open 1NT)
This is the ***most descriptive rebid.***
It does not commit his side to playing in no-trump.
If East is unbalanced he can show 3-card support for partner's suit (with 4-card support he raises at once), or rebid his own suit, or a new suit.

Some pairs of hands to illustrate the logic of the different series of bids

♠ K2 ♥ A106 ♦ AQJ53 ♣ A73	N W E S	♠ A10863 ♥ J5 ♦ K74 ♣ J92
West		*East*
1♦		1♠
2NT		3NT

West has a very strong 1♦ opener
Over 1♠ he expresses his extra strength by jumping to 2NT. East knows partner has 18/19 HCP, too strong to open 1NT or rebid 1NT.
18/19 HCP + 8 HCP = enough for game.

♠ Q1092 ♥ A3 ♦ AK842 ♣ 74	N W E S	♠ K8763 ♥ J64 ♦ 93 ♣ K96
West		*East*
1♦		1♠
2♠		Pass

West raises spades because he has 4-card support
The ***single raise*** to 2♠ shows a minimum opener - with more he would jump to 3♠ or 4♠
With only 7 HCP East knows there is no game.
He stops as low as possible by passing

♠ A1092 ♥ AQ53 ♦ K8 ♣ Q76	N W E S	♠ 6 ♥ KJ1062 ♦ A754 ♣ K95
West		*East*
1♥		4♥
Pass		

East's 'book bid' is 3♥: 11 HCP, 4+ card support
The fifth trump and singleton make it worth game

♠ 9 ♥ A97 ♦ AKJ1052 ♣ A53	N W E S	♠ KQ72 ♥ QJ5 ♦ 93 ♣ Q1064
West		*East*
1♦		1♠
3♦		3NT

West makes a jump rebid to show extra values
East has enough to try 3NT opposite 15-17HCP

♠ KJ63 ♥ 5 ♦ KJ7 ♣ KQ863	N W E S	♠ AQ92 ♥ KQ64 ♦ 63 ♣ A92
West		*East*
1♣		1♥
1♠		4♠

East responds to 1♣ with a forcing 1-over-1
West bids his second suit, promising 4+cards
East has 4-card support and enough for game
He raises to 4♠

♠ K53 ♥ A2 ♦ AQ10932 ♣ 87	N W E S	♠ AQJ843 ♥ K3 ♦ K2 ♣ A64
West		*East*
1♦		2♠
?		

West opens 1♦. East's 2♠ response is game-forcing with a good 6+card spade suit
West rebids 3♠, agreeing that spades should be trump
No need to jump to 4♠ - partner cannot pass 3♠.
3♠ leaves room to investigate slam

Opener's Rebid

Some Basic Principles of Bidding

When one player has made a ***limit bid*** his partner is in charge: he knows his side's combined values to within a point or two, and is well-placed to decide whether to play in a part-score, to invite game, or to bid game.
Limit bids *simplify the auction:* If you do not make a limit bid it is because your hand is unsuitable.

The simplest auctions are best – they give least information to opponents.

Opener's Rebid when Responder Has Bid a New Suit

A 1-over-1 response tells you that partner has 6-27HCP without 4-card support for your suit
A 2-over-1 response tells you he has 10-27HCP without 4-card support for your suit

Your priorities are:
1. Raise partner with **4+card support**
2. Bid no-trump with **a balanced hand without 4-card support**
3. Bid a new suit with an **unbalanced hand without 4-card support**
4. Rebid your own suit with **an unbalanced hand without 4-card support** and no second suit to bid

Raising partner is a ***limit bid.***

West	East		
1♥	1♠	2♠ A ***single raise*** shows a minimum opening bid, 13-14HCP	*Not forcing*
??		3♠ A ***jump raise*** shows extra values, 15-17HCP	*Not forcing*
		4♠ A ***raise to game*** shows a maximum opening bid, 18-20 HCP.	

Rebidding in NT is a ***limit bid***

West	East		
1♥	1♠	***1NT*** shows a balanced hand of 15-17HCP, without 4-card support	*Not forcing*
??		***2NT*** shows a strong hand of 18-19HCP without 4-card support	*Forcing*
1♥	2♣		
??		***2NT*** shows a balanced hand 15+HCP, without 4-card support.	*Forcing*

Bidding a new suit is NOT a limit bid

West	East	
1♥	1♠	a new suit ***denies*** 4-card support for partner, and ***denies*** a balanced hand.
2♣		it follows logically that you have at least 5-cards in your first suit
		Bidding a new suit shows 5+-4+ in your 2 suits and opening values

It is generally better to bid a new suit rather than rebid your first suit:
both bids show extra length in your first suit but this one tells partner more.
A new suit is not absolutely forcing, but partner should try to find another bid.

Rebidding your first suit is a limit bid

West	East		
1♥	1♠	2♥ shows a minimum opening bid, 13-14HCP, no other 4-card suit, 6+♥s	*Not forcing*
??		3♥ shows extra values, 15-17HCP, no other 4-card suit.	*Not forcing*
		4♥ shows a maximum opening bid, 18-20 HCP. *A sign off unless partner is very strong*	
1♥	2♣	2♥ shows a minimum opening bid, 13-14HCP	*Not forcing*
??		3♥ shows a stronger hand, 15+HCP, no other 4-card suit.	*Forcing*
		Since responder has show 10+HCP this bid is	*Forcing to game*

Quiz 21

1) Partner opens 1♠. What is your response?

a) ♠ 7
♥ AK1032
♦ A542
♣ K63

_____

b) ♠ 65
♥ 874
♦ KJ1084
♣ AJ2

_____

c) ♠ A4
♥ AK5
♦ QJ1062
♣ A105

_____

d) ♠ 64
♥ A73
♦ K9
♣ AKQ1097

_____

2 You open 1♦ and hear partner respond 1♠. What do you rebid?

♠ A9
♥ K103
♦ KJ972
♣ KJ3

_____

3) This time you open 1♠: partner responds 2♦. What do you rebid?

a) ♠ KQ1072
♥ AQ94
♦ 7
♣ Q103

_____

4) You open 1♥. Partner bids 2♣. What is your rebid?

♠ QJ2
♥ AQJ962
♦ K32
♣ 6

_____

5) You open 1♠. Partner bids 2♦. What is your rebid?

♠ AQ10962
♥ KQ985
♦ 7
♣ A

_____

Lesson 22: Transfers over 1NT

Aims

- To revise bidding after a 1NT opener
- To introduce the Transfer principle

Content

1 Revise the basics of bidding after a 1NT opener.
When partner opens 1NT what do you know about his hand?
It is ***balanced*** (4333, 4432, 5332 – no singletons or voids) and it has ***12-14*** high card points
It is a ***Limit Bid:*** responder knows immediately whether to stop in a part-score or to look for game

With 0-10 HCP stop in part-score:	pass with a balanced hand make a weak takeout into a long suit
With 11-12HCP invite game:	bid 2NT with a balanced hand or 2♣ (Stayman) when we have a 4-card major, to be followed by 2NT with no fit, or a single raise if partner bids our 4-card Major
With 13+HCP bid to game:	3NT with a balanced hand 4♥/♠ with a 6-card major 3♣/♦/♥/♠ with a good 6-card suit in an unbalanced hand (or a very strong one) 2♣ (Stayman) when we have a 4-card major, to be followed by 3NT with no fit, or raise to game if partner bids our 4-card Major

2 What do we do with a five-card or longer major?
We do not use Stayman with a five-card major – Stayman ***asks***, with a 5-card major we ***tell.***
We use **TRANSFER** bids to look for the 5-3 major suit fit
Like Stayman, **transfers** allocate a conventional meaning to responses at the 2-level.
Over 1NT 2♦ and 2♥ are ***conventional*** bids. They say nothing about the suit actually bid.
They **instruct** partner to bid the **next suit**, ***whether he has length in it or not.***
1NT 2♦ says "I have a 5+-card heart suit. Please bid 2♥"
2♥ says "I have a 5+-card spade suit. Please bid 2♠"
NB: ***We use Transfers only when the opening bid is 1NT. Not over opening bids of one-of-a-suit***

3 We use Transfers with a 5+-card major as the first step in describing invitational and game-going hands.
This means partner will play the hand. There are two advantages:
During the play the opening hand is hidden, the defenders do not know its strengths and weaknesses
More usefully, they are a way of saving bidding space – you get ***two bids for the price of one***.
When partner has ***completed the transfer*** you can make a second bid to describe your hand further.

4 Using transfers means we can no longer make a natural weak takeout.
We use a transfer weak takeout instead
When we want to make a weak takeout into a major we ***transfer, then pass partner's response.***
This has the advantage that you get to the ***best contract*** played by the ***stronger hand.***
(We can no longer make a weak takeout into diamonds, as we never could into clubs.
But we can still make a weak takeout into a major, and that is enough.)
It is a matter of memory: to get to 2♠ bid 2♥, transfer; to get to 2♥ bid 2♦, transfer

5 Transfers are fun! Go on, give them a try!
(You are bound to forget transfers a few times when you first take them up. Everybody does.
Do not worry – you never really ***know*** a convention till you have forgotten it at least once)

A hand with two messages to send

♠ AQJ32	partner opens 1NT. You have 11 HCP, enough to invite game.
♥ A75	but if you bid 2NT and partner raises to 3NT with nothing in a minor you may go down
♦ 987	It might be better to play in 4♠ if partner has 3-card support for spades.
♣ 42	How can you find out whether you have an 8-card spade fit?

Examples of Transfer Bidding

Opener	*Responder*
♠ K3	♠ AQ9752
♥ A982	♥ J53
♦ K104	♦ A52
♣ A762	♣ 3
1NT	2♥
2♠	3♠
4♠	Pass

Without transfers responder must underbid with 2♠ or overbid with 4♠
By making a transfer then bidding 3♠ he shows ***the values to invite game with a 6-card spade suit.***

Opener	*Responder*
♠ AJ76	♠ 10
♥ K2	♥ AJ10943
♦ QJ4	♦ A83
♣ K982	♣ A75
1NT	2♦
2♥	4♥
Pass	

With enough for game responder could simply bid 4♥. Or he can ***transfer to hearts***, then 'raise' to game and let partner play it to conceal opener's strengths.

Opener	*Responder*
♠ A73	♠ KQ1065
♥ 102	♥ 43
♦ AQJ4	♦ K93
♣ J972	♣ AQ5
1NT	2♥
2♠	3NT

Responder transfers, then bids 3NT to show 13+HCP with a 5-card spade suit.
With so little in hearts opener chooses game in the 5-3 fit.

How Transfer Bids give you Two Bids for the Price of One

Opener	*Responder*
♠ K54	♠ AQJ32
♥ 83	♥ K75
♦ AJ104	♦ Q87
♣ AQ96	♣ 42
1NT	2♥
2♠	2NT
4♠	Pass

With 5 spades East bids 2♥, requesting partner to bid 2♠.
Over 2♠ he bids 2NT to show the values to invite game, thus showing ***both*** 11-12 points ***and*** 5 spades
West is maximum with 3 spades
He accepts the invitation, bids 4♠

Opener	*Responder*
♠ 106	♠ AQJ32
♥ AJ2	♥ K75
♦ AJ72	♦ Q85
♣ Q1085	♣ 42
1NT	2♥
2♠	2NT
Pass	

West is minimum with 2 spades
He passes 2NT.

Opener	*Responder*
♠ 109	♠ AQJ32
♥ QJ103	♥ K75
♦ AJ3	♦ Q87
♣ AQ97	♣ 42
1NT	2♥
2♠	2NT
3NT	Pass

West is maximum with 2 spades
He bids 3NT.

Transfers as a weak takeout

Opener	*Responder*
♠ K83	♠ QJ762
♥ AQ82	♥ KJ3
♦ 104	♦ 9652
♣ A762	♣ 8
1NT	2♥
2♠	Pass

Responder has only 7HCP, this is a part-score hand
The club holding suggests the best part-score is 2♠

Opener	*Responder*
♠ AQ62	♠ 54
♥ K4	♥ QJ10653
♦ Q854	♦ 63
♣ K82	♣ 754
1NT	2♦
2♥	Pass

Responder has only 4HCP, a very weak hand
He wants to make a weak takeout to 2♥

Transfers over 1NT

Transfers are a very popular ***conventional*** way of saving bidding space over a 1NT opening bid.

We have already looked at 2♣, an ***artificial*** response to 1NT which ***asks*** partner whether he has a 4-card major.
Using Transfers other 2-level responses are artificial also.

2♦/2♥ ***show*** at least 5 cards in hearts/spades, the suit **above** the suit you have actually bid.
Opener bids the suit you have really shown, and you have a second chance to bid - you can describe your hand more fully

Eg	1NT	2♦		1NT	2♥	The 2♦ and 2♥ responses are forcing.
	2♥			2♠		Opener must complete the transfer. He has no choice

Some possible auctions after responder uses a Transfer

Opener		Responder	
1NT	"I have 12-14 HCP in a balanced hand"	2♦	"I have 5+ hearts. Please bid 2♥"
2♥	"whatever you say, partner"	Pass	"I have a weak hand with 5+ hearts. You can play in 2♥".
		+2NT	"I have 11-12 HCP, enough to invite game, with 5 hearts. If you are minimum - pass, or bid 3♥ with 3-card support Otherwise pick a game, 3NT with 2 hearts, 4♥ with 3+"
		3NT	"I have 13+HCP, enough for game, with 5 hearts. Please choose a game, 3NT with 2 hearts, 4♥ with 3+"
		+3♥	"I have a 6+card heart suit and 10-11 points. Pass if you are minimum with 2 hearts, otherwise raise to 4♥" (3♥ invites game in hearts, NOT no-trump. You can raise to 4♥ with a doubleton opposite 6 cards)
		4♥	"I have a 6+card heart suit and game values. You play it."
1NT	"I have 12-14 HCP in a balanced hand"	2♥	"I have 5+ spades. Please bid 2♠."
2♠	"As instructed"	Just the same as after 1NT-2♦-2♥ Pass is the weak take-out to spades 2NT is game invitational with 5 spades 3NT is "choose a game", 3NT or 4♠ 3♠ invites game in spades. 4♠ is to play	

Note: Whenever you take up a new convention it affects your other bids.
If you decide to play transfers you can no longer make a natural weak takeout:
2♦, 2♥ and 2♠ are all artificial.
Also, you need not bid 3♥ and 3♠ to show game forcing hands with 5-cards in the suit you have bid.
With these hands you bid 1NT-2♦-2♥-3NT or 1NT-2♥-2♠-3NT.
So 3♣/3♦3♥/3♠ are all the same: good hands with a 6+card suit and some interest in slam.
(we will talk about slams soon!)

Quiz 22

1) Partner opens 1NT and RHO passes
Using Transfers what do we bid with these hands?

♠ KJ1054 ♥ 8 ♦ 932 ♣ KJ72	♠ KQ743 ♥ Q8 ♦ A73 ♣ 1092	♠ QJ9542 ♥ 94 ♦ 876 ♣ 62	♠ K10943 ♥ KQ3 ♦ A82 ♣ Q8
_____	_____	_____	_____

Assuming the auction starts with a transfer to spades and partner bids 2♠ what do you bid next?

1NT 2♥ 2♠ ?	1NT 2♥ 2♠ ?	1NT 2♥ 2♠ ?	1NT 2♥ 2♠ ?
_____	_____	_____	_____

2) You open 1NT and partner transfers into hearts by bidding 2♦.
You remember to complete the transfer, and partner bids 2NT. What is your next bid with these hands?

♠ Q743 ♥ KQ4 ♦ A852 ♣ J2	♠ K43 ♥ QJ87 ♦ KJ32 ♣ A7	♠ KQ42 ♥ Q9 ♦ KQ76 ♣ 1075	♠ AQ63 ♥ J5 ♦ K82 ♣ A1093
1NT 2♦ 2♥ 2NT ?	1NT 2♦ 2♥ 2NT ?	1NT 2♦ 2♥ 2NT ?	1NT 2♦ 2♥ 2NT ?
_____	_____	_____	_____

Lesson 23: The Play in No-trump Contracts

Aims

- To encourage the class to plan the play of a complete hand at Trick 1
- To train them in the correct approach to the play of a hand in no-trump

Content

1 It is natural to want to become as good a player as you can, to makes as many tricks as possible.
To do this you must develop certain skills, and the chief of these is ***counting.***
We have already learned how to count High Card Points and Playing Tricks for bidding.
It is time to practice ***counting tricks*** in the play.

2 Introduce the concept of Sure Tricks.
The first thing to do as declarer at no-trump is to count your Sure Tricks.
These are tricks that you can cash any time, without letting the opponents on lead.
Practise good habits: *as declarer in a NT contract always count your Sure Tricks as soon as dummy goes down*.
Now you know how many <u>more</u> tricks you need to make your contract. These extra tricks have to be ***developed.*** The second step is to look for suits where you can develop extra winners.

3 **Avoid bad habits:** ***do not cash your*** *Sure Tricks first.*
To think "a trick is a trick" is short-sighted. ***Sure Tricks can wait.***
The basic plan in NT play is to start with a suit where you need to develop tricks – ***The Work Suit.***
It is usually a suit where declarer and dummy have a lot of cards between them, but are missing one or more high cards.
The wrong thing to do is to cash aces and kings in suits where declarer and dummy do not have much length – that is establishing the <u>defenders'</u> Work Suit for them!

4 When playing a no-trump contract we follow these steps:

a. Count the Sure Tricks
b. Choose the Work Suit
c. Establish Tricks in the Work Suit
d. Give up the lead early while the Sure Tricks control the other suits

5 Note that the aims of the defenders and declarer are much the same.
If declarer is in 3NT he tries to make 9 tricks: to defeat him the defenders try to take 5
If declarer is in 1NT he tries to make 7 tricks: to defeat him the defenders try to take 7 also.

No-trump contracts can be seen as a duel between declarer and defence: or as a race to take the required number of tricks first.
At Trick 1 the defenders have the initiative, since they make the opening lead
However, they have the disadvantage of not always knowing which is their best Work Suit.
With no indication from the bidding the defender on lead will lead his longest suit, hoping partner has some length or strength in it.
Sometimes the bidding will give you a clue which suit to lead:
<u>Do not</u> ***lead a suit that has been bid by the declaring side*** (unless there is nothing better to try)
<u>Do</u> ***lead a suit partner has bid*** – you ***know*** he has length in it, and if he has bid he has a better hand than you and should have some entries which will allow him to cash his established winners.

Examples of Counting your Sure Tricks

	♠ KJ7 ♥ AQ3 ♦ 10754 ♣ KQ2	
♠ AQ54 ♥ K7 ♦ J632 ♣ J98	**N** **W E** **S**	

West is declarer in 3NT, and he has 7 sure tricks:

he has 4 spades and can take ♠K, ♠J ♠A and ♠Q separately (honours from the short hand first)

he has 3 hearts, ♥K, ♥A and ♥Q (unless he discards ♥3 on ♠Q!)

he has no sure tricks in clubs or diamonds without giving up the lead

West plays in 3NT he needs to ***develop*** two more tricks for his contact.

The obvious Work Suit is clubs. If he plays ♣K and an opponent wins ♣A he has two more Sure Tricks with ♣Q and ♣J

How many Sure Tricks has declarer in these examples?

	♠ 9842 ♥ K73 ♦ KJ ♣ AQ65	
♠ K75 ♥ Q1082 ♦ AQ ♣ KJ43	**N** **W E** **S**	

(6, 2 in diamonds and 4 in clubs)

	♠ Q7 ♥ AQ6 ♦ A4 ♣ QJ853	
♠ AK4 ♥ K952 ♦ KQJ3 ♣ 76	**N** **W E** **S**	

(10, 3 in spades, 3 in hearts, 4 in diamonds.
Perhaps a 4th heart trick if North and South have 3 each)

A complete hand

	♠ 93 ♥ AQ2 ♦ KJ74 ♣ 10865	
♠ Q10862 ♥ 10743 ♦ A9 ♣ KJ	**N** **W E** **S**	♠ 754 ♥ J86 ♦ Q65 ♣ Q932
	♠ AKJ ♥ K95 ♦ 10832 ♣ A74	

South plays 3NT.

West leads ♠6, North ♠3, East ♠4, South ♠J. A good start.

Declarer counts 7 sure tricks, but if he thinks "I will take my winners now" he is on the wrong track – *Winners can wait*.

Diamonds are the suit where the two extra tricks can be developed, and that is the Work Suit, the suit to play.

At trick 2 play ♦2 to ♦9, ♦J and ♦Q.

East is on lead and returns partner's suit, spades.

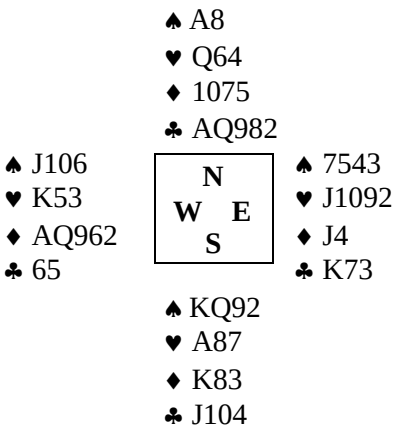
South wins and plays diamonds again. ♦3, ♦A. ♦4, ♦5.

Each side has taken two tricks and West is on lead.

Whatever suit he plays South can win **– *because he has kept a high card in every suit!***

Say West plays a third spade: South wins ♠K and cashes the 2 Diamond tricks he has developed, then his other winners.

Establishing Tricks in Defence

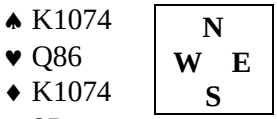


West	*North*	*East*	*South*
-	-	-	1NT
Pass	3NT	All Pass	

South plays 3NT after an auction that has told West very little.
He leads his longest suit, diamonds.
What he must NOT do is to lead ♦A – it is best to lead a low one.
(Remember – a low card promises an honour)
North plays ♦5 and East ♦J, Third Hand High. South takes ♦K.
Declarer counts his Sure Tricks (5) and chooses clubs as his Work Suit. He hopes West has ♣K, so he can make extra club tricks by finessing. He leads ♣J to ♣5, ♣2 – and East wins ♣K.
If East had to make the opening lead he would choose ♥J.
But partner led a diamond, and it is right to return partner's suit if you can. West wins ♦Q, then makes 3 more tricks with ♦A, ♦9 and ♦6 for one down

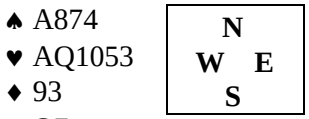
Can you see why it is wrong to lead ♦A?
♦A wins the trick and West plays a second diamond to ♦K
But when East wins ♣K ***he has no diamonds left***
There is no ***communication*** between the East and West hands.
East can lead ♥J, but South wins the ace and cashes 9 tricks

Choosing the Most Effective Opening Lead



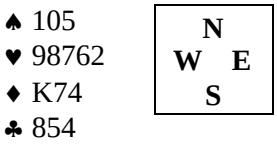
West	*North*	*East*	*South*
-	-	-	1♦
Pass	1♥	Pass	1NT
All Pass			

West is on lead against 1NT with two 4-card suits
Which should he lead?
The bidding gives him the answer
South bid diamonds, and has at least four of them
No-one has bid spades – ***choose the unbid suit.***



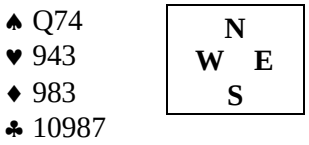
West	*North*	*East*	*South*
-	-	Pass	1NT
Pass	2♣	Pass	2♥
Pass	3NT	All Pass	

What has the bidding told West this time?
North has used Stayman, and South shows 4 hearts.
North bids 3NT, so he has 4 spades, not 4 hearts.
NS have at least 25 points, leaving not much for East.
Hearts look like the best chance for the defence, and
West leads a low one in case East has ♥K or ♥J.



West	*North*	*East*	*South*
-	1♦	1♠	1NT
Pass	3NT	All Pass	

Partner has overcalled 1♠, showing 5+ playing tricks in spades It must be right to lead a spade rather than your own longest suit. If you can establish a suit it is partner who will have the entries
Lead ♠10, top of a doubleton



West	*North*	*East*	*South*
-	Pass	1♠	1NT
Pass	3NT	All Pass	

This time partner has opened the bidding, so he promises only a 4-card suit. But he may easily have more than four so it is a good idea to lead spades anyway.
Lead ♠4, low from an honour

No-trump Play: Making a Plan

Sure Tricks

Sure Tricks are tricks you can cash whenever you like, without letting opponents on lead.

An ace is 1 Sure Trick; Ace and king in the same suit are 2 Sure Tricks
Ace, king, queen in the same suit are 3 sure tricks (assuming one hand has at least 3 cards in this suit!)
A suit like AKQ654 opposite J72 is 6 Sure Tricks

Declarer's Thought Processes in a No-trump Contract

When you declare a no-trump contract the first thing to do is ***count your sure tricks.***

♠ KJ3 ♥ QJ3 ♦ KJ1076 ♣ AJ	**N** **W E** **S**	♠ 952 ♥ AK10 ♦ Q94 ♣ Q832

West plays in 3NT. North leads ♠4 and South plays ♠Q
1 Sure Trick in spades, since he can win ♠Q with ♠K
3 Sure Tricks in hearts, the ace, king and queen
(the jack would be a fourth if only one hand had 4 hearts)
0 Sure Tricks in diamonds, since the defenders hold ♦A
1 Sure Trick in clubs, since the defenders hold ♣K
A total of 5 Sure Tricks.

To make 3NT West must take 9 tricks so he examines each suit in turn for ways to develop 4 extra tricks.

Spades	not promising: South would play ♠A if he had it, so North's ace lies over the jack
Hearts	there are already 3 tricks here, and it is impossible to take more
Diamonds	knocking out the ace will establish 4 extra diamond tricks.
Clubs	he has ace, queen, jack, so 1 extra trick can be established by knocking out ♣K. (If he finesses ♣J he may make 2 tricks without losing to the king)

The Work Suits, where tricks can be ***developed***, are clubs and diamonds.
By playing diamonds he can establish enough tricks for game, so West chooses diamonds as his Work Suit.
He plays a diamond to ♦Q: if it wins he continues by playing ♦9 (high cards from the shorter hand)
If South wins ♦A he will return a spade and if North has 4 spade tricks to cash you will go down.
If North has ♦A he cannot put South in for a spade through the jack and West will make at least 9 tricks.
Note that West does not cash his Sure Tricks before playing diamonds: that could only help the defenders

Sure Tricks Can Wait – Play the Work Suit First

Making a Plan

When dummy comes down you should follow these steps:

1 Count your sure tricks
2 Choose a Work Suit, a suit where you can develop the extra tricks you need
3 Establish the Work Suit

When you must give up the lead do so early while your Sure Tricks still control the other suits

The Defenders' Plan

This is basically the same as declarer's, but you have to choose the Work Suit without seeing partner's hand.
The defenders make the Opening Lead, which puts them ahead in the race to develop tricks.
The Opening Leader chooses a Work Suit, one where he hopes tricks can be developed.
He keeps his aces and kings as ***entries*** so he can get on lead to cash the tricks he has developed.
This is why in Lesson 2 we recommended ***a lead from your longest suit*** against no-trump contracts.
We emphasised that leading out unsupported aces and kings is a Bad Idea: ***only lead honours from sequences***
Sometimes the bidding can help you decide what to lead:

If partner has bid a suit – lead that suit. (A low card from an honour, high with no honours)
If an opponent has bid your longest suit – try something else

Quiz 23

1)

	♠ AQ87 ♥ Q964 ♦ KQ ♣ A106	
♠ J54 ♥ J1085 ♦ A954 ♣ Q5	**N** **W E** **S**	

West plays in 1NT
North leads ♠2 to ♠4, ♠9, ♠Q

a) How many Sure Tricks can you count? _____

b) Which is the Work Suit? _____

c) Which cards will be played by declarer and dummy at trick 2? _____

d) How many tricks do you expect to make? _____

e) Can you work out the spade holdings in the N/S hands? _____

2)

	♠ KJ7 ♥ J3 ♦ A962 ♣ A1085	
♠ 654 ♥ K10972 ♦ K43 ♣ 92	**N** **W E** **S**	

West plays in 1NT.
North leads ♠3 to ♠4, ♠Q, ♠K

a) How many Sure Tricks can you count? _____

b) Which is the Work Suit? _____

c) Which card will West play at trick 2? _____

d) How many tricks do you hope to make? _____

e) Which defender has ♠A? _____

3) You are West, about to make the opening lead. Which card do you play?

	♠ 9863 ♥ AJ952 ♦ A5 ♣ J8	
	N **W E** **S**	

West	*North*	*East*	*South*
Pass	Pass	Pass	1NT
All Pass			

a) _____

	♠ 982 ♥ Q9 ♦ Q1053 ♣ K1083	
	N **W E** **S**	

West	*North*	*East*	*South*
-	-	Pass	1♣
Pass	1♠	Pass	1NT
Pass	3NT	All Pass	

b) _____

	♠ QJ102 ♥ 964 ♦ A7 ♣ Q1083	
	N **W E** **S**	

West	*North*	*East*	*South*
-	1♥	Pass	1NT
All Pass			

c) _____

Lesson 24: The Play in Trump Contracts

Aims

- To emphasise the differences between no-trump play and suit play
- To train the class to make a plan when there are trump
- To explain why we sometimes have to postpone drawing trump

Content

1 Remind the class that there are ***5 possible strains*** *– clubs, diamonds, hearts, spades and no-trump –* but they are not ***equally popular***
The most popular game contract is ***3NT***, because it is the ***lowest*** game contract, needing only 9 tricks.
Next come 4♥ and 4♠, the ***majors.***
The ***minors***, 5♣ and 5♦ are the least popular because they need 11 tricks
One out of three games is played in no-trump: the other two in a suit contract.

2 Underline the differences between suit play and no-trump play
Sure tricks may not be sure – you cannot count AKQ as 3 tricks since a defender might ruff one.
Instead, we count ***losers. Losers*** are the tricks that ***may*** be lost.
We count them by looking at each suit in turn, starting with the trump suit.
When counting losers look at ***both*** hands: dummy may be able to take care of a loser in declarer's hand by trumping it.

3 Illustrate the advantages of counting losers
By counting losers we know whether there are more than we can afford to make our contract.
In 4♠ or 4♥ we have to make ***10 tricks***, and can afford only ***3 losers.***
In 5♣ or 5♦ we need ***11 tricks*** and can afford only ***2 losers.***
In part score contracts we can afford more losers – but not too many!
After counting losers, the next step is normally to ***draw trump.***
Once that is done, the play continues as in no-trump: choose the Work Suit and develop it.

4 Demonstrate ***discarding a loser***
When you do not draw trump you run the risk of having your winners in the ***side suits*** (not trump) ruffed. Whenever it is practical the first thing we do is ***draw trump.***
Drawing trump is easy when we have a ***solid suit***: we can play as many rounds as necessary ***without giving up the lead.***
If the trump suit is not solid we may have to ***give up the lead*** in order to establish the trump suit.
If the defenders can cash enough tricks to defeat our contract we may have to ***discard a loser*** before playing trump.

5 When playing in a Suit Contract we follow these steps

a. Count the Losers

b. If there are too many look for ways of reducing them to the right number

c. Draw trump if either***:*** ***you can do so without losing the lead***
or: ***you can afford to lose the lead because your losers are not <u>Immediate</u>***

If you have too many ***immediate losers*** take essential discards first – then ***draw trump***

NB Do not draw more trump than necessary: you need trump to keep control of the side suits
Establish Tricks in the Work Suit – continue as if you were playing in no-trump

Examples of Suit Play: Counting Losers

♠ AJ653	N	♠ KQ72
♥ K7	W E	♥ Q64
♦ J104	S	♦ AQ95
♣ A97		♣ 103

West is declarer in 4♠, North leads ♣K.
How many **losers** can West count?
First the **trump suit** is ***solid:*** ♠AKQJ will draw all opponents' trump
In **hearts** he has *one* top loser, ♥A. ♥K/Q are good for 1 trick and he can ruff the third round in his hand.
In **diamonds** he ***may*** lose one trick if South has ♦K
In **clubs** West makes the ace, leaving *one* loser and one to be ruffed in dummy
A maximum of 3 losers, and he can hope to make the other 10 tricks
West wins ♣A, draws trump and takes the diamond finesse.
If it wins he takes it again, if it loses the defenders can cash 1 club and 1 heart. Either way, 4♠ makes.

How many Losers has declarer in these examples?

♠ 1076	N	♠ 982
♥ AK7	W E	♥ Q65
♦ AJ10875	S	♦ K92
♣ J		♣ KQ53

West plays in 2♦ North leads ♠A
(5 losers: 3 in spades, 1 in diamonds and 1 in clubs)
The defence cash 3 spades, then play a heart.
We do not finesse with 9 cards, so West plays ♦A and ♦K can
If the queen appears there are no diamond losers

♠ AQJ84	N	♠ 10632
♥ K83	W E	♥ AJ6
♦ 9	S	♦ KQ7
♣ AK43		♣ J92

West plays in 4♠ North leads ♦J
(4 losers: 1 in each suit)
Declarer can hope not to lose so many tricks
If South wins ♦A and returns a diamond you discard a heart, and win in dummy.
Now you have no heart loser.
Run ♠10 so you can finesse again if it works – there may be no loser in trump if South has ♠K.

Disposing of Losers

♠ A76	N	♠ 982
♥ AKQ73	W E	♥ 10965
♦ Q9	S	♦ AK7
♣ QJ8		♣ 1096

West plays in 4♥ North leads ♠Q
West counts 4 losers, 2 in spades and 2 in clubs
One too many.
But he has 3 diamond winners. 1 losing spade can be ***discarded*** on dummy's third diamond.

West wins ♠A.
He draws trump with ♥A, ♥K (and ♥Q if necessary.)
Next he plays three rounds of diamonds, discarding one spade loser .
Finally, he sets about the Work Suit, clubs, to establish. a trick there. When the defenders win a top club they can cash a spade, but West ruffs the next spade and plays another club to establish a trick.

♠ A76	N	♠ 982
♥ KQJ73	W E	♥ 10965
♦ Q9	S	♦ AK7
♣ QJ8		♣ K109

West plays in 4♥. North leads ♠Q
4 losers, 1 in hearts, 2 in spades, 1 in clubs
Still one too many
Again, we can ***discard*** a spade on dummy's high diamond. But if we win ♠A and tackle trump the defenders will win ♥A and cash two spade winners
They also have ♣A to take, and that is one down
The only way to make the contract is to discard a spade ***before*** playing trump.
We risk having a diamond ruffed by a defender, but it is the only hope
Note that if North had not led a spade the losers in spades would not be ***immediate*** so you could play trump first.

Example Hands where we have to Postpone Drawing Trump

1) Taking a discard

	♠ 109843 ♥ QJ32 ♦ 82 ♣ A3	
♠ QJ652 ♥ 8 ♦ AKQ ♣ 10764	**N** **W E** **S**	

West plays in 4♠. North leads ♣K and the ace wins.
There are 4 losers, 2 in spades, 1 in hearts and 1 in clubs.
One too many
If he starts to draw trump the defenders will cash four tricks.
Before *giving up the lead*, he cashes three top diamonds and discards dummy's ♣3 on the third one.
Now when he give up the lead in trump the defenders have only 3 winners

Note: The losers in spades and hearts are ***immediate losers***: the defence can cash them as soon as they get on lead. The club loser becomes ***immediate*** when the ace is knocked out
If North had not led clubs the club loser would be ***eventual,*** not immediate.
With no ***immediate*** loser you would start to play trump since there is no rush to take the discard

	♠ 10984 ♥ QJ32 ♦ K2 ♣ A53	
♠ AQJ62 ♥ 8 ♦ AQ5 ♣ 10764	**N** **W E** **S**	

Again West plays in 4♠. North leads ♣K and the ace wins.
There are 4 losers, 1 in spades, 1 in hearts and 2 in clubs.
One too many
You want to finesse in trump in case there is no loser in spades
But if the finesse fails the defenders can cash 3 more tricks
So even when you ***may*** have to lose a trick take the discard first

Note: Again, on any other lead there would be no ***immediate*** club losers, so you would start by drawing trump.

2) Keeping control while you establish the Work Suit

	♠ 6 ♥ QJ1093 ♦ A92 ♣ J984	
♠ AJ97 ♥ K4 ♦ QJ1043 ♣ Q5	**N** **W E** **S**	♠ KQ104 ♥ A65 ♦ K5 ♣ 7632
	♠ 8532 ♥ 872 ♦ 876 ♣ AK10	

West plays in 4♠. North leads ♥Q.
There are 3 losers, 2 in clubs and 1 in diamonds. No problem
West wins the first trick with ♥A and starts to draw trump
Everybody follows to ♠K, but North shows out on ♠A
South has four trump, and it will take 4 rounds to draw them all
But then you will have none left in either hand
When the defenders win ♦A they can cash at least 3 club tricks
You must keep a trump in hand to ***control*** the club suit
Establish the Work Suit, diamonds, *before you finish drawing trump*
When you have knocked out ♦A you can draw the rest of the trump and cash your diamond winners

Play in a Suit Contract: Making a Plan

Playing in a suit contract is quite different from playing in no-trump.
The element of trump changes everything.
Tricks are no longer Sure: until trump are drawn one of the defenders may be able to trump your aces.
That is why we start by drawing trump when that is possible.
In suit contracts we do not count our Sure Tricks: instead we count ***Losers.***
To count losers we consider both hands together: (counting losers in just one hand would be too depressing)

♠ AKQJ3		♠ 10952
♥ A5	**N** **W E** **S**	♥ KQ4
♦ 985		♦ A72
♣ QJ5		♣ K83

West plays in 4♠. North leads ♦K. West counts Losers
0 Losers in spades, this is a ***solid*** suit.
0 Losers in hearts (unless somebody ruffs an honour)
2 Losers in diamonds once ♦A is played
1 Loser in clubs, since the defenders hold ♣A
A total of 3 Losers

West is trying to make just 10 tricks, so he can afford to lose 3 tricks
He can expect to win 5 spades, 3 hearts, 1 diamond and 2 clubs.
His plan is to draw trump and set about the Work Suit, Clubs

Sometimes there are more losers than we can afford.
We must consider how to reduce them to the required number.
We might ***Take a finesse.*** If that worked it would reduce our losers.
Establish a side suit. Then we could discard losers from another suit on our winners
These plays are typical of coping with the Work Suit in no-trump
Before we can play in no-trump we must ***draw opponents' trump*** to prevent them ruffing our winners.

Draw trump as soon as you safely can

If the trump suit is ***solid*** you can draw trump right away.
If you have to give up the lead in trump check ***how many winners opponents can cash when they get in***
This is one time when it is right to postpone drawing trump: you have something more urgent to do.
If you can discard one or more ***immediate losers*** before giving up the lead you may risk having your winners ruffed.

♠ KQ6		♠ J9
♥ A5	**N** **W E** **S**	♥ KQJ4
♦ KQJ764		♦ 10953
♣ A9		♣ J84

West plays in 5♦. North leads ♣K. How many Losers are there?
1 immediate loser in spades
0 in hearts, provided nobody ruffs
1 in diamonds, we must lose the ace of trump
1 immediate loser in clubs once ♣A is removed
A total of 3 Losers
West must make 11 tricks, so he can afford to lose only 2 tricks
On any lead but a club West would set about drawing trump
After ♣K lead he plays 3 rounds of hearts first to ***discard*** his club

Making a Plan in a Suit Contract

1. Count the Losers
2. If there are too many look for ways of reducing them to the right number
3. Draw trump if **either***: **you can do so without losing the lead***
   or: ***you can afford to lose the lead because your losers are not Immediate***
   If you have too many immediate losers take essential discards first – but ***draw trump as soon as possible***
4. Do not draw more trump than necessary: you need trump to keep control of the side suits
5. Establish Tricks in the Work Suit – continue as if you were playing in no-trump

Quiz 24

1)

♠ A963 ♥ 10 ♦ A74 ♣ KQJ75	**N** **W E** **S**	♠ 8 ♥ Q974 ♦ 832 ♣ A10963

West plays in 3♣.
North leads ♦Q

a) How many losers can you count? _____

b) Any reason not to draw trump? _____

c) Which suit will you play first? _____

d) How many tricks do you expect to make? _____

2)

♠ QJ ♥ KQJ6 ♦ J1054 ♣ AK5	**N** **W E** **S**	♠ 43 ♥ A1093 ♦ AQ82 ♣ J92

West plays in 4♥
North leads ♠A, then ♠K
Next he plays ♥7

a) How many losers can you count? _____

b) Any reason not to draw trump? _____

c) Which suit will you play first? _____

d) Which is the Work Suit? _____

e) How many tricks do you expect to make? _____

3)

♠ A5 ♥ 3 ♦ KQJ105432 ♣ 95	**N** **W E** **S**	♠ KQ2 ♥ J109875 ♦ 6 ♣ A76

West plays in 5♦
North leads ♣Q

a) How many losers can you count? _____

b) Any reason not to draw trump? _____

c) Which suit will you play first? _____

d) How many tricks do you expect to make? _____

Lesson 25: Penalty Doubles and Redoubles

Aims

- To introduce the concept of penalising opponents when they have bid too much at the wrong time
- To teach your class how to score doubled contracts.

Content

1 Remind the class that bidding is not a precise science. Sometimes suits break badly and cards lie badly. When you think opponents' contract is going down you can ***double for penalties***.
Double says: "I think you have bid too high". We call such doubles **"Penalty Doubles"** since they are used to ***penalise*** opponents who have bid at the 'wrong' time.
Doubling the final contract increases the stakes! The declaring side ***scores more*** when the contract ***makes***, and ***loses more*** when it ***goes down***. The penalty for going down increases progressively.
Either member of the declaring side can ***redouble*** to say "You got this wrong - we will make our contract". If the final contract is redoubled the scores are twice as big again.
A doubled contract is played in exactly the same way as an undoubled one. Only the scoring is different.

2 Explain how to count the score ***when the contract fails.***
The cost of going down ***depends on vulnerability.***
When an undoubled contract fails each undertrick costs 50 nonvulnerable, 100 vulnerable

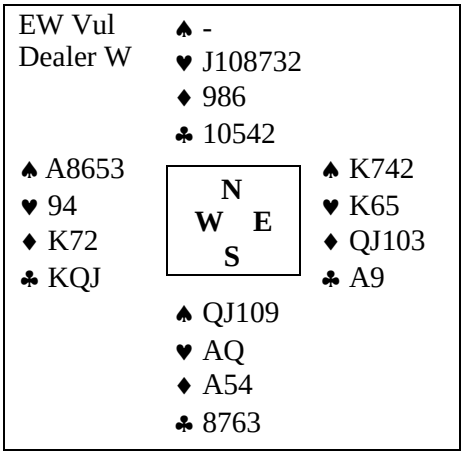
When you are doubled:	**nonvulnerable**	**vulnerable**	**Total**
First undertrick costs	100	200	1 down = -100/-200
Second undertrick costs	200	300	2 down = -300/-500
Third undertrick costs	200	300	3 down = -500/-800
Each subsequent undertrick	300	300	4 down= -800/-1100 etc

If the contract is redoubled and fails all these scores are doubled again!

3 Explain how to count the score ***when the contract makes***
More complex: the double affects the level at which game is reached, since the ***trick points*** are ***doubled***.
The ***trick score*** depends solely on the denomination: the game bonus varies according to vulnerability.
2♥/2♠ doubled scores 120 for tricks. That is ***game*** so you score the relevant game bonus (300/500)
But 2♣/2♦ doubled scores 80 for tricks. That is not game, just as 4♣ or 4♦ is not game. No game bonus.
2NT doubled is game, 1NT doubled is not.
Similarly, in a redoubled contract the trick score is multiplied by four.
1♥/1♠/1NT redoubled is game, 1♣/1♦ redoubled is not.
But you cannot double opponents in to slam: you have to bid slam to get that bonus.
3♥ or 3♠ doubled gets the ***game bonus***, not the ***slam bonus***.
Overtricks: Nonvulnerable overtricks are reckoned at 100 apiece, whatever the contract
Vulnerable overtricks are reckoned at 200 apiece
A Redouble doubles these up to 200 nonvulnerable, 400 vulnerable
Extra bonus (for the 'insult')
Making a doubled contract gets you a 50 point bonus, irrespective of denomination or vulnerability
The bonus for making a redoubled contract is 100

4 When you make a penalty double you risk losing a lot of points if it makes!
Doubling part scores 'into game' can be particularly costly because of the game bonus.
When you double you should be pretty sure the contract will fail.
Unexpected trump tricks are usually an indication that doubling is a good idea.
Good defenders double to compensate for the times when game makes without enough values.
Redouble is rarely a good idea. If our contract makes we will get a good score anyway.
And when we go down the penalties will be colossal - ***redouble only when supremely confident***

How doubles work in practice:

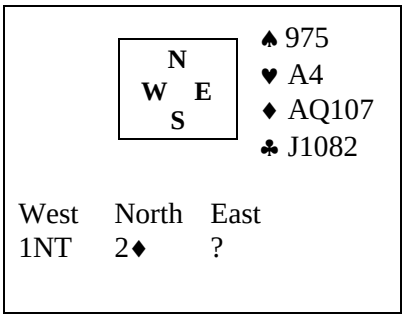


You sit South, and West is dealer
West opens 1♠ and East naturally raises to game with his 13 HCP and 4-card support.
You think "I have 2 trump tricks and 2 aces, 4 tricks in defence This game will not make".
You can double to let E/W know they are unlucky this time.
Here 4♠ must fail, and if North leads a heart it goes 2 down.
NS score 200 for 1 down doubled, 500 for 2 down.
Big scores!

The bidding went:

West	*North*	*East*	*South*
1♠	Pass	4♠	Double
Pass	Pass	Pass	

Another example:



Partner opens 1NT and North overcalls 2♦
We can assume that North has a 6-card diamond suit (something like KJ9864) and some high cards outside
East's thoughts are : "Partner has 12-14 HCP and a balanced hand. He has at least 2 diamonds, and we have at least 23HCP between us. It is unlikely that North can make 8 tricks in diamonds with at most 17 HCP and 7 trump between the N/S hands".
So he doubles!

Where the Double applies:

West	*North*	*East*	*South*	
1♥	Pass	3NT	Double	South doubles because he does not think 3NT will make.
4♥	Pass	Pass	?	If everybody passes the final contract is 3NT doubled. But what if West bids again? 4♥ has not been doubled - the double of 3NT does not apply. If South believes 4♥ will not make either he can double again. If he is unsure he can pass. ***The double applies only if the doubled contract is the final contract***

.

West	*North*	*East*	*South*	
1♦	Pass	1♥	1♠	North thinks 5♦ is going down, so he doubles
3♦	Pass	4♦	Pass	West is confident that partner will make 5♦, and redoubles
5♦	Double	Redouble	5♠	If South, West and North pass the final contract is 5♦ redoubled
Pass	Pass	Double	Pass	But South has doubts and bids 5♠. Now all the doubles are cancelled
Pass	Pass	Pass		East expresses the view that 5♠ will not make
				Everybody passes, and 5♠ doubled is the final contract.

Examples of computing scores after a penalty double

We reach 2♥ doubled. We are not vulnerable, and we succeed in making 9 tricks. We score 570 as follows:

Trick points (4x30)	120
Overtrick	100
Game bonus	300
Extra bonus	50
	570

The more common scores gradually become familiar!

Final contract 2♠, making 8 tricks

undoubled	140/140
doubled	470/670
redoubled	840/1040

Final contract 3NT, making 9 tricks

undoubled	400/600
doubled	550/750
redoubled	800/1000

Final contract 1NT, making 7 tricks

undoubled	90/90
doubled	180/180
redoubled	560/760

When is double penalty?

Note the difference from takeout doubles: **most doubles are for takeout**

Penalty doubles apply 1) when opponents have reached game.

2) When they open 1NT – no takeout double if they have not bid a suit!

3) when partner has made a limit bid in no-trump so you know he is balanced with a certain number of points.

In other situations you should assume that double is for takeout.

Penalty Doubles and Redoubles

We have already met the Takeout Double: double of an opening bid in a suit asks partner to bid his best suit.

The original meaning of 'Double' was Penalty: "double" said "I think you have bid too high and you are going down." Now double can be both Takeout and Penalty: how can we tell what "double" means?

Double is usually Takeout.
Double is Penalty when:

- Opponents have bid game
- Partner has bid no-trump (so you know his point range and distribution) and an opponent has overcalled
- An opponent has opened 1NT and you have 16 or more points.

Scoring When the Final Contract is Doubled

1. The Contract Goes Down:

When an ***undoubled*** contract fails each undertrick costs 50 nonvulnerable, 100 vulnerable
When a doubled contract fails,

nonvulnerable the first undertrick costs 100, the second and third undertricks 200 each, each subsequent undertrick 300
vulnerable the first undertrick costs 200, every subsequent undertrick costs 300

1 down **nonvulnerable** is	-100	1 down **vulnerable** is	-200	
2 down is	-300	2 down is	-500	
3 down is	-500	3 down is	-800	
4 down is	-800	4 down is	-1100	
5 down is	-1100	5 down is	-1400	and so on!!

If the contract is ***redoubled*** all these scores are doubled again!

2. The Contract Makes

Part score, game and slam bonuses

The double affects the level at which game is reached, since the trick score is doubled
2♥/2♠ doubled is game, and you score the relevant game bonus
But 2♣/2♦ is not game, since 4♣ or 4♦ is not game
2NT doubled is game, but 1NT doubled is not
Similarly, in a redoubled contract the trick score is multiplied by four
1♥/1♠/1NT redoubled is game, 1♣/1♦ redoubled is not
(But you cannot double opponents in to slam: you have to bid slam to get that bonus.
3♥ or 3♠ doubled gets the ***game bonus***, not the slam bonus.)

Trick points

These are doubled when a doubled contract makes, multiplied by four when a redoubled contract makes
The trick score depends solely on the denomination: vulnerability is irrelevant

Overtricks

Nonvulnerable overtricks are reckoned at 100 apiece, whatever the contract
Vulnerable overtricks are reckoned at 200 apiece
A Redouble doubles these up to 200 nonvulerable, 400 vulnerable

Extra bonus (for the 'insult')

Whenever you make a doubled contract you get a 50 point bonus, irrespective of vulnerability
The bonus for making any redoubled contract is 100

Example: 3♥ doubled making 10 tricks:			
		180 for tricks (90x2)	180
	Game bonus	300 (nonvulnerable)	500 (vulnerable)
	Overtrick	100	200
	Extra Bonus	50	50
	Total	630 (nonvulnerable)	930 (vulnerable)

Quiz 25

1) What does double mean in these auctions: is it takeout or penalty?

a)

West	*North*	*East*	*South*	
1♥	Double			_____

b)

West	*North*	*East*	*South*	
1♥	Pass	2♥	Double	_____

c)

West	*North*	*East*	*South*	
1♥	Pass	3♥	Pass	
4♥	Pass	Pass	Double	_____

d)

West	*North*	*East*	*South*	
1NT	2♥	Double		_____

e)

West	*North*	*East*	*South*	
1♥	Pass	Pass	Double	_____

2) Fill in the correct scores in this table:

Final Contract	**Number of tricks**	**Not Vulnerable**			**Vulnerable**		
		Undoubled	**Doubled**	**Redoubled**	**Undoubled**	**Doubled**	**Redoubled**
2♦	9						
4♠	7						
3♥	9						
5♣	9						

Lesson 26: Defence - The Opening Lead

Aims

- To refine the choice of opening lead

Content

1 The opening lead is very important. The 'wrong' one can let home an unmakeable contract: an inspired lead can beat an unbreakable one.

Sometimes the opening lead is obvious. If opponents are in 4♥ and you have ♦AKQ2 it is not too tough. But more often it feels like a blind guess!

2 **In choosing a lead** there are 2 questions to answer: ***Which suit?*** is **more important** than ***Which card?***
Which suit? Unfortunately this is a very difficult question! There are no absolute rules.
Perhaps partner has bid a suit, and you will lead that.
Sometimes opponents have bid several suits, and you can lead ***an unbid suit.***
Listening carefully to the bidding may help you to sniff out a good lead – draw inferences from what was NOT bid as well as what was. Try to picture opponents hands based on what you have heard.
Opponents' bidding will not always be the same as yours. You are allowed to ask questions about it.
When you are sure you understand what their bidding means**,** you can decide which suit to lead.

3 **Against no-trump contracts** try to lead *your side's* best suit.
If partner has bid a suit – lead that.
Otherwise lead your longest suit *unless* it has been bid by an opponent
OR your hand is so weak that you will not get in to cash your winners
In these cases try to find partner's longest suit. You may have to guess which short suit to lead. The tip is: choose one where you have an honour card, since that needs partner to have less in the suit.
Against suit contracts try to establish winners in side suits
Avoid leading suits that have been bid by an opponent - tend to lead an ***unbid suit***
Lead from a sequence of honours, or a broken sequence
Do not lead an unsupported ace: do not underlead an ace (underleading aces against NT contracts is OK)
Sometimes you can make trump tricks by ruffing: lead a singleton or a suit where partner is short

4 **Which card?**
Once we have decided the suit to lead we follow the Rules we were taught earlier (see examples)
Against no-trump contracts we lead ***top of a sequence*** of **three** or more honours
higher of touching honours ***in an interior sequence*** with **three** or more cards
BUT fourth highest from a long suit with only **two** honours
Against suit contacts we lead the higher of touching honours

5 Revise the differences between the Opening Lead and Third Hand Play:

You ***lead*** **top** of a sequence of honours:	***Third Hand plays*** **lowest** from a sequence of honours
You ***lead*** **low** from a single honour	***Third Hand plays*** **high** – so it plays the honour
You ***lead*** **low** from two non-touching honours	***Third Hand plays*** **high**, the highest unless the two honours surround a card in dummy

6 Leading Trump
You have probably heard the old saying "when in doubt, lead trump".
A trump may look safe – but it is not. The first thing declarer does is draw trump – why help him?
A trump lead may give declarer time to develop his work suit and take discards before you can establish winners in the side suits. Our advice is "when in doubt, lead low from an honour(s) in an unbid suit".
(Occasionally a trump lead is called for– usually when opponents are playing in the third suit they have bid and you have a strong holding in declarer's first suit. Leading trump may stop ruffs in dummy.)

Examples of Choosing the Opening Lead by Inference from the Bidding

1

	♠ Q7 ♥ QJ9 ♦ KQ105 ♣ AJ52	
♠ 1063 ♥ 1063 ♦ 9764 ♣ 1063	**N** **W E** **S**	♠ AKJ95 ♥ 852 ♦ 3 ♣ K987
	♠ 842 ♥ AK74 ♦ AJ82 ♣ Q4	

South's 1NT opener is raised directly to 3NT
What should West lead?
A spade lead lets partner cash 5 tricks for 1 down
Anything else and declarer makes 4 hearts, 4 diamonds and ♣A for 9 tricks and his contract.
This appears to be a blind guess - a 1 in 4 chance.
Even a world champion would not **know** what to lead – but he is more likely to guess well than an inexperienced player! He would reason like this:
"North raised to 3NT ***without using Stayman***, so he is not interested in 4♥ or 4♠. Partner must have length in one major." The expert has reduced the guess to a 50% shot

2 All Vul Dealer S

	♠ AQJ7 ♥ K1095 ♦ 872 ♣ Q4	
♠ 9852 ♥ A ♦ KJ103 ♣ 10985	**N** **W E** **S**	♠ 3 ♥ 862 ♦ AQ95 ♣ J7632
	♠ K1064 ♥ QJ743 ♦ 64 ♣ AK	

West	*North*	*East*	*South*
-	-	-	1♥
Pass	1♠	Pass	2♠
Pass	4♥	All Pass	

Both North and South have length in spades, and West has four spades also. Partner must have a singleton or a void. Lead a spade, planning to give partner a ruff when you win ♥A. If partner returns a diamond you can give him another ruff. Two down!
This lead would be more difficult to find if North had simply raised partner's hearts without bidding spades.
Do not make bids just to hear your own voice!
Support partner's major whenever that is an option

Definitions

A **Sequence** of Honour cards is three or more touching honours: AKQ, KQJ, J109

An **Interior (or broken) Sequence** is three Honour cards with a gap: KQ10, QJ9, KJ10, K109, Q109

Touching Honours are two honour cards (two does not make a sequence!)

Rules for Which Card to Lead

Touching Honours

With an **ace-king** combination lead the **ace**
(but low from AKxx, AKxxx against no-trump)

With other touching honours lead the higher against suits,: K from KQx; Q from QJxx; J from J10xx
(against no-trump lead small from these holdings with 4 or more cards)

Sequences

With a sequence of honours lead the highest: K from KQJ; Q from QJ10, J from J109

With a broken sequence lead the higher of touching honours: K from KQ10, J from KJ10, 10 from Q109

Leading from Honours

Lead a low card from an honour/non-touching honours: 3 from K83; 4 from Q1054; 3 from KJ83
(traditionally we lead ***fourth highest*** from Hxxx or Hxxxx or Hxxxxx)

Lead a high card from a suit with no honour: 8 from 983, 7 from 8742 etc
(the style is to lead ***second highest*** from a suit with no honour)

Leading shortages

Lead top of a doubleton: 8 from 83.
(We do not usually lead from a doubleton honour like K5 or Q4 unless partner has bid the suit

Leading trump

Always lead your lowest trump unless you have a solid sequence – partner may have a singleton honour

Examples of Opening Leads

Card combination	Lead against No-trump	Lead against a suit contract
KQJ3	K	K
QJ96	Q	Q
KQ1054	K	K
J1095	J	J
AK94	4	A
KJ72	2	2
Q10653	5	5
KJ1096	J	J
973	7	7
82	8	8
K62	2	2
AK2	A	A
Q4	Q	Q

The Opening Lead

The wrong lead can let through an unmakeable game; an inspired one can beat one that seems unbreakable. But there are no Rules for finding the winning lead every time: these are only rough guidelines.

Choosing a Lead

The first step is to decide <u>which suit</u> to lead.

There may be **clues from the Bidding:**

If partner has bid a suit – lead it unless you have a very good alternative

If declarer or dummy has bid a suit the chances are that will be one of their Work Suits – lead something else

Try to picture the hidden hands based on the auction – maybe you can visualise giving partner a ruff

Lead Strategy against no-trump contracts

Try to lead ***your side's*** best suit. (If partner has bid a suit – lead that)

Otherwise lead your **longest suit** ***unless*** opponents have bid it (or implied it by using Stayman)

or your hand is so weak that you will never get in to cash your length tricks.

With two suits of the same length prefer to lead a major when opponents have not looked for a major suit fit

lead the one with ***slower cards*** – aces and kings may provide entries to cash it.

Lead Strategy against suit contracts

Try to establish and cash tricks in unbid suits, or suits your side has bid.

With a choice lead from a sequence of honours rather than from single honours

Do not lead unsupported aces; do not underlead an ace.

Sometimes go for ruffs by leading a singleton, or a suit you expect partner to be short in.

Once you have chosen a suit the second step is to decide <u>which card</u> to lead

Lead **top** of a sequence of honours

higher of touching honours (but against NT fourth highest from any suit with only two honours)

low from an honour or two non-touching honours

(The traditional lead is your fourth highest card. This allows partner to draw some conclusions

Eg if partner leads ♦2 and it is his fourth highest card he must have precisely four diamonds)

high from a suit with no honours

Card Combination	**Lead against a suit contract**	**Lead against no-trump**
AKQ and others	Ace	Ace
KQJ, KQ10 and others	King	King
QJ10, QJ9 and others	Queen	Queen
J109, J108 and others	Jack	Jack
1098, 1097 and others	Ten	Ten
AK and others	Ace	Fourth highest
KQ and others	King	Fourth highest
QJ and others	Queen	Fourth highest
AQJ and others	Ace (prefer not to lead this)	Queen
KJ10 and others	Jack	Jack
K109, Q109 and others	Ten	Ten
K or Q or J and others	Low from three, fourth highest	Low from three, fourth highest
KJ or Q10 and others	Low from three, fourth highest	Low from three, fourth highest
Three or more small cards	Top or second highest	Top or second highest
Doubleton	Higher card	Higher card

Quiz 26

1) What would you lead from these card combinations:

		against a no-trump contract	against a suit contract
a)	KJ63	_____	_____
b)	AK1032	_____	_____
c)	10975	_____	_____
d)	QJ6	_____	_____
e)	AJ52	_____	_____
f)	Q872	_____	_____
g)	83	_____	_____
h)	Q7 (partner's suit)	_____	_____
i)	KJ1064	_____	_____
j)	KQ1064	_____	_____

2) The auction has gone 1NT – Pass – 3NT – All Pass
What would you lead from these hands?

♠ QJ972	♠ 7654	♠ 1074	♠ AK6
♥ A6	♥ 8	♥ AK653	♥ 84
♦ 9854	♦ 10932	♦ 98	♦ J1092
♣ 103	♣ 9763	♣ J52	♣ 7543
_____	_____	_____	_____

3) You are West and hear this auction:

West	**North**	**East**	**South**
Pass	Pass	Pass	1♦
Pass	1♥	Pass	1♠
Pass	3♠	Pass	4♠
Pass	Pass	Pass	

What would you lead from these hands?

♠ Q85	♠ 742	♠ 9	♠ KQ105
♥ 1073	♥ 10853	♥ K43	♥ Q863
♦ KJ62	♦ Q6	♦ K762	♦ 4
♣ Q104	♣ AK93	♣ QJ985	♣ Q972
_____	_____	_____	_____

Lesson 27: The 2NT Opening Bid

Aims

- To revise the structure of no-trump bidding
- To introduce the strong 2NT opener

Content

1 So far we have dealt only with hands of up to 19 HCP. What happens when you have 20 points or more? Now if you open with a bid at the 1-level partner may pass with a few points and you will miss game. Acol has a way of telling partner that you have an extra good hand – ***you open at the 2-level.***
There are three sorts of 2-level opening: 2♣, 2♦/♥/♠ and 2NT, which is the one we will start with.

2 Revise no-trump bidding
A balanced hand has no singletons or voids, and at most one doubleton: it is 4-3-3-3; 4-4-3-2; 5-3-3-2
If the opening bidder has a balanced hand he aims to bid no-trump!

With 12-14HCP open 1NT
With 15-17 HCP open one of a suit, intending to rebid the cheaper of 1NT/2NT
With 18-19 HCP open one of a suit, intending to rebid 2NT over any change of suit response.
(The only time we do not rebid no-trump with these hands is when partner responds in a major and we have 4-card support. Raising partner is always the first priority)

With 20-22 HCP open 2NT
With 23+ HCP open 2♣ and rebid in no-trump. (We will come to the 2♣ opener next lesson)

3 Introduce the 2NT opener
Like an opening bid of 1NT, it is balanced, just much stronger: **20/21/22 HCP** (no more, no less)
4-3-3-3, 4-4-3-2 or 5-3-3-2 distribution

4 Revise Responses to 1NT
You need 25+HCP for game, 33+HCP for 6NT, 37+HCP for 7NT. The arithmetic is quite easy:

	Balanced Hand	***Unbalanced hand***
0-10 HCP	Pass	Remove to a safer part-score via a transfer
11-12 HCP	Invite game	Invite game via Stayman or transfer
13-18 HCP	Bid game.	Bid game (via a transfer if you like)
19-20 HCP	Invite slam with 4NT	Make a slam try with 3 of your long suit
21-22 HCP	Bid slam	Get to slam! – start with a transfer or 3 of
23-24 HCP	Invite Grand Slam with 5NT	your suit and just keep on bidding!
25+HCP	Bid 7NT (this is rare!!)	

Emphasise the importance of the Major suit game.
We use ***Stayman*** to look for a 4-4 fit in a major. Using Stayman guarantees a precisely 4-card major
We use ***Transfers*** when looking for a 5-3 fit in a major. We ***transfer*** into our 5-card major
Emphasise the difficulty of making game in a minor: you need 11 tricks, therefore more HCP
5-3-3-2 with a 5-card minor always passes or raises no-trump (unless strong enough to consider slam)

5 Explain how the responses to 2NT are similar.

Add your points to partner's 20-22 to decide how high to bid, then look for the best denomination
We generally look for game with 4 or more points.
There is no such thing as a weak takeout. With 0-3 points just pass. Partner's strong hand can cope. (Playing transfers you may escape into 3 of a major but this is very rare – you need a 6+card suit and no points at all. We ***never*** make a weak takeout into a minor. A weak hand with a long minor passes)
And there is not enough room to invite game – there is nothing between 2NT and 3NT
You can only pass or bid game.
If you use Stayman it is to find the best game – there is no room for invitation.
You can offer a choice of games by transferring into a 5-card major, then bidding the other major.

Examples of a 2NT opener

♠ K102 ♥ AJ43 ♦ KQ5 ♣ AKJ	♠ A5 ♥ AQ4 ♦ QJ985 ♣ AK4	♠ KQ94 ♥ QJ84 ♦ AK ♣ AKQ
3+5+5+8 = 21HCP	4+6+3+7 = 20HCP	5+3+7+9 = 24HCP (too strong) This one opens 2♣ - see Lesson 28

Avoid minors when partner opens in no-trump and you have no singleton

♠ KJ2 ♥ AJ43 ♦ Q8 ♣ K982	A ♠ A5 ♥ 76 ♦ AKJ985 ♣ 743	B ♠ 84 ♥ 93 ♦ KJ943 ♣ AQJ3
West opens 1NT	East bids 3NT – an easy 9 tricks (If the long suit is a major he transfers) 11 tricks are most unlikely	East invites game with 2NT 3NT is the only possible game

Responding to the Opening Bid of 2NT

♠ AJ8 ♥ KQ97 ♦ A7 ♣ AQ72	A ♠ Q107643 ♥ 52 ♦ 98 ♣ K65	B ♠ 1052 ♥ J105 ♦ K9842 ♣ K4	C ♠ K1042 ♥ A653 ♦ 2 ♣ 8643
	At least 25HCP, at least 8 spades You want to play in 4♠ Bid 3♥, transfer. Raise partner's 3♠ to game (Or just bid 4♠)	At least 27HCP, balanced You want to play in 3NT Bid 3NT!	At least 27HCP Use Stayman to look for a 4-4 major fit. If partner bids a major raise to game If he bids 3♦ – bid 3NT

The 3-level responses to 2NT are the same as the 2-level responses to 1NT – just one level higher.

Examples of bidding after a 2NT opener

♠ AQ4 ♥ AQJ8 ♦ KQ5 ♣ QJ4	N W E S	♠ J32 ♥ 96 ♦ J642 ♣ 9753
West		*East*
2NT		Pass

Disappointing for West, but 2NT is quite high enough!

♠ KJ5 ♥ AQ104 ♦ A6 ♣ KQJ3	N W E S	♠ Q1064 ♥ KJ93 ♦ 875 ♣ 72
West		*East*
2NT		3♣
3♥		4♥

Stayman finds the 4-4 major fit
Note that 3NT fails on a diamond lead

♠ Q10 ♥ AQJ2 ♦ AK93 ♣ KJ7	N W E S	♠ AKJ9 ♥ 103 ♦ 764 ♣ 8652
West		*East*
2NT		3♣
3♥		3NT

East's 3♣ promises a 4-card major, but there is no 4-4 fit

♠ AQ8 ♥ A7 ♦ KQJ92 ♣ KJ3	N W E S	♠ J43 ♥ K9632 ♦ 8 ♣ Q1075
West		*East*
2NT		3♦
3♥		3NT
Pass		

East should not worry about his to singleton. 4♣ would show slam interest He offers a choice between 3NT and 4♥

♠ AJ2 ♥ AK104 ♦ QJ3 ♣ AQ10	N W E S	♠ KQ4 ♥ QJ9 ♦ K1075 ♣ K82
West		East
2NT		6NT
Pass		

With 34-36 points between the hands East settles in the small slam

♠ K1053 ♥ AKQ2 ♦ A6 ♣ AJ4	N W E S	♠ QJ94 ♥ 85 ♦ KJ1072 ♣ 63
West		East
2NT		3♣
3♥		3NT
4♠		Pass

East must have a 4-card major use Stayman so West converts to 4♠.

♠ AKJ6 ♥ KQJ ♦ A8 ♣ QJ105	N W E S	♠ 75 ♥ 843 ♦ Q109642 ♣ 93
West		*East*
2NT		Pass

East might like to make a weak takeout into diamonds, but there is no such bid.

♠ KQ5 ♥ AK4 ♦ AQ85 ♣ KJ2	N W E S	♠ 104 ♥ 82 ♦ J643 ♣ AQ985
West		*East*
2NT		3NT
Pass		

There are not enough points for slam
No point in bidding a minor, so East simply raises to 3NT

♠ AQ ♥ KQ72 ♦ KJ62 ♣ KQJ	N W E S	♠ K9872 ♥ AJ85 ♦ 74 ♣ 32
West		*East*
2NT		3♥
3♠		4♥

With both majors East transfers to ♠s, then bids ♥s. West chooses ♥s.

The Opening Bid of 2NT and Responses

The opening bid of 2NT is just like the opening bid of 1NT – but a whole lot stronger.
It shows 20-22 HCP (no more, no less) in a hand with balanced distribution – no singletons or voids.

When you have at least half the points in the pack in your own hand you do not need a lot of help from partner to make game. Responder should bid on with ***4 or more high*** card points.
Do not worry about all the suits that you are weak in – partner has them covered.

The responses are just the same as the responses to 1NT, but ***a level higher.***
The only difference is that ***there is no such thing as a weak takeout.*** Partner does not need to be rescued!
Your aim is to find the best game.
You can use Stayman and Transfers to check for possible 8-card fits in a major just as you do over 1NT.

Summary of the Responses to a 2NT Opening Bid

Opening Bid	Responses
2NT 20-22 HCP balanced (4-3-3-3, 4-4-3-2, 5-3-3-2) or semi-balanced (5-4-2-2 or 6-3-2-2)	**+3♣ Stayman, as over 1NT, *asking* about 4- card majors** **Opener bids: 3♦ with no 4-card major** 3♥ with 4 hearts or both majors 3♠ with 4 spades and not 4 hearts Responder raises to game in a 4-4 major fit, bids 3NT without a fit **+3♦** Transfer, ***showing*** 5 hearts Opener completes the transfer. Responder continues as over 1NT: (2NT-3♦-3♥) -3NT 5 hearts, 4-9HCP. Opener passes/converts to 4♥ with 3 -4♥ 6+ cards, sign off +3♠5+hearts and 4 spades, offers a choice of 3 possible games **3♥** Transfer, ***showing*** 5 spades Opener completes the transfer Responder continues as after 2♦ transfer. **-3NT** A sign-off, to play in game. 4-9HCP. Denies any interest in major suit fits. (May have a long minor – ***3NT is easier than 5♣/♦*** **-4♥/4♠** To play. A 6+ card suit. (We prefer to transfer the declaration into the strong hand, so these show at least mild interest in slam.) **-5♣/♦** Sign-off, to play ***These are as rare as snow in June*** They show 7+card suits and about 1 high card!
Points required for 3NT = 25+ Points required for 6NT = 33+ Points required for 7NT = 37+	**+4NT** A slam invitation with a balanced hand. 11-12HCP **-6NT** A sign-off, to play in slam. 13-14HCP **-7NT** 17-20 HCP. (Not impossible, just unlikely)

Quiz 27

1) Partner opens 1NT, RHO passes. What is your response?

a) ♠ Q106 ♥ K92 ♦ J743 ♣ KJ5

b) ♠ K1096 ♥ AJ73 ♦ 82 ♣ K54

c) ♠ AJ2 ♥ KJ5 ♦ QJ93 ♣ Q42

d) ♠ 765432 ♥ 2 ♦ 432 ♣ 432

e) ♠ K4 ♥ AKQ10652 ♦ 873 ♣ 5

_____ _____ _____ _____ _____

2) Partner opens 2NT. What is your response?

a) ♠ Q972 ♥ 543 ♦ 10865 ♣ 93

b) ♠ KJ1075 ♥ 9 ♦ K62 ♣ 8743

c) ♠ K932 ♥ Q1054 ♦ 8 ♣ J762

d) ♠ 76 ♥ QJ9832 ♦ K4 ♣ 1085

_____ _____ _____ _____

What next with the above hands when the auction starts like this?

2NT	3♥	2NT	3♣	2NT	3♦
3♠		?	3♦	?	3♥ ?

_____ _____ _____

3) ♠ AK6 ♥ A7 ♦ KQ954 ♣ KJ3

You sit West and open 2NT.

What do you bid next after these auctions?

West	*East*	*West*	*East*
2NT	3♦	2NT	3♥
3♥	3NT	3♠	3NT
?		?	

_____ _____

4) You are West. What is your next bid in the following auctions?

a) ♠ KJ3 ♥ Q6 ♦ AKQ ♣ AJ972

West	*East*
2NT	3♣
?	

_____

b) ♠ KJ32 ♥ AQ74 ♦ KJ9 ♣ AQ

West	*East*
2NT	3♣
3♥	3NT
?	

_____

Lesson 28: Strong Two Openers

Aims

- To cover the Acol Strong Two Openers

Content

1 Introduce strong Twos, starting with 2♣, the strongest opening bid in the Acol system.
It shows a super-strong hand, and it is ***conventional.*** (says nothing about clubs).
The 2♣ opener is either a balanced hand with 23 or more points
or a hand with one or more strong suits and enough playing tricks for game on its own (this type may not have quite so many points)

2 Discuss the Responses to a 2♣ opener
Obviously, you cannot pass an opening of 2♣! The opening bid is ***forcing*** and ***conventional***.
Responder ***must*** bid.
The original Acol 2♦ negative with 0-5 points is considered old-fashioned, this is the modern style:
A response in a suit shows a good suit of your own, at least 5 cards with two of the top three honours (ace/king/queen). Normally 8+HCP, may be slightly less with an exceptional suit
A response of 2NT shows a balanced hand of 10+ points
2♦ is a ***waiting bid*** which we make with all other types of hand. It is the ***normal*** response to 2♣.

3 Discuss Opener's Rebid
The 2♣ opener is Forcing to Game, (with one exception) even when partner has a completely worthless hand. It often leads to slam. After opening 2♣ you continue by bidding your suits naturally, knowing that partner cannot pass below game.

West	*East*	***This is the one auction that is not forcing to game***
2♣	2♦	West shows 23-24HCP in a balanced hand – just too strong for a 2NT opener
2NT		If East has a really dreadful hand with 0 or 1 points he can pass.
		With 2+ points he continues to game using the same bids as over a 2NT opener

4 Introduce the other two openers, 2♦, 2♥, 2♠
In contrast to the 2♣ opener, these are ***natural,*** showing length in the suit actually bid
We play ***Acol Strong Twos*** showing good hands, but not quite as strong as an opening 2♣.
The point count is not exact – we define a strong two as ***"a hand of quality, with 8 or 9 playing tricks"***
A typical Acol 2 opener has a single suit of 6+ cards with most of the honours and 18+HCP
OR 2 good suits of 5 cards or more and 20+HCP.
(Open the longer suit first, higher with 2 of the same length)
A hand that may miss a game by opening with a one-bid if everybody passes
Game is not guaranteed by such an opener, but responder ***must*** bid: the opening is ***forcing for 1 round.***

5 Further Bidding after an Acol Two Opener
Since the bid is forcing for one round responder ***must*** bid, even with 0 points.
The responses are similar to the responses to 2♣: we use a ***Waiting Bid*** – this time it is 2NT.
Bidding a new suit promises at least 5 cards to two top honours
The slightly unusual feature is that ***a single raise is stronger than a jump to game.***
eg 2♥-3♥ is a positive response with some slam interest: 2♥-4♥ is a sign-off with a weaker hand

Examples of 2♣ openers

1) ♠ AKJ
♥ KQ5
♦ AQ8
♣ KQ83

8+5+6+5 = 24HCP
Too strong to open 2NT

2) ♠ A2
♥ AKQJ63
♦ AKQ5
♣ 6

A strong hand with 10 Playing Tricks in hearts.
Too strong for 2♥ or 4♥. Open 2♣ to show a very strong hand.

Examples of responses to a 2♣ opener

♠ 72
♥ AQJ54
♦ QJ96
♣ 83

Good heart suit, 2 top honours
10HCP
Bid 2♥

♠ A83
♥ Q4
♦ 963
♣ K9752

2♦ – the club suit is not good enough to bid, and you have only 9HCP, not enough for 2NT

♠ KQ732
♥ 10
♦ 7532
♣ K43

2 top honours in spades, 8HCP
Bid 2♠

♠ 8765
♥ 54
♦ 9832
♣ 1094

We *must* respond to 2♣. No choice but 2♦ (put this hand opposite the 10 tricks in hearts above)

♠ K76
♥ 9
♦ AQ10852
♣ 743

Good diamond suit, 9HCP
2♦ is the waiting bid so we have to bid 3♦ to show our diamond suit

♠ KJ2
♥ 972
♦ J103
♣ QJ107

8HCP, no good suit, so 2♦
Whatever partner does next you must try to show some strength

♠ AQJ3 ♥ KQJ2 ♦ A109 ♣ AQ	**N** **W E** **S**	♠ 1086 ♥ 875 ♦ K42 ♣ 9732
West 2♣ 2NT Pass		*East* 2♦ 3NT

West shows a balanced hand with 23-24HCP
East has not much – but 3HCP is enough to bid 3NT

♠ AKQ4 ♥ A96 ♦ KQJ2 ♣ AJ	**N** **W E** **S**	♠ J1082 ♥ Q1054 ♦ 963 ♣ 75
West 2♣ 2NT 3♠ Pass		*East* 2♦ 3♣ 4♠

East uses Stayman to find out which is the best game just as he would over 2NT, but with fewer points

Examples of Acol Two Bids

♠ 5
♥ A4
♦ AKQJ96
♣ KQ72

A nice hand with a solid suit
8 playing tricks in diamonds
Open 2♦

♠ KQ4
♥ AKQ863
♦ A52
♣ 8

A strong suit, and good controls
8 playing tricks in hearts
A minimum 2♥ opener

♠ AKQ53
♥ 4
♦ AK872
♣ A8

A very strong 2-suiter
Open 2♠, intending to rebid 3♦

♠ 9
♥ AKQJ9765
♦ 943
♣ 3

8 playing tricks in hearts, but ***not*** a 2♥ opener!
No quality, no defence. Open 4♥.

♠ AQ53
♥ 4
♦ AK872
♣ AQJ

20 points but this hand lacks the suit quality for a 2-opener
Open 1♦ – if everybody passes you have not missed a game

Responding to an Acol Two Bid

egs ♠ KQ1053
♥ A654
♦ 72
♣ 982

Partner opens 2♦ – bid 2♠
8+HCP and good spades

♠ A54
♥ K973
♦ K1086
♣ 72

Partner opens 2♠ – bid 3♠
3-card support is plenty
Far too good for 4♠

♠ Q7542
♥ J76
♦ 984
♣ 32

Partner opens 2♥
Bid 2NT, the waiting bid

♠ J932
♥ 1074
♦ 86
♣ QJ54

Partner opens 2♠
Bid 4♠, a sign off

Acol Two Auctions

♠ AKQ107 ♥ AKQ53 ♦ A6 ♣ 4	**N** **W E** **S**	♠ 5 ♥ 9642 ♦ Q97 ♣ QJ653

West	*East*
2♠	2NT
3♥	4♥
Pass	

West has the chance to bid both his suits
East much prefers hearts, and raises to game

♠ AKQ1096 ♥ AJ5 ♦ A65 ♣ 4	**N** **W E** **S**	♠ J5 ♥ 10932 ♦ QJ7 ♣ 8653

West	*East*
2♠	2NT
3♠	4♠
Pass	

West shows a minimum Acol 2 with no second suit
East's hand could be worse, and partner does not need much, so he bids game.
Pass with a singleton spade and 0-3HCP)

Acol Two Openers

In Acol the opening bids of 2♠/2♥/2♦ are ***Strong Twos.***
There is no exact point count for an Acol Two Bid: it is ***"a hand of quality with 8 or 9 Playing Tricks"***
A hand so strong that we dare not open one of a suit in case the auction continues Pass-Pass-Pass.

♠ AKQ1053	♠ A	♠ AKQ42	♠ KQ6
♥ AQ4	♥ KQJ10973	♥ AKJ76	♥ 7
♦ 2	♦ AK106	♦ -	♦ AKQJ84
♣ A82	♣ 7	♣ K92	♣ A84
(8+Playing Tricks in ♠s)	(9 Playing Tricks in ♥s)	(8+Playing Tricks in ♠/♥s)	(8 Playing Tricks in ♦s)

Unbalanced hands with 1 strong 6+card suit or 2 strong 5+card suits (Open the ***longer*** or ***higher*** of equal length)

Responding to an Acol Two Bid

These opening bids are ***forcing for one round.*** You ***must*** respond, even with 0 HCP.
Remember that partner has a very strong hand, and does not need much from you.
Since partner has a good suit you can (and should) raise with 3+card support and a few values.

2♠ 4♠ A raise to game shows trump support, some ruffing values, and one or two useful high cards.
3♠ A single raise is stronger, showing trump support and some slam interest.
3♣/♦/♥ A new suit promises a good suit – at least 5cards to two top honours (ace, king or queen)
2NT The ***Waiting Bid,*** either a very weak hand or a hand with no support and no good suit

Opener's Rebid

After a 2NT response Rebid your suit with just 8 Playing Tricks. (Partner can pass this if he is ***really*** weak)
With 9 Playing Tricks - bid game yourself. (The best game may be 3NT)
With a two-suiter bid your second suit: this is forcing, but only a 1-round force
After any other response the auction is ***forcing to game.***

The 2♣ Opener

This is an ***even stronger*** bid. It is ***conventional:*** an ***artificial*** bid which says nothing about clubs.
It is either a balanced hand with 23+HCP, too strong to open 2NT
or an unbalanced hand too strong for an Acol Two Opener. Worth game opposite nothing.
(Note that there is no way to show an Acol Two in clubs. Open 1♣ and hope for the best!)

♠ AKQJ1053	♠ AKQ754	♠ AKJ42	♠ AQ2
♥ AK54	♥ AKQ73	♥ AKQ6	♥ AQJ
♦	♦ A10	♦ AK4	♦ KQ86
♣ A2	♣ -	♣ 9	♣ AJ8
10 Playing Tricks in ♠s	Game in a major	Big 3-suiter, looking for a fit	23+ balanced

Responding to the 2♣ opener

Again, you cannot Pass! Nor can you raise, since the bid is artificial.

2♣ 2♥/2♠/3♣/3♦ A new suit promises at least 5-cards to two top honours (ace/king/queen)
2NT A very rare response. A balanced hand with 10+HCP. Forcing to slam
2♦ The ***Waiting Bid***. An unbalanced hand without a good suit, or 0-9 HCP balanced

Further Bidding

2♣ 2♦ 2NT is the only rebid responder may Pass. 23-24HCP balanced.
(Respond as to a 2NT opener, remembering that it is stronger. Bid something with 2+HCP)
3NT shows a stronger balanced hand of 25+HCP
2♥/2♠/3♣/3♦ Any other bid is Forcing to Game.
Responder can raise with 3+card support, bid a suit of his own without support, or 2(3)NT
Opener often has a second suit to bid.

Quiz 28

1) Partner opens 2♣. What is your response?

a) ♠ KJ7 ♥ K64 ♦ J1052 ♣ QJ9

b) ♠ 9862 ♥ QJ976 ♦ 3 ♣ 432

c) ♠ 952 ♥ 76 ♦ A42 ♣ KQ1076

d) ♠ J1094 ♥ KJ72 ♦ 6 ♣ J853

_____ _____ _____ _____

2) You open 2♣ and partner responds 2♦. What is your rebid?

a) ♠ AQJ2 ♥ KJ103 ♦ AK ♣ AQ5

b) ♠ KQ3 ♥ AQJ10876 ♦ A ♣ AK

c) ♠ AKJ1076 ♥ KQJ102 ♦ A ♣ 9

♠ KQJ10 ♥ AK3 ♦ AQJ5 ♣ AQ

_____ _____ _____ _____

3) West opens 2♣. How will the auction continue? (NS pass throughout)

♠ AK3 ♥ KQJ5 ♦ AQ ♣ KJ83

♠ 762 ♥ 984 ♦ 10932 ♣ 754

West _____ _____ _____

East _____ _____ _____

♠ AQ54 ♥ AKJ3 ♦ AQJ ♣ Q6

♠ 62 ♥ Q1074 ♦ K982 ♣ 1053

West _____ _____ _____

East _____ _____ _____

4) What would you open with these hands? If not an Acol Strong Two – why not?

♠ AKQJ102 ♥ AJ6 ♦ 94 ♣ A5

♠ AK86 ♥ A ♦ KQ753 ♣ A42

♠ AQ ♥ K105 ♦ AQJ94 ♣ KJ6

♠ 5 ♥ KQJ1096 ♦ AK4 ♣ A85

_____ _____ _____ _____

_____ _____ _____ _____

5) Partner opens 2♠. What is your response?

♠ K65 ♥ A972 ♦ QJ108 ♣ 63

♠ 64 ♥ J8753 ♦ 10962 ♣ Q4

♠ 7 ♥ Q954 ♦ 863 ♣ AQJ96

♠ 986 ♥ KQ43 ♦ 10752 ♣ 84

_____ _____ _____ _____

Lesson 29: The Search for the 8-card Fit in a Major

Aims

- To explain the logic underlying the way we bid
- To emphasise the need to keep the bidding simple
- To demonstrate how applied logic works only if we follow the rules

Content

1 Remind the class of the basics of our bidding system.
The aim of bidding is to reach the best ***denomination*** – no-trump, or a suit where the partnership has a ***fit*** of at least 8 cards.
The 4-4 major suit fit is particularly important: we have an extra trump in each hand to ruff with.
4-4 fits in the minors are less tempting: to make 5♣ or 5♦ you must take 11 tricks, losing only two.
One extra trick from ruffing is not enough to make a 4-4 fit in a minor better than 3NT where you need only 9 tricks.

2 Make the point that an opening bid of 1 of a suit is far less precise than a 1NT opening, so further bidding is much more varied.
Revise the opening bid: we open 1 of a suit with hands of 13-19 points unsuitable for 1NT
We bid our longest suit first
With two 5-card suits we open the higher first
With two 4-card suits and 15+ points we bid the **major** with a major and a minor
1♥ with both majors, 1♣ with both minors
We bid this way to be sure of finding a 4-4- major suit fit
We prefer to open 1♥/1♠ rather than 1 of a minor.
With two 4-card majors we open 1♥ ***because this makes it easy for partner to bid 1♠.***
If he does not raise hearts, or bid 1♠, we can rebid no-trump, ***confident*** that we have not missed a 4-4 major suit fit.

3 Explain how **both** partners bid 4-card majors upwards at the 1-level
In the search for a major suit fit we bid major suits ***upwards*** – but with some care.
If, during our exchange of information, partner ***misses out*** a major at the 1-level, we assume that he does not have 4 cards in it.
If partner had the chance to bid a 4-card major and did not do so - do not bid that major with only 4 cards.

4 Emphasise that when opener bids a second suit he passes two messages at once:
His second suit is biddable, hence at least 4-cards long.
His first suit must therefore be longer, at least 5-cards long
(with 4-4 hands we either raise partner or bid no-trump)
Therefore we can support partner's first suit with 3 cards because we have an 8-card fit.

Examples of bidding majors upwards at the one-level

♠ AQJ2 ♥ K952 ♦ Q105 ♣ K6	N W E S	♠ 53 ♥ J64 ♦ A92 ♣ QJ975

West	*East*
1♥	1NT
Pass	

West opens 1♥ with <u>4-4 in the majors</u> (too strong for 1NT)
East, not strong enough for 2♣, makes a <u>weak 1NT response</u>
With 15 points West knows there is no game, and passes.
Why does West never bid his beautiful spade suit?
East's 1NT bid* denies *<u>4 cards in either major</u>
There is no 8-card major fit

♠ K8 ♥ KJ83 ♦ AQJ87 ♣ J8	N W E S	♠ Q105 ♥ Q54 ♦ 92 ♣ Q10743

West	*East*
1♦	1NT
Pass	

West opens his <u>longest suit</u>, diamonds
East makes a weak response of 1NT, West passes.
Why does West not bid his hearts?
By responding 1NT partner has* <u>denied</u> *4 spades

♠ Q7 ♥ AQ83 ♦ AJ1087 ♣ Q6	N W E S	♠ AJ84 ♥ J4 ♦ Q92 ♣ 9743

West	*East*
1♦	1♠
1NT	Pass

This time West's longest suit is diamonds
East responds 1♠
West bids 1NT, showing 15-17 points in a balanced hand
East has not enough for game, and passes
Why does West not bid his hearts?
When East bids 1♠ he does not definitely deny 4 hearts.
He would bid 1♠ with 5+spades and 4 hearts. But he will not often have this.
It is risky for West to bid 2♥: if East does *not* have 4 hearts what can he bid?
1NT is safer: if East *does* have 4 hearts he can bid 2♥ now.

When partner shows a 4-card major – raise with 4-card support

♠ A5 ♥ QJ962 ♦ KQ4 ♣ K63	N W E S	♠ K964 ♥ A1083 ♦ J8 ♣ Q72

West	*East*
1♥	3♥
4♥	Pass

West opens his longest suit. East makes a limit raise to 3♥
West is not minimum, and accepts the invitation
Why does East not bid his spades?
When you have found one 8-card fit in a major, look no further!

♠ AQ53 ♥ 62 ♦ KQ974 ♣ K6	N W E S	♠ K964 ♥ A1083 ♦ J8 ♣ Q72

West	*East*
1♦	1♥
1♠	3♠
4♠	Pass

West opens 1♦, his longest suit
East bids 1♥, ***bidding 4-card majors upwards***
West rebids his second suit. He must have 5 diamonds, because with 4-4 he opens 1NT (with 12-14 HCP), or 1♠ (with 15+HCP)
East knows there is an 8-card fit in spades, and makes the same limit raise he would make if partner had opened 1♠.

Whenever supporting partner's major is an option – raise him

Examples of looking for the 8-card major suit fit

♠ 10872 ♥ AKQ83 ♦ AJ7 ♣ 2	N W E S	♠ KJ65 ♥ 94 ♦ Q86 ♣ KQJ3
West 1♥ 2♠		*East* 1♠ 4♠

West opens his <u>longest suit</u>. When East responds 1♠ he makes a **<u>limit raise</u>** to 2♠. East knows partner has ***a minimum opening bid,*** but with 12 points he bids 4♠ Why does West not rebid his beautiful hearts? ***Always raise partner's major!*** If you do not raise at once partner 'knows' you do NOT have 4-card support

♠ K872 ♥ 83 ♦ AQJ87 ♣ A6	N W E S	♠ 653 ♥ KQ54 ♦ 92 ♣ K743
West 1♦ 1♠		*East* 1♥ 1NT

West opens 1♦, and when East bids 1♥ he rebids his second suit, 1♠. With only 2 diamonds and 3 spades East does not expect an 8-card fit so bids 1NT (With 11-12 points bid 2NT to invite game) *Why does East not bid clubs?* ***When partner has bid 2 suits he is unlikely to have 4 cards in a third***

♠ 72 ♥ KQJ6 ♦ AQ42 ♣ A93	N W E S	♠ Q983 ♥ 82 ♦ J1053 ♣ K65
West 1♥ 1NT		*East* 1♠ Pass

West opens his longest suit, hearts. He rebids 1NT (rather than show his 4-card minor) because he has a balanced hand. The 4-4 diamond fit is never found but 1NT is a perfectly good contract.
Why does East not support partner's diamonds?
If West had 4 spades he would raise partner, not bid 1NT. If East had 4 hearts he would raise hearts, not bid 1♠. There is no danger of missing a 4-4 major fit

♠ Q104 ♥ A53 ♦ KQ83 ♣ AJ9	N W E S	♠ K96 ♥ KQ74 ♦ A942 ♣ 104
West 1♦ 1NT		*East* 1♥ 3NT

West, with a balanced hand too strong for 1NT, opens his longest suit. Even with 4-card support East shows his hearts. West rebids 1NT, East raises to 3NT.
Look for the 4-4 major fit even when you have a known fit in a minor. With two balanced hands prefer to play in 3NT rather than 5 of a minor. 3NT is easier to make

♠KQ752 ♥Q4 ♦AQ6 ♣K107	N W E S	♠ 9 ♥ AJ105 ♦ J82 ♣ AQ853
1♠ 2NT		2♣ 3NT

West opens his longest suit. East, with enough for a 2-over-1, bids his longest suit. West rebids 2NT, East raises. *Why does West not rebid spades?* ***2NT describes his hand better: 15+HCP balanced.*** *Why does East not bid hearts?* ***West has denled 4 hearts***. (4-4 in the majors opens 1♥, 5-4 rebids 2♥, not 2NT)

♠ 7 ♥ AQJ65 ♦ K874 ♣ A63	N W E S	♠ KQ832 ♥ 832 ♦ Q105 ♣ J7
1♥ 2♦ Pass		1♠ 2♥

West shows 5+♥s and 4+♦s. East ***<u>gives preference</u>*** to hearts. West has a minimum opener and passes. *Why does East not pass 2♦ when his diamonds are better than his hearts?* ***By bidding a second suit partner shows at least 5-cards in hearts, may have only 4 diamonds.*** ***When you know partner has a 5-card suit you may support with 3 cards***

♠ KQ752 ♥ Q4 ♦ AQ6 ♣ K107	N W E S	♠ A84 ♥ 105 ♦ J82 ♣ AQ853
1♠ 2NT 4♠		2♣ 3♠

West opens his longest suit and rebids 2NT over the 2-over-1 2♣. ***East shows 3-card spade support in case partner has 5.*** East cannot have 4 spades (he would raise at once, not bid 2♣) so with 4 spades West would bid 3NT. With 5 he chooses the 8-card fit

The Importance of the 4-4 Major Suit Fit

More game contract are played in 3NT than any other denomination.
Next most popular is 4 of a major – the extra trick can often be made by ruffing.
5 of a minor is rare, and we generally prefer 3NT to a 4-4 minor suit fit.

These hands illustrate the power of the 4-4 fit in a major. Why does 3NT fail on a heart lead while 4♠ makes?

	♠ KJ76 ♥ 54 ♦ KJ1073 ♣ A3	
♠ AQ83 ♥ Q2 ♦ AQ65 ♣ 852	**N** **W E** **S**	
	♠ KQ107 ♥ A7 ♦ Q10952 ♣ A6	
	N **W E** **S**	♠ J985 ♥ 92 ♦ KJ5 ♣ K98

Because the 4-4 fit in a Major is so important, our bidding is geared towards finding these fits.

Any 4-card major is biddable, no matter how weak

	West	*East*	
•	1NT	2♣	When partner opens 1NT use Stayman to look for a 4-4 major suit fit
•	1♥/1♠		With a 4-4-3-2 hand too strong for 1NT open a 4-card major whenever you have one
•	1♥	1♠	With two 4-card majors open 1♥. Partner raises with 4-card support, or bids 1♠ with 4 cards in spades. Which means we always find a 4-4 major fit when we have one.
•	1♣/1♦	1♥/1♠	Respond in a 4-card major whenever you can. Even with 4-card support for a minor **Note** that over 1♣/1♦ a 1NT response ***denies*** a 4-card major. Opener will not now bid hearts or spades with only 4 cards With two 4-card majors we respond 1♥. (Just as when we open 1♥ this makes it easy for partner to raise with 4-card support, or bid 1♠ with 4 of the other major.) A 1♠ response does not *deny* 4 hearts – you may have 5+ spades and 4 hearts. But opener assumes that you do not have 4 hearts until you actually bid them.
•	1♥/1♠		When partner opens a major we raise to 2/3/4♥/♠ with 4-card support.
•	1♣/1♦	1♥/1♠	When responder bids a major we raise to 2/3/4♥/♠ with 4-card support.
•	1♣/1♦	1♥	
•	1♠		Responder raises spades with 4-card support, just as he would over an opening bid

Whenever raising partner's major is an option – raise him!

We prefer to have at least an 8-card fit when we play in a trump suit.
The suit may be divided 4-4, or 5-3, or even 6-2.

•	1♥/1♠	1NT	By bidding a new suit opener promises a 5-card major
	2♣/2♦	?	Responder can support him with 3-cards
•	1♠	2♣	Similarly, responder can bid 2♠/3♠/4♠ as a limit raise with 3-card support
	2♦	?	(He cannot have 4-card support – he would raise spades last time with that)
•	1♠	2♣	Opener's 2NT rebid shows 15-19 HCP balanced.
	2NT	3♠	He may have 5 spades if he is 5-3-3-2 Responder bids 3♠ with 3 spades in case opener has 5 and 4♠ may play better

Quiz 29

1) How should these pairs of hands be bid?
West is always the Dealer, opponents do not intervene, and the last bid is always 'Pass'

a)

♠ 83 ♥ AKQ2 ♦ AQ65 ♣ 852	N W E S	♠ KJ76 ♥ 54 ♦ 743 ♣ Q763

West *East*

_____ _____

_____ _____

_____ _____

b)

♠ AK2 ♥ AQJ6 ♦ Q952 ♣ 105	N W E S	♠ Q5 ♥ 92 ♦ KJ43 ♣ KQJ94

West *East*

_____ _____

_____ _____

_____ _____

c)

♠ QJ105 ♥ 64 ♦ 85 ♣ AJ986	N W E S	♠ K632 ♥ AK92 ♦ KQ6 ♣ 52

West *East*

_____ _____

_____ _____

_____ _____

d)

♠ AQJ5 ♥ 95 ♦ K6 ♣ KQ1084	N W E S	♠ 10843 ♥ KQ76 ♦ A2 ♣ J96

West *East*

_____ _____

_____ _____

_____ _____

e)

♠ A63 ♥ 92 ♦ K10654 ♣ AKJ	N W E S	♠ J102 ♥ KQ87 ♦ AJ72 ♣ Q3

West *East*

_____ _____

_____ _____

_____ _____

f)

♠ 653 ♥ KQ9 ♦ 762 ♣ K1054	N W E S	♠ AQ974 ♥ A864 ♦ K98 ♣ 7

West *East*

_____ _____

_____ _____

_____ _____

Lesson 30: More on Hand Evaluation

Aims

- To refine how we decide the strength of our hand
- To introduce the concept of distributional strength

Content

1 Revise the Milton Work point count.
This is as good a method as any of deciding the value of a hand that will be played in ***no-trump***, but it is a very rough and ready yardstick for suit play.
We have already seen that when we are considering an overcall we count Playing Tricks, not points.
Now we should look at other ways of evaluating the strength of our hands.
Sometimes we must evaluate our hands more optimistically or more pessimistically than the point count suggests. There are other factors to be taken into account

2 Consider the importance of the ***Location of High Cards***
It is impossible to allocate extra points accurately for these features, but bear in mind that a hand has more ***trick-taking potential*** when its honour cards ***support one another***.
Honour and intermediate cards in long suits have greater trick-taking potential than singleton and doubleton honours.
When you are not sure whether your hand is minimum or maximum ask these questions:

Are my honour cards in my long suits?	*(plus)*	or my short suits?	*(minus)*
Are my honour cards supporting one another?	*(plus)*	or all alone?	*(minus)*
Do I have ***intermediate cards*** with my honours	*(plus)*	or only little cards?	*(minus)*

3 Illustrate how the value of a hand can change during the bidding
Imagine you hold ♦K2.
If ***partner*** bids diamonds the king ***supports partner's honours*** and will help develop tricks.
If ***no-one*** bids diamonds you make a trick when the ace is on your right, or if partner has ace or queen
If ***LHO*** bids diamonds it is likely that the ace sits over the king, decreasing your chances of making a trick: you should ***devalue*** the king.
If ***RHO*** bids diamonds it is more likely that he holds the ace, so your chances of making a trick with it increase. You can ***upgrade*** the king of diamonds
Run through this again with ♠AQ4, examining the usefulness of the queen
In general, honour cards in ***suits bid by our side*** are ***plus values*** – they help us develop our Work Suits.
Honour cards in suits bid by opponents are better in ***defence*** – they stop opponents developing their Work Suits.

4 Illustrate the value of extra trump, and how to add points for **distribution**
When we have found a trump fit (at least 8 cards) we can add points for distribution:

NB we add points for distribution only when we have found a trump fit: they are 'fit' points

This is because the extra values are ***ruffing values*** – we can make tricks with our small trump by ruffing
A ***void*** in a suit partner has not bid is worth 3 extra points – ***distribution*** or ***fit*** points
A ***singleton*** in a suit partner has not bid is worth 2 extra points
A ***doubleton*** is worth 1 extra point.
For each extra trump over and above the minimum we need for our bid – we add 1 point.
We add points for extra trump length when deciding what to bid.
But we add points for distribution, (voids singletons and doubletons) only when we have found a fit.

Which of these hands do you think is the strongest 1NT opening?

♠ 63
♥ A87
♦ KQJ104
♣ K82

The diamond suit will make 4 tricks once the ace is knocked out. Four tricks from 6 points.

♠ KQ
♥ A532
♦ Q653
♣ K64

This is much worse – the doubleton KQ will take only 1 trick.
1 trick from 5 points.

♠ QJ109
♥ K1095
♦ A10
♣ KJ9

The impressive ***intermediates*** (nines and tens) strengthen the honour cards

Examples of Upgrading and Devaluing Honour Cards

♠ Q2
♥ KJ6
♦ J1072
♣ A984

Partner (East) opens 1♠.
RHO (South) overcalls 2♥
With 11 points you would normally bid 2NT
But if RHO has both ace and queen of hearts you will make 2 heart tricks. From 4 points!
Upgrade your heart honours: your hand is worth 3NT

♠ KQ64
♥ KQ963
♦ 2
♣ AQ4

You open 1♥, LHO overcalls 2♣ and partner bids 2♦. RHO raises his partner to 3♣.
With 16 points your hand is not minimum, but you should ***devalue*** the queen of clubs. You have no honours or intermediates in partner's suit to support his cards there. Your hand has got worse. Partner's bid was forcing, but now that RHO has bid you no longer have to. Just Pass.

The value of extra trump

♠ A98642
♥ A8732
♦ 8
♣ 2

♠ KJ753
♥ 6
♦ A7543
♣ 95

How many tricks can West make in spades?
West and East have each 8HCP, a combined 16 HCP
Yet West has 6 spade tricks, two red aces, and he can ruff three hearts in dummy to make 11 tricks.

On a good day opponents' hearts will split 4-3 and three ruffs will establish a length trick in hearts. Or spades may break 1-1 so you can ruff 4 times in dummy. Making 12 tricks.

♠ 1043
♥ A9652
♦ KQ74
♣ 3

Partner (East) bids 1♥ and South passes.
With 6-9HCP and trump support the 'book' bid is 2♥
But an expert will bid 4♥ directly: this hand is too strong for a weak response of 2♥. Why?

1) You have ***five*** trump, which makes it easier to draw trump, and leaves more for ruffing with once trump are drawn.
2) Your ***singleton club*** means you can trump opponents' club honours.

Examples of Distributional (or 'fit') Points

♠ A42
♥ Q1043
♦ KQ976
♣ 5

East opens 1♠ and you respond 2♦

Partner rebids 2♥ and you have found an 8-card trump fit. Add 2 points for the singleton, making a total of 13. You are worth a raise to 4♥

♠ 7
♥ AJ92
♦ AK1087
♣ KQ4

You open 1♦, partner responds 1♥.

You have an 8-card trump fit
Add 2 distribution points for the singleton, and you have 19, enough to raise to 4♥

♠ 5
♥ AQ72
♦ J43
♣ KJ1085

East opens 1♠ and you respond 2♣

Partner rebids 2♠.
You have 11 points, but there is nothing to make you feel optimistic about this bidding.
Partner has long spades, but no other suit, and he has a minimum opening bid.
With no trump fit the best bid is 'Pass'

♠ A9642
♥ 9753
♦ 96
♣ A7

East opened 1♠ and West raised to 2♠.

Was that right? East passed with 15 points and made 11 tricks!
This hand is worth more than 8 points.
Count 1 extra point for each doubleton, and 1 for the fifth trump.
With 11 points you are worth 3♠

Opening the Bidding with Less than 13 High Card Points

♠ AQJ643
♥ 3
♦ J96
♣ A75

Just 12 high card points, but you can add 2 for the extra trump length in spades.

Open 1♠.
Suppose North bids 2♥ and East raises to 3♠.
What should West bid now?
Now that partner has shown 4-card support your hand has become stronger. Add 2 more points for the singleton heart, bringing the total to 16.
Well worth 4♠.

♠ 3
♥ KQJ93
♦ AQ1096
♣ 75

Another 12-pointer, but this hand has great potential if partner has a fit for either suit.

Add a point for the fifth heart and open 1♥.
Suppose partner bids 1♠, you can rebid 2♦.
If partner were to raise to 3♦ add 2 points for the singleton spade, 1 for the doubleton club, and 1 for the fifth diamond, 16 points.
And the hand has plus values because of the excellent intermediates in the long suits

Hand Evaluation: Beyond the Point Count

The Point count is only a rough and ready estimate of the worth of a hand. Here are some ways to refine it:

1 Location of High Cards

What makes one hand better than another?

Honour cards in long suits, ***supporting one another*** and supported by good ***intermediate*** cards
Suppose partner raised 1NT to 2NT. Which of these 13 HCP hands make you want to bid 3NT?

♠ K754 ♥ A64 ♦ K43 ♣ K82	♠ AJ109 ♥ K109 ♦ KQ86 ♣ 72	♠ J96 ♥ K109 ♦ KQ1098 ♣ A2	♠ AJ ♥ 9732 ♦ AQJ ♣ J654
Sterile 4-3-3-3 distribution No intermediates. NO!	Two possible work suits Good intermediates. YES!	Nice 5-card suit Good intermediates. YES!	Honours in short suits Weak long suits. NO!

2 Indications from the Bidding

When an opponent bids a suit it is likely that he has honours in it.
This can increase or decrease the chances of ***your*** honour cards taking tricks.

You hold ♥KJ4 — If RHO bids hearts he may hold ♥AQ and you will make two heart tricks
In this case you should ***upgrade*** the value of your honours and bid more
But if LHO bids hearts he may hold ♥AQ and you will make no heart tricks
Now you should ***devalue*** your honour cards and bid less.

You hold ♠ K85, ♥ AQ10, ♦ Q86, ♣ 10954 — If partner opens 1♦ you respond 2NT with your 11HCP
But if RHO overcalls 1♥ your ♥AQ10 may well make three tricks, so you are worth 3NT.
If LHO opens 1♥ and partner doubles bid 2NT, not 3NT

3 The value of extra trump

A suit of AKQ8532 probably makes seven tricks, but only counts the same 9HCP as AKQ2.
A long suit that you can cash makes your hand ***stronger*** than the point count suggests.
To reflect this we add ***one extra point*** for each card above the minimum required for your bid.
When opening the bidding, add 1 ***distribution*** point for a five-card suit, 2 for a six-card suit.
When raising partner add 1 ***distribution*** point for a fifth trump, and 1 more for a sixth trump.

When the declaring side has extra trump – ***a 9, 10 or 11- card fit*** – extra tricks are made by ruffing
Provided you have at least an 8-card fit you can add ***distribution points*** ('fit' points) for short suits.

Note: ***add these points*** **only** ***when you have found a trump fit***

You count
3 distribution points for each void
2 distribution points for each singleton
1 distribution point for each doubleton

Say partner opens 1♠ and you hold one of these hands:

♠ KJ53 ♥ 743 ♦ A72 ♣ 982	♠ KJ1053 ♥ 73 ♦ A752 ♣ 92	♠ KJ1053 ♥ - ♦ A7542 ♣ 982	♠ 3 ♥ KJ532 ♦ A7542 ♣ 84
8HCP, 4-card support A normal raise to 2♠ No extra points	8HCP + 1 for the fifth spade, 2 more for two doubletons. Raise to 3♠	8 HCP + 1 for the fifth spade, 3 for the void heart. Bid 4♠	Nice distribution, but no known trump fit, so no extra points. Bid 1NT

Quiz 30

1) Partner opens 1♥, and RHO passes. What should you respond?

a) ♠ -
♥ KJ975
♦ A10643
♣ 1082

_____

b) ♠ KJ2
♥ KQ754
♦ 96
♣ 873

_____

2) Partner opens 1♠, and your Vulnerable RHO overcalls 2♣. What should you respond?

a) ♠ 4
♥ A852
♦ J1063
♣ KJ97

_____

b) ♠ Q1062
♥ 9873
♦ 85
♣ AQ2

_____

And what should you bid if the overcall is 2♦?

_____ _____

3) You open 1♦, and partner responds 1♠. What is your rebid?

a) ♠ 97
♥ J3
♦ KQJ842
♣ AQ5

_____

b) ♠ A1072
♥ 5
♦ KQ963
♣ AJ8

_____

And what should you rebid if partner responds 1♥?

_____ _____

4) You open this hand 1♥. LHO bids 2♦, partner bids 2♥, RHO passes.
♠ Q983 Are you worth inviting game with 3♥, or should you pass?
♥ AQ1054
♦ QJ
♣ A2

_____

Answers to Quizzes 21-30

Quiz 21 1a) 2♥ b) 1NT c) 2♦ d) 3♣
2) 1NT 3) 2♥ 4) 2♥ 5) 2♥

Quiz 22 1a) 2♥ b) 2♥ c) 2♥ d) 2♥
a) Pass b) 2NT c) Pass d) 3NT
2a) 3♥ b) 4♥ c) Pass d) 3NT

Quiz 23 1a) 6 b) Hearts c) ♥4, ♥J d) 9 e) N ♠K1062 S ♠93
2a) 4 b) Hearts c) ♥J d) 7 e) North
3a) ♥5 b) ♦3 c) ♠Q

Quiz 24 1a) 3 b) No c) Clubs d) 10
2a) 4 b) No c) Hearts d) Diamonds e) 9 or 10
3a) 3 b) Yes c) Spades d) 11 (must discard the *immediate* loser)

Quiz 25 1a) Takeout b) Takeout c) Penalty d) Penalty e) Takeout

2

Final Contract	Number of Tricks	Not Vulnerable			Vulnerable		
		Undoubled	Doubled	Redoubled	Undoubled	Doubled	Redoubled
2♦	9	110	280	760	110	380	1160
4♠	7	-150	-500	-1000	-300	-800	-1600
3♥	9	140	530	760	140	730	960
5♣	9	-100	-300	-600	-200	-500	-1000

Quiz 26 1 (NT) a) 3 b) 3 c) 10 d) Q e) 2 f) 2 g) 8 h) Q i) J j) K
(Suit) 3 A 10 Q A 2 8 Q J K
2a) ♠Q b) ♥8 (attempt to find partner's best suit) c) ♥3 d) ♦J
3a) ♣4 (unbid suit) b) ♣A c) ♣Q d) ♣2 (you don't want ruffs with these trump!)

Quiz 27 1a) Pass b) 2♣ c) 3NT d) 2♥ e) 4♥
2a) Pass b) 3♥ c) 3♣ d) 3♦ (transfer)
3NT 3NT 4♥
3a) Pass b) 4♠
4a) 3♦ b) 4♠

Quiz 28 1a) 2♦ b) 2♦ c) 3♣ d) 2♦
2a) 2NT b) 2♥ c) 2♠ d) 3NT
3a) 2♣ 2♦ b) 2♣ 2♦
2NT Pass 2NT 3♣
3♥ 4♥
4a) 2♠(classic) b) 1♦ (no good suit) c) 2NT d) 2♥(another classic)
5a) 3♠ b) 2NT c) 3♣ d) 4♠

Quiz 29 1a) 1♥ 1♠ b) 1♥ 2♣ c) Pass 1♥
1NT Pass 2NT 3NT 1♠ 3♠
Pass 4♠ Pass

d) 1♣ 1♥ e) 1♦ 1♥ f) Pass 1♠
1♠ 3♠ 1NT 3NT 1NT 2♥
4♠ Pass 4♠ Pass 2♠ Pass

Quiz 30 1a) 4♥ b) 3♥
2a) 2NT b) 3♠ (upgrade because of well-placed club honours)
Pass 2♠ (no upgrade this time)
3a) 2♦ b) 3♠
2♦ 1♠
4) Pass (the diamond holding is worthless)

Lesson 21 Hands to play

Deal 21.1 None Vul, Dealer North

	♠ 954 ♥ K73 ♦ 752 ♣ K853	
♠ K102 ♥ AJ6 ♦ QJ983 ♣ 97	N W E S	♠ AQ7 ♥ Q952 ♦ K10 ♣ AJ64
	♠ J863 ♥ 1084 ♦ A64 ♣ Q102	

West	*North*	*East*	*South*
-	Pass	1♥	Pass
2♦	Pass	2NT	Pass
3NT	All Pass		

Lead ♠3 *(unbid suit, low from honour)*
Play ♦s to establish 9 winners, (start with *the king, honours from the short hand first) then finesse ♥s for the overtrick*

Deal 21.2 NS Vul, Dealer East

	♠ Q10764 ♥ AKQ2 ♦ 983 ♣ 5	
♠ 9 ♥ 863 ♦ J1062 ♣ A9864	N W E S	♠ A32 ♥ J10954 ♦ 5 ♣ KQJ7
	♠ KJ85 ♥ 7 ♦ AKQ74 ♣ 1032	

West	*North*	*East*	*South*
-	-	Pass	1♦
Pass	1♠	Pass	2♠
Pass	4♠	All Pass	

Lead ♥J *(unbid suit, top of a sequence)*
Play on trump to knock out the ace *then draw trump and play on diamonds, ruffing the fourth round – 11 tricks*

Deal 21.3 EW Vul, Dealer South

	♠ 852 ♥ KJ943 ♦ Q76 ♣ J10	
♠ Q973 ♥ Q8 ♦ 9543 ♣ A64	N W E S	♠ A64 ♥ A1072 ♦ J108 ♣ 852
	♠ KJ10 ♥ 65 ♦ AK2 ♣ KQ973	

West	*North*	*East*	*South*
-	-	-	1♣
Pass	1♥	Pass	1NT
All Pass			

Lead ♠3 *(low from an honour)*
East wins ♠A and returns a spade *Clubs is the Work Suit, start with the jack from the short hand*

Deal 21.4 All Vul, Dealer West

	♠ J5 ♥ 82 ♦ 10942 ♣ AK1064	
♠ K102 ♥ AK74 ♦ A865 ♣ Q8	N W E S	♠ AQ64 ♥ QJ105 ♦ QJ7 ♣ 73
	♠ 9873 ♥ 963 ♦ K3 ♣ J952	

West	*North*	*East*	*South*
1♥	Pass	4♥	All Pass

Lead ♣A. *(A from AK)*
North cashes two clubs, but there is only *one more loser in diamonds.*

Deal 21.5 NS Vul, Dealer North

	♠ Q1065 ♥ A6 ♦ A1075 ♣ 952	
♠ KJ742 ♥ 105 ♦ J9 ♣ Q863	N W E S	♠ 8 ♥ KQJ943 ♦ K62 ♣ A107
	♠ A93 ♥ 872 ♦ Q843 ♣ KJ4	

West	*North*	*East*	*South*
-	Pass	1♥	Pass
1♠	Pass	2♥	All Pass

Lead: ♦3 *(low from an honour)*
A hand to draw trump, then guddle about *looking for an eighth trick in a black suit*

Deal 21.6 EW Vul, Dealer East

	♠ K87 ♥ 1096 ♦ 74 ♣ KQ1053	
♠ Q1043 ♥ AQ75 ♦ 98 ♣ J62	N W E S	♠ A2 ♥ KJ43 ♦ KQ1065 ♣ 97
	♠ J965 ♥ 82 ♦ AJ32 ♣ A84	

West	*North*	*East*	*South*
-	-	1♦	Pass
1♥	Pass	2♥	All Pass

Lead: ♣K *(top of a sequence)*
Ruff the third club, draw trump *then play on the other suits,*

Deal 21.7 All Vul, Dealer South

	♠ A3 ♥ AK42 ♦ 876 ♣ 10953	
♠ J1094 ♥ 83 ♦ AKJ5 ♣ 742	N W E S	♠ K86 ♥ J75 ♦ 10932 ♣ KJ6
	♠ Q752 ♥ Q1096 ♦ Q4 ♣ AQ8	

West	*North*	*East*	*South*
-	-	-	1NT
Pass	2♣	Pass	2♥
Pass	3♥	All Pass	

Lead ♦A *(ace from ace-king)*
You need to lead towards ♠Q *and finesse in clubs, so use your dummy entries carefully*

Deal 21.8 None Vul, Dealer West

	♠ KQ963 ♥ AQJ2 ♦ Q5 ♣ 104	
♠ 74 ♥ 10976 ♦ AJ103 ♣ Q85	N W E S	♠ A85 ♥ 843 ♦ K962 ♣ 732
	♠ J102 ♥ K5 ♦ 874 ♣ AKJ96	

West	*North*	*East*	*South*
Pass	1♠	Pass	2♣
Pass	2♥	Pass	4♠
All Pass			

Lead ♦2 *(low from an honour)*
North must have 5 spades to rebid a new *so South bids game in the 8-card fit*

Lesson 22 Hands to play

Deal 22.1 None Vul, Dealer North

	♠ J95 ♥ KQ52 ♦ 83 ♣ AQ109	
♠ A74 ♥ 1098 ♦ QJ92 ♣ 764	N W E S	♠ 82 ♥ J76 ♦ AK1064 ♣ 853
	♠ KQ1063 ♥ A43 ♦ 75 ♣ KJ2	

West	*North*	*East*	*South*
-	1NT	Pass	2♥
Pass	2♠	Pass	3NT
Pass	4♠	All Pass	

Lead: ♦A. *The defenders have only 3 tricks against 4♠, but a diamond lead will defeat 3NT*

Deal 22.2 NS Vul, Dealer East

	♠ 87 ♥ AQ7 ♦ A864 ♣ J732	
♠ Q109652 ♥ 983 ♦ 7 ♣ AQ5	N W E S	♠ AJ3 ♥ J102 ♦ K92 ♣ K1096
	♠ K4 ♥ K654 ♦ QJ1053 ♣ 84	

West	*North*	*East*	*South*
-	-	1NT	Pass
2♥	Pass	2♠	All Pass

Lead: ♦Q. *West makes a transfer weak takeout. The best the defence can do is three hearts, a diamond and a spade*

Deal 22.3 EW Vul, Dealer South

	♠ KJ1075 ♥ K52 ♦ 5 ♣ 9642	
♠ 92 ♥ J106 ♦ Q842 ♣ AK107	N W E S	♠ A863 ♥ 743 ♦ KJ109 ♣ J5
	♠ Q4 ♥ AQ98 ♦ A763 ♣ Q83	

West	*North*	*East*	*South*
-	-	-	1NT
Pass	2♥	Pass	2♠
All Pass			

Lead: ♣A. *East encourages and gets a ruff. South knocks out ♠A, draws trump, and makes 9 tricks when hearts break*

Deal 22.4 All Vul, Dealer West

	♠ A52 ♥ 1064 ♦ KQJ2 ♣ 862	
♠ KJ4 ♥ K9 ♦ A65 ♣ J10754	N W E S	♠ 1093 ♥ AQ8732 ♦ 4 ♣ KQ9
	♠ Q876 ♥ J5 ♦ 109873 ♣ A3	

West	*North*	*East*	*South*
1NT	Pass	2♦	Pass
2♥	Pass	3♥	Pass
4♥	All Pass		

Lead: ♦K. *3NT is hopeless on a diamond lead, but West knows there is a 6-2 heart fit, so bids 4♥*

Deal 22.5 NS Vul, Dealer North

	♠ AQ96 ♥ K93 ♦ 84 ♣ K1063	
♠ J1043 ♥ 87 ♦ A1092 ♣ Q87	N W E S	♠ K752 ♥ 62 ♦ KQJ6 ♣ 952
	♠ 8 ♥ AQJ1054 ♦ 753 ♣ AJ4	

West	*North*	*East*	*South*
-	1NT	Pass	2♦
Pass	2♥	Pass	4♥
All Pass			

Lead: ♦K. *No diamond stopper for NT, but it still makes when diamonds break 4-4.*

Deal 22.6 EW Vul, Dealer East

	♠ 75 ♥ J1072 ♦ K72 ♣ QJ107	
♠ AQ964 ♥ K3 ♦ Q53 ♣ 962	N W E S	♠ K102 ♥ Q986 ♦ AJ6 ♣ A53
	♠ J83 ♥ A54 ♦ 10984 ♣ K84	

West	*North*	*East*	*South*
-	-	1NT	Pass
2♥	Pass	2♠	Pass
2NT	*Pass*	*4♠*	*All Pass*

Lead: ♦10. *North saves ♦K to cover ♦Q.*

Deal 22.7 All Vul, Dealer South

	♠ K6 ♥ KQ983 ♦ J87 ♣ Q53	
♠ QJ105 ♥ 104 ♦ 9653 ♣ A96	N W E S	♠ 743 ♥ A752 ♦ A104 ♣ 872
	♠ A982 ♥ J6 ♦ KQ2 ♣ KJ104	

West	*North*	*East*	*South*
-	-	-	1NT
Pass	2♦	Pass	2♥
Pass	*2NT*	*Pass*	*3NT*

Lead: ♠Q. *Missing so many aces South may not make 3NT, but it is the most likely game.*

Deal 22.8 None Vul, Dealer West

	♠ AJ62 ♥ 63 ♦ QJ73 ♣ K52	
♠ KQ53 ♥ 84 ♦ K106 ♣ A1097	N W E S	♠ 9 ♥ AQJ1052 ♦ 982 ♣ QJ3
	♠ 10874 ♥ K97 ♦ A54 ♣ 864	

West	*North*	*East*	*South*
1NT	Pass	2♦	Pass
2♥	Pass	3♥	All Pass

Lead: ♦Q. *South returns partner's suit and when the heart finesse loses there are 4 tricks to lose*

Lesson 23 Hands to play

Deal 23.1 None Vul, Dealer North

	♠ 765 ♥ Q8743 ♦ 1063 ♣ 42	
♠ J10 ♥ J109 ♦ KJ2 ♣ KQ1063	N W E S	♠ AK3 ♥ A52 ♦ Q874 ♣ J97
	♠ Q9842 ♥ K6 ♦ A95 ♣ A85	

West	*North*	*East*	*South*
-	Pass	1NT	Pass
2NT	Pass	3NT	All Pass

Lead: ♠4. *Clubs are the best <u>Work Suit</u> South wins ♣A and plays ♠Q, but it is easy to establish a ninth trick in diamonds*

Deal 23.2 NS Vul, Dealer East

	♠ 654 ♥ K10972 ♦ K43 ♣ 92	
♠ A1083 ♥ Q86 ♦ 105 ♣ KJ74	N W E S	♠ Q92 ♥ A54 ♦ QJ87 ♣ 1063
	♠ KJ7 ♥ J3 ♦ A962 ♣ AQ85	

West	*North*	*East*	*South*
-	-	Pass	1♣
Pass	1♥	Pass	1NT
All Pass			

Lead: ♠3. *Hearts is the Work Suit. East returns ♠9 and the defence cash 3spades but South has 9 tricks by finessing hearts*

Deal 23.3 EW Vul, Dealer South

	♠ KJ5 ♥ Q96 ♦ K63 ♣ K742	
♠ 983 ♥ A4 ♦ Q982 ♣ A1063	N W E S	♠ 10764 ♥ 108752 ♦ 1054 ♣ 8
	♠ AQ2 ♥ KJ3 ♦ AJ7 ♣ QJ95	

West	*North*	*East*	*South*
-	-	-	1♣
Pass	2NT	Pass	3NT

Lead: ♥8. *No need to raise a minor with a balanced hand. The Work Suits are clubs. then hearts*

Deal 23.4 All Vul, Dealer West

	♠ J76 ♥ A2 ♦ K10963 ♣ KJ4	
♠ KQ ♥ Q964 ♦ AQ87 ♣ A106	N W E S	♠ A954 ♥ J108 ♦ J54 ♣ Q53
	♠ 10832 ♥ K753 ♦ 2 ♣ 9872	

West	*North*	*East*	*South*
1♥	Pass	1♠	Pass
1NT	All Pass		

Lead: ♦6. *With 6 Sure Tricks West tackles Hearts. Unluckily South has no diamond to return and a well-placed ♣ K gives 9 tricks*

Deal 23.5 NS Vul, Dealer North

	♠ AQ8 ♥ KQ3 ♦ A75 ♣ KJ93	
♠ 10764 ♥ 98752 ♦ J104 ♣ 8	N W E S	♠ J93 ♥ A4 ♦ Q98 ♣ A7654
	♠ K52 ♥ J106 ♦ K632 ♣ Q102	

West	*North*	*East*	*South*
-	1♣	Pass	1NT
Pass	3NT	All Pass	

Lead: .♥8. *7 Sure Tricks, Work Suit clubs Start with ♣Q (high card from short hand)*

Deal 23.6 EW Vul, Dealer East

	♠ J72 ♥ Q1083 ♦ K65 ♣ A94	
♠ 105 ♥ 962 ♦ QJ74 ♣ QJ83	N W E S	♠ AK6 ♥ KJ4 ♦ 983 ♣ K1075
	♠ Q9843 ♥ A75 ♦ A102 ♣ 62	

West	*North*	*East*	*South*
-	-	1NT	All Pass

Lead: ♠4 . *East should* duck *one spade but that will not help when South has entries.*

Deal 23.7 All Vul, Dealer South

	♠ A5 ♥ KJ6 ♦ A42 ♣ AQ976	
♠ 964 ♥ A8753 ♦ J97 ♣ K2	N W E S	♠ Q82 ♥ Q9 ♦ Q1053 ♣ J1083
	♠ KJ1073 ♥ 1042 ♦ K86 ♣ 54	

West	*North*	*East*	*South*
-	-	-	Pass
Pass	1♣	Pass	1♠
Pass	2NT	Pass	3NT

Lead: ♦3. *A bit messy. Start with spades then, when they play for five tricks you can try the club finesse*

Deal 23.8 None Vul, Dealer West

	♠ A874 ♥ AQ1053 ♦ 93 ♣ 87	
♠ KJ ♥ K972 ♦ A1054 ♣ J106	N W E S	♠ Q965 ♥ 8 ♦ KQ62 ♣ AK32
	♠ 1032 ♥ J64 ♦ J87 ♣ Q954	

West	*North*	*East*	*South*
1NT	Pass	2♣	Pass
2♥	Pass	3NT	All Pass

Lead: ♥3. *(North can see nothing better) West can play spades, hoping hearts are 4-4 or try the club finesse – neither works!*

Lesson 24 Hands to play

Deal 24.1 None Vul, Dealer North

	♠ 6 ♥ Q982 ♦ Q65 ♣ A10943	
♠ A102 ♥ K763 ♦ J1094 ♣ 85	N W E S	♠ J973 ♥ AJ54 ♦ K82 ♣ Q7
	♠ KQ854 ♥ 10 ♦ A73 ♣ KJ62	

West	*North*	*East*	*South*
-	Pass	Pass	1♠
Pass	1NT	Pass	2♣
Pass	3♣	All Pass	

Lead: ♦J. *A maximum of 5 losers, 2 in diamonds when ♦Q does not score! Draw trump and play spades*

Deal 24.2 NS Vul, Dealer East

	♠ A75 ♥ A3 ♦ KQ92 ♣ Q1082	
♠ K63 ♥ Q10952 ♦ 84 ♣ AJ7	N W E S	♠ J9 ♥ KJ874 ♦ A105 ♣ K63
	♠ Q10842 ♥ 6 ♦ J763 ♣ 954	

West	*North*	*East*	*South*
-	-	1NT	Pass
2♦	Pass	2♥	All Pass

Lead: ♠4. *We do not underlead aces, so low in dummy. Now there are at most 4 losers. Knock out ♥A, draw trump, play clubs*

Deal 24.3 EW Vul, Dealer South

	♠ K6 ♥ QJ96 ♦ J1054 ♣ AK5	
♠ A987 ♥ 72 ♦ 973 ♣ 10863	N W E S	♠ QJ1052 ♥ K54 ♦ K6 ♣ Q74
	♠ 43 ♥ A1083 ♦ AQ82 ♣ J92	

West	*North*	*East*	*South*
-	-	-	Pass
Pass	1NT	Pass	2♣
Pass	2♥	Pass	3♥
Pass	4♥	All Pass	

Lead: ♠Q. *4 losers. Take the trump finesse Then the diamond finesse. 11 tricks when they both work.*

Deal 24.4 All Vul, Dealer West

	♠ K75 ♥ J10974 ♦ A62 ♣ 76	
♠ AQJ84 ♥ K83 ♦ 9 ♣ AK43	N W E S	♠ 10632 ♥ A65 ♦ KJ7 ♣ Q92
	♠ 9 ♥ Q2 ♦ Q108543 ♣ J1085	

West	*North*	*East*	*South*
1♠	Pass	3♠	Pass
4♠	All Pass		

Lead: ♥J. *Only 3 possible losers, so draw trump with a finesse. Test clubs in case they are 3-3 – they don't break so 10 tricks.*

Deal 24.5 None Vul, Dealer North

	♠ KQ72 ♥ Q64 ♦ AQ95 ♣ 103	
♠ 984 ♥ A1052 ♦ K72 ♣ 542	N W E S	♠ 10 ♥ J983 ♦ 863 ♣ KQJ96
	♠ AJ653 ♥ K7 ♦ J104 ♣ A87	

West	*North*	*East*	*South*
-	1NT	Pass	2♥
Pass	2♠	Pass	3NT
Pass	4♠	All Pass	

Lead: ♣K. *3 Losers Draw trump, noting when East shows out. The Work Suit is diamonds. They break 3-3, so discard a club.*

Deal 24.6 NS Vul, Dealer East

	♠ 10742 ♥ 8 ♦ K7 ♣ J98743	
♠ A65 ♥ KJ7632 ♦ A98 ♣ 10	N W E S	♠ 983 ♥ A10 ♦ Q1053 ♣ AKQ2
	♠ KQJ ♥ Q954 ♦ J642 ♣ 65	

West	*North*	*East*	*South*
-	-	1♣	Pass
1♥	Pass	1NT	Pass
4♥	All Pass		

Lead: ♠2. *5 losers, so discard 2 spades before giving up the lead in trump. Try a diamond to the queen*

Deal 24.7 EW Vul, Dealer South

	♠ 862 ♥ K94 ♦ A42 ♣ AKQ5	
♠ A9 ♥ QJ10 ♦ J9853 ♣ 1084	N W E S	♠ 73 ♥ A852 ♦ KQ7 ♣ J932
	♠ KQJ1054 ♥ 763 ♦ 106 ♣ 76	

West	*North*	*East*	*South*
-	-	-	Pass
Pass	1♣	Pass	1♠
Pass	1NT	Pass	2♠

Lead: ♥Q. *The defence cash 3 hearts and Switch to diamonds. Discard a diamond on a high club before giving up the lead in trump*

Deal 24.8 All Vul, Dealer West

	♠ 1098 ♥ 3 ♦ AK6 ♣ 1085432	
♠ 653 ♥ Q1065 ♦ QJ10 ♣ AQ6	N W E S	♠ A72 ♥ AKJ974 ♦ 84 ♣ K9
	♠ KQJ4 ♥ 82 ♦ 97532 ♣ J7	

West	*North*	*East*	*South*
Pass	Pass	1♥	Pass
4♥	All Pass		

Lead: ♠K. *East has 4 losers, but one goes on a high club. You can draw trump without losing the lead so do that first.*

Lesson 25 Hands to play

Deal 25.1 None Vul, Dealer North

	♠ AJ75 ♥ 73 ♦ KQ82 ♣ Q109	
♠ Q864 ♥ 2 ♦ J1054 ♣ J642	N W E S	♠ K2 ♥ AK10864 ♦ A76 ♣ 85
	♠ 1093 ♥ QJ95 ♦ 93 ♣ AK73	

West	*North*	*East*	*South*
-	1NT	2♥	Double
Pass	Pass	Pass	

Lead: ♣ A. *South knows there are not enough points for game, but his side. has at least 22HCP and at least 6 trump*

Deal 25.2 NS Vul, Dealer East

	♠ QJ64 ♥ 9753 ♦ 743 ♣ A5	
♠ AK1095 ♥ K84 ♦ Q85 ♣ 84	N W E S	♠ 8732 ♥ 6 ♦ AJ106 ♣ J732
	♠ - ♥ AQJ102 ♦ K92 ♣ KQ1096	

West	*North*	*East*	*South*
-	-	Pass	1♥
1♠	2♥	2♠	4♥
4♠	Double	All Pass	

Lead: ♣A. *South makes 4♥ for +620, so when West* **sacrifices** *double is essential: 50s will not compensate*

Deal 25.3 EW Vul, Dealer South

	♠ J53 ♥ K532 ♦ KQ85 ♣ A6	
♠ AK ♥ J10986 ♦ 10942 ♣ 95	N W E S	♠ 9842 ♥ - ♦ J63 ♣ K108742
	♠ Q1076 ♥ AQ74 ♦ A7 ♣ QJ3	

West	*North*	*East*	*South*
-	-	-	1♥
Pass	4♥	Pass	Pass
Double	Pass	Pass	Pass

Lead: ♥J *West has 2 trump tricks and 2 probable spade tricks. Lead trump to stop declarer making his trump separately.*

Deal 25.4 All Vul, Dealer West

	♠ A82 ♥ KQJ743 ♦ K73 ♣ 8	
♠ KJ4 ♥ 86 ♦ QJ105 ♣ AK42	N W E S	♠ Q1053 ♥ A1092 ♦ A94 ♣ J9
	♠ 976 ♥ 5 ♦ 862 ♣ Q107653	

West	*North*	*East*	*South*
1NT	2♥	Double	Pass
Pass	Pass	Pass	

Lead: ♠3. *North has a normal over-call. Unlucky! South may try a* **rescue** *into 3♣, but West doubles that*

Deal 25. 5 NS Vul, Dealer North

	♠ 108 ♥ K7632 ♦ AQ ♣ K863	
♠ 9654 ♥ QJ109 ♦ 9742 ♣ 10	N W E S	♠ KQ72 ♥ - ♦ KJ1086 ♣ A952
	♠ AJ3 ♥ A854 ♦ 53 ♣ QJ74	

West	*North*	*East*	*South*
-	1♥	Double	4♥
All Pass			

Lead: ♠K. *Opposite a takeout double a brave West might double 4♥ for penalties but most will be satisfied with one down*

Deal 25.6 EW Vul, Dealer East

	♠ 108 ♥ 753 ♦ A762 ♣ K986	
♠ 765 ♥ J102 ♦ J53 ♣ J1072	N W E S	♠ QJ2 ♥ A986 ♦ KQ8 ♣ Q53
	♠ AK943 ♥ KQ4 ♦ 1094 ♣ A4	

West	*North*	*East*	*South*
-	-	1NT	Double
All Pass			

Lead: ♠3. *The double of a 1NT opener is for penalties. West would rescue into a long suit if only he had one!*

Deal 25.7 All Vul, Dealer South

	♠ KQJ2 ♥ - ♦ 9876 ♣ 98753	
♠ 864 ♥ AK8642 ♦ K3 ♣ K2	N W E S	♠ 10 ♥ 753 ♦ AJ1054 ♣ QJ104
	♠ A9753 ♥ QJ109 ♦ Q2 ♣ A6	

West	*North*	*East*	*South*
-	-	-	1♠
2♥	2♠	4♥	Double

Lead: ♠K. *South has 2 certain trump tricks and 2 aces. West plays clubs early and ruffs a spade in dummy for one down.*

Deal 25.8 None Vul, Dealer West

	♠ KJ7 ♥ K7 ♦ A7 ♣ AKQ985	
♠ A53 ♥ Q983 ♦ KQ52 ♣ J6	N W E S	♠ 109 ♥ A10 ♦ J109864 ♣ 1073
	♠ Q8642 ♥ J6542 ♦ 3 ♣ 42	

West	*North*	*East*	*South*
1NT	Double	2♦	Pass
Pass	3♣	Pass	3♠
Pass	4♠	All Pass	

Lead: ♦K. *By doubling 1NT North shows a big hand, but no-one can double 2♦ without trump tricks. NS bid their game instead*

Lesson 26 Hands to play

Deal 26.1 None Vul, Dealer North

	♠ AK865 ♥ KQ104 ♦ 9 ♣ Q75	
♠ 103 ♥ 763 ♦ KJ743 ♣ A93	N W E S	♠ J972 ♥ 82 ♦ 1086 ♣ KJ82
	♠ Q4 ♥ AJ95 ♦ AQ52 ♣ 1064	

West	*North*	*East*	*South*
-	1♠	Pass	2♦
Pass	2♥	Pass	4♥
All Pass			

Lead ♣2 *(Unbid suit, low from honours)*
When opponents have bid three suits it may be vital to cash your winners in the unbid suit. Do not be afraid to lead away from a king.

Deal 26.2 NS Vul, Dealer East

	♠ 63 ♥ 103 ♦ J1092 ♣ 98643	
♠ J92 ♥ KQ864 ♦ KQ64 ♣ 7	N W E S	♠ Q75 ♥ AJ75 ♦ 8 ♣ AKJ102
	♠ AK1084 ♥ 92 ♦ A753 ♣ Q5	

West	*North*	*East*	*South*
-	-	1♣	1♠
2♥	Pass	3♥	Pass
4♥	All Pass		

Lead ♠6 *(partner's suit, top of doubleton)*
Partner needs a good suit to overcall, so lead it! The spade ruff beats the game - East-West are unlucky this time

Deal 26.3 EW Vul, Dealer South

	♠ J74 ♥ A93 ♦ KQ7 ♣ Q1082	
♠ 85 ♥ J62 ♦ 98432 ♣ 975	N W E S	♠ AQ1093 ♥ K875 ♦ 10 ♣ A64
	♠ K62 ♥ Q104 ♦ AJ65 ♣ KJ3	

West	*North*	*East*	*South*
-	-	-	1NT
Pass	2NT	Pass	3NT
All Pass			

Lead ♠8 *(weak hand looks for partner's suit)*
The high card denies an honour, so West knows South has ♠K. He plays ♠9 to establish his suit. Inspired!

Deal 26.4 All Vul, Dealer West

	♠ Q83 ♥ J73 ♦ Q10832 ♣ 75	
♠ AK10752 ♥ A92 ♦ 7 ♣ K106	N W E S	♠ 96 ♥ 864 ♦ J64 ♣ AQ932
	♠ J4 ♥ KQ105 ♦ AK95 ♣ J84	

West	*North*	*East*	*South*
1♠	Pass	1NT	Pass
2♠	All Pass		

Lead ♦3. *(low from an honour)*
North has diamond length, so West is short. Switch to ♥K to set up some tricks there and hold him to nine.

Deal 26.5 NS Vul, Dealer North

	♠ A74 ♥ KJ82 ♦ Q98 ♣ K74	
♠ Q93 ♥ A954 ♦ 732 ♣ 982	N W E S	♠ KJ65 ♥ 1063 ♦ KJ65 ♣ 105
	♠ 1082 ♥ Q7 ♦ A104 ♣ AQJ63	

West	*North*	*East*	*South*
-	1NT	Pass	3NT
All Pass			

Lead: ♠5 *(fourth highest from a long suit)*
Two identical suits – the only clue is that South did not use Stayman, so choose the major

Deal 26.6 EW Vul, Dealer East

	♠ QJ10654 ♥ K9 ♦ 84 ♣ KJ5	
♠ 97 ♥ AQJ75 ♦ KQ75 ♣ A8	N W E S	♠ AK2 ♥ 84 ♦ 10962 ♣ Q963
	♠ 83 ♥ 10632 ♦ AJ3 ♣ 10742	

West	*North*	*East*	*South*
-	-	Pass	Pass
1♥	1♠	1NT	All Pass

Lead: ♠8 *(partner's suit, top of a doubleton)*
Lucky partner gets you off to the best start. Your own suits are not tempting

Deal 26.7 All Vul, Dealer South

	♠ AQ82 ♥ 962 ♦ J2 ♣ AQJ9	
♠ K1054 ♥ AJ74 ♦ Q1084 ♣ 8	N W E S	♠ 63 ♥ 85 ♦ K96 ♣ 1075432
	♠ J97 ♥ KQ103 ♦ A753 ♣ K6	

West	*North*	*East*	*South*
-	-	-	1NT
Pass	2♣	Pass	2♥
Pass	3NT	All Pass	

Lead ♦4 *(fourth highest from a long suit)*
Both opponents have shown a 4-card major so lead the 4-card minor instead

Deal 26.8 None Vul, Dealer West

	♠ 10843 ♥ 942 ♦ 9 ♣ K10763	
♠ K6 ♥ AKJ865 ♦ 1063 ♣ AQ	N W E S	♠ A975 ♥ Q10 ♦ KJ54 ♣ 852
	♠ QJ2 ♥ 73 ♦ AQ872 ♣ J94	

West	*North*	*East*	*South*
1♥	Pass	1♠	Pass
3♥	Pass	4♥	All Pass

Lead ♦9 *(singleton to try for a ruff)*
When you are very weak partner may have an entry to give you a ruff

Lesson 27 Hands to play

Deal 27.1 None Vul, Dealer North

	♠ A6 ♥ KJ9 ♦ KQ963 ♣ AK9	
♠ Q54 ♥ 10763 ♦ 8 ♣ Q10863	N W E S	♠ J10932 ♥ 842 ♦ J74 ♣ J2
	♠ K87 ♥ AQ5 ♦ A1052 ♣ 754	

West	*North*	*East*	*South*
-	2NT	Pass	6NT
All Pass			

Lead ♠J *(top of a sequence)*
13HCP opposite 20-22 equals small slam, *so South just bids it. North counts 12 tricks if diamonds behave, so cash ♦K then claim*

Deal 27.2 NS Vul, Dealer East

	♠ KQJ653 ♥ J103 ♦ 2 ♣ AK7	
♠ 92 ♥ Q864 ♦ QJ109 ♣ 854	N W E S	♠ A7 ♥ K75 ♦ 8643 ♣ J1092
	♠ 1084 ♥ A92 ♦ AK75 ♣ Q63	

West	*North*	*East*	*South*
-	-	Pass	1NT
Pass	2♥	Pass	2♠
Pass	4♠	All Pass	

Lead ♦Q *(top of a sequence)*
Revision of transfers: with game values *and a guaranteed 8-card fit North puts South into an easy game*

Deal 27.3 EW Vul, Dealer South

	♠ 109853 ♥ K8 ♦ 86 ♣ J743	
♠ AKJ ♥ Q107 ♦ A94 ♣ AQ85	N W E S	♠ 76 ♥ J964 ♦ KJ103 ♣ 962
	♠ Q42 ♥ A532 ♦ Q752 ♣ K10	

West	*North*	*East*	*South*
-	-	-	Pass
2NT	Pass	3♣	Pass
3♦	Pass	3NT	All Pass

Lead ♠10 *(top of a sequence)*
5 HCP are enough to raise to game via *Stayman. The Work Suit is hearts, a ninth trick will come from the minors.*

Deal 27.4 All Vul, Dealer West

	♠ J94 ♥ QJ72 ♦ A107 ♣ 654	
♠ 1073 ♥ 83 ♦ QJ8654 ♣ K8	N W E S	♠ AQ6 ♥ AK9 ♦ K93 ♣ A973
	♠ K852 ♥ 10654 ♦ 2 ♣ QJ102	

West	*North*	*East*	*South*
Pass	Pass	2NT	Pass
3NT	All Pass		

Lead ♣Q *(top of a sequence)*
3NT is more likely to make than 5♦. *East should win ♣A at trick one to keep ♣K as an entry to the diamonds*

Deal 27.5 NS Vul, Dealer North

	♠ 985 ♥ 9763 ♦ K94 ♣ A53	
♠ KJ764 ♥ 85 ♦ 106 ♣ J742	N W E S	♠ A1032 ♥ KQJ ♦ AQ7 ♣ KQ10
	♠ Q ♥ A1042 ♦ J8532 ♣ 986	

West	*North*	*East*	*South*
-	Pass	2NT	Pass
3♥	Pass	3♠	Pass
3NT	Pass	4♠	All Pass

Lead: ♦3 *(low from an honour)*
West offers a choice of game via a transfer With 4-card support East chooses spades

Deal 27.6 EW Vul, Dealer East

	♠ A10743 ♥ 96 ♦ J75 ♣ 1092	
♠ 86 ♥ KQJ82 ♦ 106 ♣ K863	N W E S	♠ QJ92 ♥ 1054 ♦ 842 ♣ Q54
	♠ K5 ♥ A73 ♦ AKQ93 ♣ AJ7	

West	*North*	*East*	*South*
-	-	Pass	2NT
Pass	3♥	Pass	3♠
Pass	3NT	All Pass	

Lead: ♥K *(top of a sequence)*
North offers a choice of games and South chooses 3NT where there are 9 top tricks

Deal 27.7 All Vul, Dealer South

	♠ J1096 ♥ 96 ♦ A1094 ♣ 942	
♠ KQ ♥ AQJ5 ♦ KJ8 ♣ AJ76	N W E S	♠ 8543 ♥ K1073 ♦ 6 ♣ Q1053
	♠ A72 ♥ 842 ♦ Q7532 ♣ K8	

West	*North*	*East*	*South*
-	-	-	Pass
2NT	Pass	3♣	Pass
3♥	Pass	4♥	All Pass

Lead ♠J *(top of a sequence)*
Stayman finds the 4-4 major fit. Draw trump and finesse in clubs

Deal 27.8 None Vul, Dealer West

	♠ QJ94 ♥ K5 ♦ AQ8 ♣ J832	
♠ K762 ♥ 1073 ♦ 10652 ♣ A4	N W E S	♠ A853 ♥ 84 ♦ J93 ♣ Q1075
	♠ 10 ♥ AQJ962 ♦ K74 ♣ K96	

West	*North*	*East*	*South*
Pass	1NT	Pass	2♦
Pass	2♥	Pass	4♥
All Pass			

Lead ♣5 *(low from an honour)*
East would not underlead an ace so play small on the opening lead

Lesson 28 Hands to play

Deal 28.1 None Vul, Dealer North

	♠ 7 ♥ Q86 ♦ 10965 ♣ K5432	
♠ 1043 ♥ 9742 ♦ K843 ♣ Q7	N W E S	♠ AKQJ65 ♥ A53 ♦ AQ ♣ A6
	♠ 982 ♥ KJ10 ♦ J72 ♣ J1098	

West	*North*	*East*	*South*
-	Pass	2♣	Pass
2♦	Pass	2♠	Pass
3♠	Pass	4♠	All Pass

Lead ♣J *(top of a sequence)*
9+ tricks is too strong for 2♠, so East *chooses the game-forcing 2♣ opener. If you use ♠10 as an entry for ♦K there are 11 tricks*

Deal 28.2 NS Vul, Dealer East

	♠ 9 ♥ AKQ973 ♦ J75 ♣ AKQ	
♠ KJ1084 ♥ 854 ♦ Q8 ♣ J87	N W E S	♠ 653 ♥ J6 ♦ AK963 ♣ 1093
	♠ AQ72 ♥ 102 ♦ 1042 ♣ 6542	

West	*North*	*East*	*South*
-	-	Pass	Pass
Pass	2♥	Pass	2NT
Pass	4♥	All Pass	

Lead ♦A *(ace from ace king)*
The defence take three tricks with a ruff *but North has no difficulty drawing trump and taking the rest.*

Deal 28.3 EW Vul, Dealer South

	♠ KQ7 ♥ 7432 ♦ 10872 ♣ Q9	
♠ 10832 ♥ J8 ♦ 954 ♣ AJ74	N W E S	♠ AJ64 ♥ 10 ♦ K63 ♣ 106532
	♠ 95 ♥ AKQ965 ♦ AQJ ♣ K8	

West	*North*	*East*	*South*
-	-	-	2♥
Pass	4♥	All Pass	

Lead: ♠2 *(low from an honour)*
An easy auction for Acol to an easy *contract with two aces to lose.*

Deal 28.4 All Vul, Dealer West

	♠ 8742 ♥ Q107 ♦ 10 ♣ A10873	
♠ A65 ♥ K2 ♦ AKQJ865 ♣ 2	N W E S	♠ QJ9 ♥ A9543 ♦ 94 ♣ QJ4
	♠ K103 ♥ J86 ♦ 732 ♣ K965	

West	*North*	*East*	*South*
2♦	Pass	2NT	Pass
3♦	Pass	3NT	All Pass

Lead ♣5. *(Low from an honour)*
East's ♥s are not strong enough to bid, *so he makes a waiting bid. When West has no second suit he settles for 3NT*

Deal 28.5 NS Vul, Dealer North

	♠ AKQJ54 ♥ KQ3 ♦ A85 ♣ 9	
♠ 87 ♥ A1065 ♦ 973 ♣ KQ62	N W E S	♠ 102 ♥ J4 ♦ QJ1062 ♣ A753
	♠ 963 ♥ 9872 ♦ K4 ♣ J1084	

West	*North*	*East*	*South*
-	2♠	Pass	2NT
Pass	3♠	Pass	4♠
All Pass			

Lead: ♦Q *(top of a sequence)*
3-card support, a high card and a ruffing value are enough to raise a strong 2 to game

Deal 28.6 EW Vul, Dealer East

	♠ Q654 ♥ 1094 ♦ Q6 ♣ Q975	
♠ AK3 ♥ AKQ8 ♦ K72 ♣ AJ4	N W E S	♠ J972 ♥ 63 ♦ A109 ♣ 10862
	♠ 108 ♥ J752 ♦ J8543 ♣ K3	

West	*North*	*East*	*South*
-	-	Pass	Pass
2♣	Pass	2♦	Pass
2NT	Pass	3♣	Pass
3♥	Pass	3NT	All Pass

Lead: ♣5 *(unbid suit, low from honour)*
The 2NT rebid shows 23-24HCP, so East uses Stayman and bids game

Deal 28.7 All Vul, Dealer South

	♠ 1083 ♥ J83 ♦ J52 ♣ 7432	
♠ Q9754 ♥ A764 ♦ 87 ♣ 106	N W E S	♠ J6 ♥ 1052 ♦ 10963 ♣ AJ95
	♠ AK2 ♥ KQ9 ♦ AKQ4 ♣ KQ8	

West	*North*	*East*	*South*
-	-	-	2♣
Pass	2♦	Pass	3NT
All Pass			

Lead ♠5 *(low from an honour)*
South is too strong to rebid 2NT which North is allowed to pass with nothing

Deal 28.8 None Vul, Dealer West

	♠ 93 ♥ J72 ♦ J83 ♣ KQJ65	
♠ AKQ76 ♥ AKQ6 ♦ AK7 ♣ 8	N W E S	♠ 85 ♥ 10843 ♦ 9652 ♣ 732
	♠ J1042 ♥ 95 ♦ Q104 ♣ A1094	

West	*North*	*East*	*South*
2♣	Pass	2♦	Pass
2♠	Pass	2NT	Pass
3♥	Pass	4♥	All Pass

Lead ♣K *(top of a sequence)*
Unless West rebids 2NT East must keep bidding till game is reached

Hands for Lesson 29

Deal 29.1 None Vul, Dealer North

	♠ KQ2 ♥ K10743 ♦ 96 ♣ AK2	
♠ A987 ♥ 86 ♦ A10872 ♣ 54	N W E S	♠ 53 ♥ AQJ9 ♦ QJ3 ♣ J1086
	♠ J1064 ♥ 52 ♦ K54 ♣ Q973	

West	*North*	*East*	*South*
-	1♥	Pass	1♠
Pass	1NT	All Pass	

Lead: ♣ J. *A helpful lead for North – he can finesse ♣9 later. He plays on spades, establishing 7 tricks – but the defenders may switch to the red suits to beat 1NT*

Deal 29.2 NS Vul, Dealer East

	♠ A1098 ♥ 3 ♦ Q532 ♣ K854	
♠ KQJ2 ♥ KJ9 ♦ 10976 ♣ 107	N W E S	♠ 643 ♥ A82 ♦ 84 ♣ A9632
	♠ 75 ♥ Q107654 ♦ AKJ ♣ QJ	

West	*North*	*East*	*South*
-	-	Pass	1♥
Pass	1♠	Pass	2♥
All Pass			

Lead: ♠K. *When South rebids 2♥ he denies another 4-card suit, so North gives up. South plays trump every time he gets in and makes 8 tricks when they break 3-3*

Deal 29.3 EW Vul, Dealer South

	♠ Q74 ♥ 10742 ♦ 109 ♣ A965	
♠ 10532 ♥ AKQ85 ♦ AJ5 ♣ 2	N W E S	♠ KJ96 ♥ 93 ♦ Q87 ♣ KQJ3
	♠ A8 ♥ J6 ♦ K6432 ♣ 10874	

West	*North*	*East*	*South*
-	-	-	Pass
1♥	Pass	1♠	Pass
2♠	Pass	4♠	All Pass

Lead: ♦2. *East runs the lead to his queen (low from an honour) He crosses to a heart to finesse in spades, and may make 11 tricks when North has ♠Q*

Deal 29.4 All Vul, Dealer West

	♠ A1042 ♥ 83 ♦ K9743 ♣ 64	
♠ KQ653 ♥ K4 ♦ A106 ♣ K107	N W E S	♠ 9 ♥ AJ105 ♦ J82 ♣ AQ853
	♠ J87 ♥ Q9762 ♦ Q5 ♣ J92	

West	*North*	*East*	*South*
1♠	Pass	2♣	Pass
2NT	Pass	3NT	All Pass

Lead:.♦3. *Playing low from dummy ensures 2 diamond tricks. The ninth trick can be established in almost any suit, and you will probably come to a tenth somewhere*

Deal 29.5 NS Vul, Dealer North

	♠ A5 ♥ AK643 ♦ KJ83 ♣ Q7	
♠ K862 ♥ 108 ♦ 76 ♣ 98542	N W E S	♠ J1094 ♥ J72 ♦ AQ52 ♣ J3
	♠ Q73 ♥ Q95 ♦ 1094 ♣ AK106	

West	*North*	*East*	*South*
-	1♥	Pass	2♣
Pass	2♦	Pass	3♥
Pass	4♥	All Pass	

Lead: ♠J. *North tries ♠Q, then wins ♠K with ♠A. He draws trump and discards the spade loser on a club before finessing in diamonds*

Deal 29.6 EW Vul, Dealer East

	♠ Q8743 ♥ 108 ♦ 10754 ♣ J6	
♠ KJ9 ♥ AQJ7 ♦ 83 ♣ 8532	N W E S	♠ A102 ♥ K6 ♦ AKQ96 ♣ Q97
	♠ 65 ♥ 95432 ♦ J2 ♣ AK104	

West	*North*	*East*	*South*
-	-	1♦	Pass
1♥	Pass	2NT	Pass
3NT	All Pass		

Lead: ♣A. *As it happens, a small club works better when North has only two. West establishes a long diamond for 11 tricks*

Deal 29.7 All Vul, Dealer South

	♠ AK52 ♥ Q1095 ♦ J872 ♣ 3	
♠ J83 ♥ 72 ♦ KQ104 ♣ Q985	N W E S	♠ 94 ♥ K863 ♦ A653 ♣ 1072
	♠ Q1076 ♥ AJ4 ♦ 9 ♣ AKJ64	

West	*North*	*East*	*South*
-	-	-	1♣
Pass	1♥	Pass	1♠
Pass	3♠	Pass	4♠

Lead: ♦K. *With 4-card support North can make the same limit raise of the second suit as he would if South had opened 1 ♠.*

Deal 29.8 None Vul, Dealer West

	♠ QJ1086 ♥ 876 ♦ 72 ♣ 985	
♠ A53 ♥ 1092 ♦ Q93 ♣ Q1073	N W E S	♠ K4 ♥ KQJ4 ♦ AJ1084 ♣ K2
	♠ 972 ♥ A53 ♦ K65 ♣ AJ64	

West	*North*	*East*	*South*
Pass	Pass	1♦	Pass
1NT	Pass	2NT	Pass
3NT	All Pass		

Lead: ♠Q. *No point in bidding hearts when West has denied holding four. Luckily North does not have entries to cash his spades, though you must duck once to keep him out*

Lesson 30 Hands to play

Deal 30.1 None Vul, Dealer North

	♠ AK8752 ♥ 7 ♦ KQ64 ♣ 94	
♠ 106 ♥ Q1042 ♦ A82 ♣ AJ83	N W E S	♠ 3 ♥ KJ93 ♦ J1093 ♣ Q1062
	♠ QJ94 ♥ A865 ♦ 75 ♣ K75	

West	*North*	*East*	*South*
-	1♠	Pass	3♠
Pass	4♠	All Pass	

Lead ♦J *(top of a sequence)*
The extra length makes North worth 1♠, and *when partner raises he can add 5 distribution points, well worth game.*

Deal 30.2 NS Vul, Dealer East

	♠ J1082 ♥ 87 ♦ 87 ♣ AQ1052	
♠ 6 ♥ KQ953 ♦ A952 ♣ 964	N W E S	♠ KQ74 ♥ AJ642 ♦ K4 ♣ K8
	♠ A953 ♥ 10 ♦ QJ1063 ♣ J73	

West	*North*	*East*	*South*
-	-	1♥	Pass
4♥	All Pass		

Lead ♦Q *(top of a sequence)*
West adds 2 points for the singleton *and one for the extra trump, so he is worth a game bid.*

Deal 30.3 EW Vul, Dealer South

	♠ AJ632 ♥ 8 ♦ K9432 ♣ 53	
♠ 1085 ♥ J754 ♦ J6 ♣ J986	N W E S	♠ 9 ♥ KQ1093 ♦ A1085 ♣ A107
	♠ KQ74 ♥ A62 ♦ Q7 ♣ KQ42	

West	*North*	*East*	*South*
-	-	-	1♠
Pass	4♠	All Pass	

Lead ♣6 *(fourth highest from a long suit)*
North has four extra distribution points. *The game bid keeps East quiet.*

Deal 30.4 All Vul, Dealer West

	♠ 8642 ♥ A875 ♦ K52 ♣ 76	
♠ KQ109 ♥ Q3 ♦ QJ104 ♣ K108	N W E S	♠ J73 ♥ KJ6 ♦ A973 ♣ Q94
	♠ A5 ♥ 10942 ♦ 86 ♣ AJ532	

West	*North*	*East*	*South*
1NT	Pass	2NT	All Pass
3NT	All Pass		

Lead ♥5 *(fourth highest stronger major)*
West's excellent intermediates mean he *can accept the invitation. The successful diamond finesse is enough for game.*

Deal 30.5 NS Vul, Dealer North

	♠ 95 ♥ K1064 ♦ AQ3 ♣ AQ82	
♠ 86 ♥ J852 ♦ 98652 ♣ 64	N W E S	♠ AQ1074 ♥ A93 ♦ 7 ♣ K1073
	♠ KJ32 ♥ Q7 ♦ KJ104 ♣ J95	

West	*North*	*East*	*South*
-	1♥	1♠	3NT
All Pass			

Lead: ♠8 *(Partner's suit, high denies honour)*
South upgrades his hand because of the well-placed spade honours

Deal 30.6 EW Vul, Dealer East

	♠ A1085 ♥ J96 ♦ J42 ♣ 983	
♠ KQ432 ♥ 85 ♦ 98 ♣ K762	N W E S	♠ 6 ♥ K43 ♦ AQ10653 ♣ AJ4
	♠ J97 ♥ AQ1072 ♦ K7 ♣ Q105	

West	*North*	*East*	*South*
-	-	1♦	1♥
1♠	2♥	All Pass	

Lead: ♠K *(top of a sequence)*
In an uninterrupted auction East would rebid 2♦, but ♥K is badly placed and there is no fit.

Deal 30.7 All Vul, Dealer South

	♠ 1074 ♥ Q84 ♦ 74 ♣ KQ864	
♠ KQ85 ♥ A10632 ♦ AK63 ♣ -	N W E S	♠ AJ632 ♥ 97 ♦ Q8 ♣ J953
	♠ 9 ♥ KJ5 ♦ J10952 ♣ A1072	

West	*North*	*East*	*South*
-	-	-	Pass
1♥	Pass	1♠	Pass
4♠	All Pass		

Lead ♦J *(unbid suit, top of a sequence)*
West adds 3 points for his void once the spade fit appears.

Deal 30.8 None Vul, Dealer West

	♠ 1065 ♥ J5 ♦ Q94 ♣ AK985	
♠ AQ83 ♥ A10 ♦ AJ1063 ♣ 104	N W E S	♠ KJ74 ♥ K7432 ♦ K52 ♣ 3
	♠ 92 ♥ Q986 ♦ 87 ♣ QJ762	

West	*North*	*East*	*South*
1♦	Pass	1♥	Pass
1♠	Pass	4♠	All Pass

Lead ♣A *(unbid suit, ace from ace-king)*
With a known 8-card fit East adds 2 points for his singleton

Lesson 31: Bidding after Opening 1♣/♦/♥/♠

Aims

- To revise the basic principles of our bidding system
- To encourage the class to examine the logic behind the bids rather than follow rules blindly

Content

1 Revise the opening of 1♣/♦/♥/♠: ***unlimited***, 12-19HCP, at least 4 cards. (NOT 12-14 balanced)
We open our ***longest*** suit (often not our strongest in high cards)
With **<u>two 5-card suits</u>** open the ***higher:*** 1♠ with ♠+♥/♦; 1♥ with ♥+♦/♣; 1♦ with ♦+♣
Exception: with 5-5 ♠+♣ open 1♣.
This is because you plan to rebid your second suit, twice if possible.
Opening 1♠ uses up a lot of room. 1♣-1♦/♥-1♠-anything-2♠- is more economical.

With **<u>two 4-card suits</u>** open the ***major*** with a 4-card major + a 4-card minor
1♥ with both majors (to make it easy for partner to bid spades)
1♣ with both minors (no particular reason!)

2 Revise the response to an opening of 1♣/♦/♥/♠.
Raise partner's major whenever you have 4-card support
A single raise (1♥-2♥ or 1♠-2♠) shows 4-card support and 6-9HCP
A jump raise (1♥-3♥ or 1♠-3♠) shows 4-card support and 10-12HCP
Raise to game (1♥-4♥ or 1♠-4♠) shows 4-card support and 13-15HCP
After a ***limit raise*** opener can pass or bid on to game

Bid a major at the one-level whenever you can.
In the search for the 4-4 major fit someone has to bid a major!
When partner opens 1♣/♦ and you have 6+HCP and a 4-card major bid 1♥/1♠ (with both bid 1♥)
When partner opens 1♥ and you have 4 spades but not 4+hearts bid 1♠.
The new suit is forcing – opener must bid again.

Bid 1NT with 6-9HCP, no 4+card support for partner, no 4+card major you can bid at the 1-level
You need 10+HCP to bid a new suit at the 2-level, so you may have to bid 1NT with an unbalanced hand over 1♠, or occasionally 1♥.
1NT is a weak limit response. Opener may Pass, or remove to a better partscore, or invite game

Bid a new suit at the 2-level only with 10+HCP. Respond in your longest suit.
Bidding a new suit allows opener to describe his hand further so you can reach the best game.
It is forcing, opener must bid again.

3 Revise Opener's Rebid after a change of suit response. Remember the order of priority:

1 Raise partner with 4-card support.
When ***raising partner*** you are making a ***limit bid.*** Partner may Pass, so you must jump with extra values.

2 Rebid in no-trump with a balanced hand without 4-card support.
Rebidding no-trump shows a ***balanced hand*** **<u>too strong</u>** to open 1NT.

3 Bid a new suit with an unbalanced hand without 4-card support.
Bidding a new suit is ***unlimited*** and partner should bid again.
Bidding a new suit shows **<u>extra length</u>** in the suit you opened.

4 Rebid your first suit when you have no new suit to bid.
Rebidding your first suit usually shows 6-cards, though occasionally you have no choice but to rebid with 5.

Rebidding your own suit is a ***limit bid.*** Partner may pass a minimum rebid, so jump with extra values.

Examples of Responder's limit raise

♠AQ943 ♥3 ♦AKJ4 ♣KQ6	N W E S	♠KJ52 ♥Q10752 ♦73 ♣J2

West	East
1♠	2♠
4♠	Pass

East makes a **weak raise**
With 19HCP West bids game

♠AQ52 ♥KQ943 ♦A7 ♣Q8	N W E S	♠K9 ♥A1052 ♦9853 ♣J65

West	East
1♥	2♥
2♠	4♥

With 15-17 HCP West bids a second suit as a **game try.** With a minimum (6HCP) East **signs off** in 3♥. With a maximum (9HCP) he bids 4♥. With the middle range (7-8HCP) he examines his holding in the second suit. Kx is ideal, but with xxx, the worst possible holding, he should Pass.

♠J743 ♥AQ532 ♦4 ♣KQ3	N W E S	♠A9 ♥9864 ♦KQ62 ♣J86

West	East
1♥	3♥
Pass	

West passes the **invitational raise** with his minimum.

Responding with One of a Major

♠Q1043 ♥3 ♦AKJ43 ♣KQ6	N W E S	♠KJ52 ♥Q1052 ♦Q5 ♣A92

West	East
1♦	1♥
1♠	4♠

East bids 4-card majors **upwards**
When West shows his second suit he is worth a raise to game

♠AJ52 ♥K3 ♦A9854 ♣108	N W E S	♠K9 ♥A1052 ♦QJ73 ♣J65

West	East
1♦	1♥
1♠	3♦
Pass	

East bids his 4-card major, but when West cannot raise he shows his **limit raise** of partner's minor. West passes with his minimum opener.

♠K43 ♥A32 ♦AQ84 ♣K32	N W E S	♠A962 ♥J984 ♦62 ♣Q86

West	East
1♦	1♥
1NT	Pass

West's 1NT rebid shows 15-17 HCP and ***denies*** 4 cards in either major - he would raise or bid 1♠. So East passes.

Responding 1NT

♠AQ854 ♥KJ7 ♦K7 ♣Q103	N W E S	♠9 ♥Q53 ♦Q9865 ♣K984

West	East
1♠	1NT
Pass	

East is not strong enough for a **2-over-1 response**, and the only bid left at the 1-level is 1NT.

♠3 ♥AQ9542 ♦Q83 ♣A53	N W E S	♠Q74 ♥J3 ♦J1042 ♣K964

West	East
1♥	1NT
2♥	Pass

East cannot have 4 spades, so West knows there are spades to lose in 1NT. He rebids his 6-card suit to improve the partscore. 2♥ here ***promises*** **6+cards**, do not rebid a 5-card suit over a 1NT response.

♠AJ52 ♥K3 ♦AQ542 ♣K8	N W E S	♠Q73 ♥A52 ♦83 ♣QJ953

West	East
1♦	1NT
2NT	3NT

East's 1NT **denies** a 4-card major so West knows there is no point in bidding spades. He **invites game** in NT with 17-18 HCP.

Opener rebids in NT

♠AQ4 ♥KJ7 ♦K107 ♣K1073	N W E S	♠962 ♥Q8653 ♦Q5 ♣AQ4

West	**East**
1♣	1♥
1NT	3NT

The **1NT rebid** shows 15-17HCP
East has 10HCP in a balanced hand so he simply raises to game.

♠K97 ♥AQ42 ♦AQ3 ♣A53	N W E S	♠QJ86 ♥J7 ♦K742 ♣764

West	**East**
1♥	1♠
2NT	3NT

The **jump to 2NT** shows 18-19HCP.
East cannot pass and has no reason to look for any other game than 3NT

♠AJ2 ♥K73 ♦A542 ♣K86	N W E S	♠Q73 ♥Q52 ♦83 ♣AQJ53

West	**East**
1♦	2♣
2NT	3NT

After a **2-over-1 response** 2NT is 15-19HCP, forcing to game.
(East has shown 10+HCP)

♠K7 ♥AQ7 ♦KJ1073 ♣K103	N W E S	♠92 ♥KJ6543 ♦Q54 ♣94

West	**East**
1♦	1♥
1NT	2♥

East knows there is not enough for game and chooses to play the part-score in his 6-card suit.

♠K97 ♥AQ42 ♦AQ3 ♣A53	N W E S	♠AQJ86 ♥KJ5 ♦2 ♣10764

West	**East**
1♥	1♠
2NT	3♥
3♠	4♠

The jump to 2NT is **game-forcing** so East can investigate alternative games. Each partner shows **3 cards** in the other's suit – with 4 they would raise partner earlier.

♠AKJ2 ♥K73 ♦A542 ♣92	N W E S	♠97 ♥A964 ♦K7 ♣KQ853

West	**East**
1♠	2♣
2NT	3♥
3NT	

East bids 3♥ in case his side has missed a 4-4 heart fit.
But there is **no major suit fit** and West rebids 3NT.

Opener bids a new suit

♠KJ964 ♥KQ53 ♦A72 ♣10	N W E S	♠Q53 ♥A4 ♦1093 ♣KQ865

West	**East**
1♠	2♣
2♥	2♠

West's 2♥ rebid shows **5+spades** and 4 hearts (*with 4-4 open 1♥).*
East **corrects** to the known 8-card fit.

♠A1075 ♥3 ♦AQJ84 ♣Q92	N W E S	♠KQ98 ♥AK764 ♦1062 ♣K

West	**East**
1♦	1♥
1♠	4♠

East responds in his longest suit, and West shows his 5+4+ distribution.
East needs **4-card support** to raise the second suit to game.

♠KJ983 ♥AJ52 ♦1054 ♣A	N W E S	♠AQ7 ♥984 ♦AQ632 ♣J8

West	**East**
1♠	2♦
2♥	4♠

East has enough for game and, knowing partner has 5+spades,jumps to the **known 8-card fit.**

Opener rebids his suit

♠AKJ854 ♥7 ♦QJ3 ♣K62	N W E S	♠Q73 ♥Q42 ♦K965 ♣J108

West	**East**
1♠	1NT
2♠	Pass

West shows 6+spades: he would bid a second suit with 4+cards, pass or raise NT with 5-3-3-2.

♠A93 ♥AKJ642 ♦A105 ♣7	N W E S	♠K8654 ♥107 ♦K98 ♣1032

West	**East**
1♥	1♠
3♥	Pass

The **jump rebid** ***always has 6+cards.***
With 15+ and 5-3-3-2 bid 1NT.
With 5-4 bid your second suit

♠105 ♥K2 ♦AKJ853 ♣AQ8	N W E S	♠AJ2 ♥Q104 ♦Q7 ♣J9543

West	**East**
1♦	2♣
3♦	3NT

After a 2-over-1 the **jump rebid,** with 15+HCP, is ***forcing to game***.

The Basics of Acol Bidding

Our bidding system is a ***natural*** one.
This means that when we bid a suit we show length in the suit we bid.
We aim to reach the best contract by describing our strength and distribution in as few bids as possible.
The system is based on a number of **premises**, and the bids follow **logically.**
Often partner can tell just as much about your hand from what you do ***not*** bid as from what you ***do*** bid.

You have two aims during the auction:

to find out whether you have the values for game
to reach the best strain – usually the 8+card major suit fit, or, with balanced hands, NT.

1 The Opening Bid of One of a Suit:

This shows an unbalanced hand with 12-19 points, or a balanced hand too strong for a 12-14 1NT.

We open our **longest** suit (which is not necessarily the strongest!)
With two 5-card suits open the **higher-ranking**: plan to rebid the other suit, twice if necessary.
Exception: with 5♠+5♣ open 1♣: you can rebid 1♠, then 2♠, keeping the bidding low.
With two 4-card suits in a 4-4-3-2 distribution open:
the major with 1 major and 1 minor: 1♠/♥ with 4x♠/♥s + 4x♦/♣s *(best way to find a 4-4 major fit)*
1♥ with both majors: *(makes it is easy for partner to respond 1♠ so you can find any 4-4 major fit)*
1♣ with both minors

2 The First Response

With 4-card support for partner's major – raise him.
A raise is a ***limit bid*** showing a limited point range: 1♠-2♠ is 6-9; 3♠ is 10-12; 4♠ is 13-15.

Without 4-card support – respond in your longest suit if possible. *(You need 10+points for a 2over1)*
Bid one of a major if you can. With 4-4 in the majors bid 1♥ *leaving room for partner to bid 1♠.*
The response of one of a major is ***unlimited***, 6-28 points, and ***forcing.*** Partner must bid again.

Without 4-card support, and with no-4-card suit you can bid at the 1-level, and 6-9 points, ***bid 1NT.***
The 1NT response is a ***limit bid*** showing 6-9 points. It is not forcing: partner can Pass.
Opener may remove 1NT to a second suit, showing 5-4+
Or rebid his own suit with 6+cards to improve the part-score.

3 Opener's Rebid after a change of suit response

With 4-card support for partner's suit – raise him.

Lacking 4-card support, and ***with a balanced hand*** of 15-19 HCP – rebid in NT.
All natural NT rebids are ***limit bids.***
Rebidding 1NT after a 1-over-1 shows 15-17 HCP
Jumping to 2NT after a 1-over-1 shows 18-19 HCP and is forcing
Rebidding 2NT after a 2-over-1 shows 15-19 HCP and is forcing

Lacking 4-card support, and with an unbalanced hand – bid a second suit.

Rebidding in a new suit is ***unlimited*** and partner should bid again
Rebidding a new suit shows ***extra length*** in your first suit: you must be at least 5-4.

With nothing better to do – rebid your first suit.
Rebidding your first suit usually shows 6+cards. (Very rarely a simple rebid may have 5)

Rebidding your first suit is a ***limit bid.***
A minimum rebid shows a minimum opener
A jump rebid shows extra values and ***promises 6+cards***

Quiz 31

1) Partner opens 1♥, RHO passes. What is your response?

♠ KQ62 ♥ 105 ♦ AQ7 ♣ A843	♠ 102 ♥ Q983 ♦ J76 ♣ KQ95	♠ 72 ♥ A984 ♦ KQ103 ♣ Q54
_____	_____	_____
♠ A53 ♥ QJ6 ♦ K2 ♣ KJ984	♠ 7 ♥ A9842 ♦ KQ103 ♣ KJ4	♠ AQJ1083 ♥ K6 ♦ A97 ♣ 54
_____	_____	_____

2) You open 1♠. Partner bids 2♠. What is your rebid?

♠ KJ972 ♥ 8 ♦ AQJ5 ♣ K63	♠ A10543 ♥ A8 ♦ AK73 ♣ K7	♠ AQ1083 ♥ Q974 ♦ A ♣ KQ4
_____	_____	_____

3) You open 1♥. Partner bids 1♠. What is your rebid?

♠ 97 ♥ AQ1082 ♦ KJ5 ♣ AJ3	♠ 972 ♥ AQ108 ♦ AK5 ♣ KQ3	♠ 8 ♥ KQ9743 ♦ QJ2 ♣ AJ5
_____	_____	_____
♠ 53 ♥ KQ1094 ♦ AQJ7 ♣ Q8	♠ K1074 ♥ A9852 ♦ 6 ♣ AQ5	♠ K1074 ♥ AQ92 ♦ K3 ♣ KJ4
_____	_____	_____

Lesson 32 Return to Stayman

Aims

- To revise the use of Stayman with invitational and game-going hands
- To introduce the idea of using Stayman with weak hands
- To emphasise that Stayman ***asks*** for 4-card majors, whereas transfers ***tell*** about 5-card majors

Content

1 Revise Stayman as a means of finding the 4-4 major fit after opening bids of 1NT and 2NT.

Remind the class that Stayman ***asks*** whether partner has a 4-card major ***because you have one*** yourself and the 4-4 major fit may be the best contract.

With a 5-card major you should ***tell*** partner via a transfer so he can choose the 5-3 fit if it exists.

We use Stayman ***only*** when we have **at least** one major with **precisely** 4 cards.

2 Introduce Stayman auctions with weak hands: a form of weak takeout which allows you to stop at the 2-level in the best partscore.

Eg 1NT-2♣ with 5-4 in ♥+♠.

If partner responds in a major you plan to pass. If he responds 2♦ bid your 5-card major

This is the only time we use Stayman in a hand with a 5-card major: as a **weak takeout.** With game-invitational values or more we aim to bid both suits, transfer into the longer, then bid the other one.

Eg 1NT-2♣ with 4-4-4-1 or 4-4-5-0 in ♥+♠+♦.

You plan to pass whatever partner bids, hoping this will be a better contract than 1NT.

Note how important it is ***to be prepared for any response.***

You cannot use Stayman with a weak hand unless you hold at least 3-cards in each major and are prepared to pass ***whatever partner bids.***

3 Emphasise that with a weak 1-suited hand you should make a weak takeout via a transfer.

We use Stayman as a weak takeout only when we have 2 or 3 possible places to play.

Stayman with Game-going Hands

♠A92 ♥K73 ♦A982 ♣Q86	N W E S	♠KJ104 ♥QJ64 ♦J6 ♣AJ4

West	**East**
1NT	2♣
2♦	3NT
Pass	

East, with enough for game, looks for a 4-4 major fit. Not this time, so he **signs off** in 3NT.

♠AQ84 ♥KJ74 ♦K6 ♣J83	N W E S	♠K753 ♥Q3 ♦A853 ♣A64

West	**East**
1NT	2♣
2♥	3NT
4♠	Pass

West shows the 'wrong' major. But Stayman ***promises*** a 4-card major, so West can **correct** 3NT to 4♠.

♠K97 ♥AQ62 ♦QJ53 ♣94	N W E S	♠Q3 ♥KJ84 ♦AK64 ♣J85

West	**East**
1NT	2♣
2♥	4♥
Pass	

When West shows the 'right' major East simply bids game in the superior contract

Stayman with Invitational Hands

♠Q72 ♥KJ3 ♦A976 ♣Q86	N W E S	♠K953 ♥Q984 ♦83 ♣AK3

West	**East**
1NT	2♣
2♦	2NT
Pass	

East has enough to **invite game**. On the way to 2NT he asks if partner has a 4-card major.

♠A1053 ♥A52 ♦K6 ♣QJ64	N W E S	♠KQ64 ♥83 ♦AQ54 ♣984

West	**East**
1NT	2♣
2♠	3♠
4♠	Pass

When partner shows 4 cards in your major you can raise to **invite game**. With a maximum West bids on.

♠QJ63 ♥KQ84 ♦82 ♣AQ5	N W E S	♠K1072 ♥J3 ♦A63 ♣K864

West	**East**
1NT	2♣
2♥	2NT
4♠	Pass

Opposite the 'wrong' major East bids 2NT. He must have 4 spades, so West tries 4♠. (He would bid 3♠ if minimum)

Stayman with Weak Hands

East knows there is no game, but there may be a better part score. He can use Stayman to improve the spot ***provided*** **he has at least one 4-card major,** and **he is prepared for any response partner may make**

♠AQ2 ♥K87 ♦Q854 ♣K82	N W E S	♠J1054 ♥QJ643 ♦63 ♣75

West	**East**
1NT	2♣
2♦	2♥

East could transfer into 2♥ but 2♠ will be better if West has 4 spades. When West shows no major 2♥ is a **sign-off,** to play.

♠K83 ♥AQ82 ♦104 ♣A762	N W E S	♠Q752 ♥KJ53 ♦J9652 ♣-

West	**East**
1NT	2♣
2♥	Pass

This time East plans to Pass no matter what West responds. He will find any 4-4 fit major fit, and even 2♦ will be at least a 5-2 fit.

♠K7 ♥AQ62 ♦QJ53 ♣984	N W E S	♠J8543 ♥J843 ♦1086 ♣5

West	**East**
1NT	2♣
2♥	Pass

This will not be a lot of fun, but the 8-card fit may scramble a few ruffs, and it is better than 2♠

When not to use Stayman

♠AQ2 ♥K87 ♦Q854 ♣K82	N W E S	♠J5 ♥AJ632 ♦J632 ♣75

West	**East**
1NT	2♦
2♥	Pass

No 4-card major – no Stayman Transfer into your 5-card major

♠K83 ♥AQ82 ♦104 ♣A762	N W E S	♠52 ♥KJ53 ♦J962 ♣KQ4

West	**East**
1NT	Pass

Not quite strong enough for 2NT - and you cannot cope with a 2♠ reply

♠K76 ♥AQ62 ♦KJ9 ♣874	N W E S	♠Q8543 ♥3 ♦Q8653 ♣K9

West	**East**
1NT	2♥
2♠	Pass

No 4-card major, cannot cope with all responses, just transfer.

More About Stayman

Stayman is a ***convention*** we use to look for a 4-4 major suit fit after partner has opened 1NT or 2NT.
It ***asks*** opener whether he has a 4-card major.

> **When partner opens 1NT** and we have enough to at least invite game (11+HCP), and at least one 4-card major, we can use Stayman before raising to 2NT or 3NT in case there is a 4-4 major suit fit that will play better than 2/3NT.
>
> Similarly, **when partner opens 2NT** and we have 5+HCP, enough for game, we can use Stayman to look for a 4-4 fit ***provided*** we have at least one 4-card major.
>
> Also when the bidding starts 2♣ – 2♦ – 2NT – where **2NT is the first natural bid**.
>
> And **after a 1NT overcall** (1♥) – 1NT – (P) – use Stayman just as you do over a 1NT opener

Note that by using Stayman you ***promise*** at least one 4-card major.
With a 5-card major you should transfer, then bid NT or a second suit

Stayman auctions:

1NT 2♣ 2♦	1NT 2♣ 2♥	1NT 2♣ 2♠
Opener has no 4-card major.	Opener has 4 hearts (may also have 4 spades)	Opener has four spades (denies 4 hearts)

When you use Stayman ***you must be prepared for any of the three responses that partner may make***.
So you must have at least the values to invite game if you do not find a fit – usually!

Stayman with Weak Hands

When you have a weak hand you can use Stayman as a means to improve the partscore.
You still promise at least one 4-card major, but this is the only time when you may also have a 5-card major
The idea is to improve what is clearly a poor contract

Eg	♠ J7632 ♥ J1054 ♦ 8 ♣ K73	♠ J873 ♥ QJ543 ♦ 1093 ♣ 8	♠ QJ32 ♥ 10942 ♦ J6532 ♣ -	♠ 7 ♥ Q943 ♦ J10543 ♣ J53
	If partner bids a major over Stayman – Pass. If he bids 2♦ bid 2♠, as a weak sign-off	Again, Pass 2♥/2♠ Over 2♦ bid 2♥, your longer major as a weak sign-off	Pass whatever partner responds. It must be better than 1NT!	This time you just have to Pass 1NT. You cannot cope if partner bids 2♠.

Do not use Stayman unless you can cope with any of the three responses that partner may make

Further Bidding after Stayman

Weak hands –
pass the response
or **bid 2♥/♠** (with 5-4 in the majors)

Opener must not bid again

Invitational hands –
raise 2♥/♠ to 3♥/♠ with 4-card support
or **bid 2NT** without 4-card support

Opener passes if minimum, bids 4♥/♠ if maximum
Opener passes if minimum, bids 3NT if maximum
unless he has 4cards in the other major.
After 1NT-2♣-2♥-2NT- opener bids
3♠ minimum, 4♠ maximum with 4-4 in the majors

Game going hands –
raise 2♥/♠ to 4♥/♠ with 4-card support
or bid 3NT without 4-card support.

Opener passes
Opener **passes** or ***converts*** to 4♠ with both majors

Quiz 32

1) Partner opens 1NT. RHO passes. What is your response?

♠ KQ62	♠ J2	♠ AJ1072
♥ 105	♥ Q983	♥ A984
♦ Q72	♦ A76	♦ K3
♣ Q843	♣ KQ95	♣ 94
_____	_____	_____

Will partner bid again? If so what will you do next?

_____	_____	_____
	_____	_____

2) Partner opens 1NT. RHO Passes and you decide to use Stayman.
What now after each of the three possible responses?

♠ A532	♠ K832	♠ A10832
♥ QJ643	♥ 9842	♥ K943
♦ 2	♦ Q10542	♦ 974
♣ 984	♣ -	♣ 5

1NT	2♣	1NT	2♣	1NT	2♣
2♦	_____	2♦	_____	2♦	_____
2♥	_____	2♥	_____	2♥	_____
2♠	_____	2♠	_____	2♠	_____

3) None of these hands is suitable for using Stayman.
When partner opens 1NT what should you bid instead and why?

♠ 98	♠ KJ74	♠ Q10765	♠ 87
♥ Q932	♥ QJ83	♥ K85	♥ 98
♦ QJ654	♦ K4	♦ Q832	♦ J72
♣ J3	♣ 873	♣ 5	♣ KQ9876
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

Lesson 33 Defensive Bidding

Aims

- To revise the basic principles of overcalling
- To expand them to cover more situations.

Content

1 Point out the dangers of overcalling: the side that opens the bidding has the advantage of knowing a lot about their combined strength and may be able to take a large penalty.
But we have to take some risks in case it is our hand, and a long strong suit is a safety factor.
Revise the concept of ***Playing Tricks*** – tricks we expect to make if allowed to play in our best suit.
To open the bidding – Count points; To overcall – Count Playing Tricks

2 Examine types of hand on which we want to bid when opponents have already opened the bidding

A) We have opening strength, 12+ HCP. We can compete in one of these ways:

With a long strong suit we can ***overcall,*** showing 4+ PT at the 1-level 5+PT at the 2-level
With a good 6+card suit we can make a ***jump overcall***, to show 6+Playing Tricks
With no long, strong suit we make ***a takeout double***, asking partner to bid his longest suit
With 15-18 HCP in a balanced hand ***and a stopper in opponent's suit*** we can bid ***1NT***

B) We have less than opening strength.

Now we bid only with a long strong suit, and enough playing strength for an overcall.

Note that sometimes we **pass** with opening strength *because we have no good bid to make,*
and sometimes we **bid** with less than opening strength *because we have a good suit*

3 Introduce **The Rule of Two and Three**
The idea is that you need enough playing strength to avoid a penalty of more than 500,
which is 2 down Vulnerable, 3 down Nonvulnerable
So we need more playing strength for a vulnerable overcall: 5PT at the 1-level, 6PT at the 2-level
Nonvulnerable we can afford to fall **three** tricks short of our target and can bid with 4 and 5PT.

5 Discuss what happens when opponents open 1NT.
The same principles apply, you still need a good suit and 6+ playing tricks to overcall at the 2-level.
But we do not overcall in no-trump with a strong balanced hand– it would be silly to try to play 2NT
Instead we double for ***penalties*** – you cannot make a takeout double when no suit has been bid.

*6 Introduce the '**sandwich' position** when both opponents have bid.*
When we are sandwiched between two opponents well-informed about their combined strength and suit length bidding is very dangerous: We should still bid if we have enough playing strength, but we must stick fast to the Rule of Two and Three.

7 Discuss ***responses to overcalls.***
Since partner promises at least a 5-card suit **we can (and should) raise with 3-card support**
and the same sort of values as we need to raise an opening bid.
Partner has a good suit, so we do not introduce a new suit with a weak hand, we just pass.
A new suit is not forcing, but it is ***constructive –*** it says we may have game if partner can raise.

8 Revise ***coping with overcalls.***
If we can make the bid we would have made without the overcall – we do that
If the overcall forces us to bid at the 2-level instead of the 1-level we need 10+points and 5+ cards.
(A new suit is forcing for one round after the overcall, just as it was without one.)

(Note: *We need extra points and length to bid at the 2-level because partner's rebid will take us quite high. For the same reason, when we respond 2♥ to 1♠ we promise **five** cards, not just four*
We can bid two of a minor with 4-cards, because partner has room to rebid hearts cheaply)

If we have a balanced hand we can bid no-trump – but only with a ***stopper*** in opponent's suit.
Our 1NT bids are slightly stronger (8-10HCP) – with a minimum weak response we can pass.
Partner has another chance to bid, so we do not need to keep the bidding open for him.

How many Playing Tricks can we count if these hands are played in spades?

♠KQJ9652 ♥873 ♦6 ♣53	♠QJ984 ♥8 ♦KQ63 ♣AK2	♠AK72 ♥QJ6 ♦Q105 ♣KJ5
If the remaining spades are evenly divided between the other hands you will make 6 trump tricks. 6 Playing Tricks, and 6HCP	You expect 2 or 3 spade tricks, 1 or 2 diamonds and 2 clubs It counts as 6 Playing Tricks (15HCP)	Not many Playing Tricks at all but 16HCP.

What would you bid with these West hands if South was dealer and opened 1♦?

♠KQJ952 ♥K7 ♦1086 ♣93	♠Q7 ♥A9 ♦1063 ♣AQJ852	♠Q1072 ♥KJ6 ♦AQ10 ♣KJ4
1♠, whether Vul or not Only 9HCP but 5+Playing Tricks	2♣ Vul or not. 6 Playing Tricks An overcall may have opening strength – or not	1NT – balanced 16-18HCP with stoppers in diamonds
♠A953 ♥J2 ♦AQ1064 ♣A7	♠A5 ♥AQJ1063 ♦7 ♣QJ92	♠KJ7 ♥KJ73 ♦Q62 ♣A104
Pass – what else? When an opponent bids your best suit there is nothing to do but wait and see.	2♥ Vul or not. 6+Playing Tricks, opening strength and a very strong suit	Pass. No good suit, not enough PT for an overcall, Not enough HCP for 1NT. Too flat for a takeout double. Heigh ho.

Overcalling in the 'Sandwich Position':

West	*North*	*East*	*South*		
-	1♦	Pass	1♠	♠K7 ♥KQJ1092 ♦A42 ♣72	♠8742 ♥AQ83 ♦KJ6 ♣AQ
???				6+PT, this hand is worth 2♥ at any vulnerability	Pass –with both opponents bidding partner may have very little. We have 16 HCP but no good suit. North's 1♦ bid devalues ♦KJx

Responding to overcalls

West	*North*	*East*	*South*		
-	1♦	1♠	Pass	♠ K75 ♥ KJ1092 ♦ 842 ♣ 72	♠Q8 ♥AQJ863 ♦J653 ♣9
???				Raise to 2♠. 3-card support is enough. When we know of an 8+card spade fit there is no need to bid another suit.	A minimum 2♥ bid. To bid a new suit needs a very good suit, no 3-card support for partner and some hope of game if he can support you

Coping with overcalls

What should we bid as West if partner opened 1♣ and South overcalled 1♥ ?

♠KJ932
♥K74
♦86
♣963

1♠. When we can make the bid we would make without the overcall we have no problem

♠Q75
♥K9
♦Q1063
♣A852

3♣. Just what we would bid without the overcall.

♠K72
♥9842
♦Q102
♣J94

Pass. We cannot bid 1NT without a ***stopper*** in hearts. The only other bid we might make is 2♣, but partner has another chance to bid, and will do so if this is our hand.

♠843
♥J62
♦A1064
♣K73

Pass. We would have bid 1♦ but we need 10+HCP and a 5+card suit when we have been forced to respond at a higher level.

♠K82
♥QJ63
♦J987
♣Q2

1NT. We have an excellent heart stopper, and sound values. (We need not stretch to bid 1NT when partner has another chance to bid.)

♠A75
♥KJ73
♦K62
♣1054

2NT. Again, sound heart stoppers and no reason to think there is a better strain than no-trump.

We are West. Partner opens 1♥ and South overcalls 2♦. What do we bid?

♠K9532
♥Q6
♦AJ42
♣72

2♠. 10HCP and 5 spades. Enough to bid at the 2-level

♠KQ2
♥J65
♦KJ6
♣Q832

2NT. Balanced 12HCP with diamond stoppers

♠QJ54
♥Q7
♦J62
♣Q832

Pass. Without the overcall we would bid 1♠, but we are not strong enough for 2♠.

♠A8
♥65
♦KJ10643
♣832

Pass. When opponents want to play in our best suit we just have to let them. Do not double for penalties, they have somewhere better to play!

The Competitive Auction

When the other side opens the bidding they have a tactical advantage.
It is risky to bid: you may go down a lot. It is equally risky not to bid: you may miss a good contract.
When they open one of a suit your options are:

Overcall	The cheapest possible bid in a new suit
Jump overcall	A jump bid in a new suit
1NT Overcall	
Takeout double	
Pass	

The 1NT Overcall

Just like a 1NT opening bid, but stronger, 15-18HCP. ***And it promises a stopper in the suit opened.***
(To prevent opponents from cashing 5 or 6 tricks) ***With no stopper make a takeout double instead.***

Respond to a 1NT overcall just as you do to an opening bid of 1NT, using Stayman and Transfers. The only difference is arithmetical: invite game with 8-9HCP, and bid it with 10+.

Overcalls in a Suit

A simple overcall (a new suit at the minimum level) promises at least a 5-card suit.
To decide whether to overcall or not ***we count Playing Tricks, not points***.
Playing Tricks (PT) are an estimate of the number of tricks we will make with our best suit as trump

♠87	♠KJ10963	♠6	♠KQ74
♥KQJ92	♥5	♥109	♥Q105
♦A863	♦AQ7	♦AKQ109853	♦AJ3
♣53	♣976	♣62	♣J65
With ♥s trump you have	4½ trump tricks	8 trump tricks in ♦s	Balanced hands have
4 trump tricks plus ♦A	1½ tricks in ♦s	No outside tricks	very few playing tricks
5 Playing Tricks	6 Playing Tricks	8 Playing Tricks	3? Playing Tricks

We may overcall with ***less than an opening bid*** if we have a good suit, and therefore a lot of Playing Tricks
And sometimes we cannot overcall with a hand worth an opening bid ***because we do not have a good suit***

The Rule of Two and Three

This is a guideline to help you decide whether to overcall or not.
If you are doubled for penalties you hope to lose no more than 500 points: that is 2 down when Vulnerable 3 down when nonvulnerable.

An overcall at the 1-level needs 4+ Playing Tricks when not vulnerable: 5+ when vulnerable
An overcall at the 2-level needs 5+ Playing Tricks when not vulnerable; 6+ when vulnerable

Jump Overcalls

These are a bid of a new suit made a level higher than necessary.
They are stronger in playing strength than simple overcalls. They promise a good 6+card suit, like a jump shift response to an opening bid. They are also based on Playing Tricks – usually 7+

The Sandwich Position

When LHO opens the bidding, partner passes and RHO replies you may still want to overcall.
You should be slightly stronger than minimum in this 'sandwich' position, but there is little risk provided you have a good suit.

♠KQ10654	♠K1093	♠J6	♠AJ984
♥62	♥AQ5	♥AK5	♥K54
♦KQ3	♦KJ76	♦KQ109876	♦K632
♣53	♣A6	♣2	♣4
6 PT and a nice suit A 1♠ overcall whether vulnerable or not. Also after 1♦-Pass-1♥	A normal 1NT overcall (Do not overcall 1NT in the sandwich position)	8 PT and a good suit A jump overcall anywhere, any vulnerability	4½ PT. Overcall 1♠ non-vulnerable but not in the sandwich position

Quiz 33

1) South opens 1♣. Your side is not vulnerable. You are West. What do you bid with these hands?

♠ AQ	♠ KJ1082	♠ A3	♠ 7
♥ K64	♥ A3	♥ AKJ964	♥ AK4
♦ KJ1092	♦ 954	♦ K52	♦ Q1076
♣ QJ7	♣ K76	♣ 87	♣ AQ965
_____	_____	_____	_____

2) This time you are vulnerable. North opens 1♦, partner passes and South bids 1♠.
What do you bid with these West hands?

♠ 72	♠ KJ4	♠ A32
♥ KJ963	♥ A5	♥ AKQ7532
♦ AQ4	♦ 106	♦ -
♣ KQ8	♣ KQJ732	♣ KQ7
_____	_____	_____

3) North opens 1♦. Your side is vulnerable, and East, your partner, overcalls 1♠. South passes.
What do you bid with these West hands?

♠ A874	♠ 9	♠ 975	♠ 62
♥ 532	♥ Q10764	♥ KJ64	♥ KQJ964
♦ 6	♦ KJ5	♦ Q832	♦ A5
♣ AK1095	♣ Q832	♣ 104	♣ 965
_____	_____	_____	_____

4) East, your partner, opens 1♣ and South overcalls 1♠.
What do you bid with these West hands?

♠ AQ6	♠ K932	♠ QJ4	♠ 7
♥ QJ6	♥ J95	♥ K72	♥ KJ962
♦ 10952	♦ Q10732	♦ Q1063	♦ J975
♣ K73	♣ 7	♣ 985	♣ AJ3
_____	_____	_____	_____

Lesson 34 Return to the Takeout Double

Aims

- To revise the Takeout Double
- To clarify the differences between Takeout and Penalty Doubles

Content

1 Revise the takeout double: when an opponent opens the bidding with 1♠/1♥/1♦/1♣ Double says: "Partner, I have at least opening strength but no particularly good suit. Please bid your longest suit." Lucrative penalty doubles in this situation are too rare to bother with, so we use "Takeout Doubles" as the best way to compete when we have no especially good suit of our own.
A ***takeout double*** shows a wish to compete but no sensible bid - no suit good enough to overcall, unsuitable for 1NT.

A typical takeout double shows	**Opening strength**
	A shortage in opener's suit
	A hand not suitable for a 1NT overcall
	No good suit suitable for an overcall or a jump overcall.
	At least 3-card support for all unbid majors

2 Introduce the concept of a takeout double in the 'sandwich position'.
When they have bid and raised a suit double is still takeout, though you may need a little extra strength to allow for the higher level at which partner must bid
When they have bid ***two different suits*** a double shows length in both suits they have not bid – the ***unbid suits***

3 Emphasise the need for a clear distinction between Penalty and Takeout doubles!
A Penalty Double says: "you have bid too high, and I think you are going down
Here are the important rules that tell us when double is takeout and when it is penalty.

- A double of a low-level suit bid is **takeout** provided partner has said nothing but "Pass"
- A double of a 1NT opening bid is **penalty**
- Double is **penalty** when opponents have reached game
- Double is **penalty** when partner has opened 1NT and an opponent has overcalled.

4 Revise responses to a takeout double.
Partner's takeout double asks us to bid our best suit, and we must do so, even with no points
It is a ***forcing bid*** to which we **must** respond.
(unless we have *extraordinary* length in opponent's suit when we can ***convert*** partner's double into a penalty double - but this is **extremely** rare!!)
Since we may have to make a minimum response with 0 points it is important to jump when we have more than we might – 8+HCP with a 5-card suit, 10+ with a 4-card suit.
We can bid no-trump only with a ***stopper*** in the suit our opponent opened.
When third hand bids he relieves us of the responsibility to bid – if we volunteer a bid now we show the values to respond to an opening bid at the one-level

When to make a Takeout Double

You are West. South opens 1♥.

♠K972
♥3
♦AQ65
♣AK83

16HCP, but no good suit.
No stopper in hearts, so not 1NT.
Support for all the unbid suits, so "Double"
asking partner to bid his longest suit, even with 0HCP

♠AQ10932
♥2
♦A52
♣K76

This time you have a good suit, so ***do not double***
Jump to 2♠ to show 6+PT and a powerful suit

Overcall or Double?

You are West and South opens 1♦

♠AQ74
♥KJ83
♦105
♣AQ2

Double
No stopper in diamonds
Support for all unbid suits

♠AJ4
♥Q2
♦KQ7
♣KJ1063

1NT
16HCP and a stopper in their suit

♠A5
♥KQ10962
♦J74
♣98

1♥
Standard at any vulnerability

♠AQ109
♥KJ9
♦7
♣A7543

Double
The majors are important: you need at least 3 cards in all unbid majors to double.

♠K54
♥KQJ1097
♦A
♣J62

2♥
Opening strength, powerful 6-card suit, a strong jump overcall

♠Q2
♥KJ7
♦QJ84
♣A965

Pass
Not all hands with opening strength are suitable for a takeout double. Partner will usually bid a major and you have too few cards in spades

Double in the sandwich position

♠K972
♥3
♦AQ65
♣AK83

West	*North*	*East*	*South*
-	1♥	Pass	2♥
??			

Double
When opponents have bid just one suit the Takeout double shows length in the other three.

♠93
♥AQ105
♦92
♣AK874

West	*North*	*East*	*South*
-	1♦	Pass	1♠
??			

Double
Here double shows opening strength and length in both unbid suits, hearts and clubs

Takeout or Penalty? Some sample auctions

West	*North*	*East*	*South*
Pass	1♥	double	

A **takeout double.**
Double over one of a suit is takeout even though partner has passed.

West	*North*	*East*	*South*
1♥	double	1♠	double

North's double is **takeout**
South's double is **penalty** - partner asked for your best suit and it is spades. North's double promises at least 3 spades, so East will not prosper in 1♠

West	*North*	*East*	*South*
1♦	Pass	2♣	Pass
2♦	Pass	Pass	double

A **takeout double** – your side has not bid up till now, but you want to compete in the majors

West	*North*	*East*	*South*
1♥	Pass	2♣	double

Also **takeout** in the sandwich position
All partner has done so far is Pass.

West	*North*	*East*	*South*
1♣	Pass	1♥	Pass
2NT	Pass	3NT	double

A **penalty double** - they have reached game

West	*North*	*East*	*South*
1NT	2♥	double	

A **penalty double** - partner opened 1NT

Responding to a takeout double:

West	*North*	*East*	*South*
-	1♥	double	Pass
?			

♠KJ92
♥10942
♦542
♣Q6

1♠
Respond in your longest suit (unless an opponent has bid it)

♠1094
♥KJ92
♦K42
♣732

1NT
Balanced, 6+HCP and a stopper in their suit.

♠876
♥92
♦1043
♣J10964

2♣
You are forced to bid, and may as well bid your longest suit

♠7
♥A42
♦KQJ64
♣9853

3♦
We make a ***jump response*** when our hand is better than partner may expect.

♠9
♥QJ10964
♦Q632
♣84

Pass
<u>Only</u> when we probably have more trump than they do. (Partner should lead a trump if he has one)

♠J874
♥1052
♦109653
♣4

1♠
Partner guarantees length in spades when he doubles 1♥. Make the cheaper bid with a weak hand - partner may not have diamonds

West	*North*	*East*	*South*
-	-	-	1♦
Pass	1♠	double	Pass
?			

♠87
♥76
♦QJ952
♣10965

2♣
Partner has asked us to choose between the two unbid suits

West	*North*	*East*	*South*
-	1♣	double	1♠
?			

♠1085
♥J63
♦Q72
♣9864

Pass
By bidding 1♠ South relieves us of the responsibility of bidding. With nothing to say we can Pass.

The Takeout Double

The takeout double is a ***conventional*** bid, quite unlike a ***penalty double***, which is intended to increase your score when opponents go down.
A takeout double is a way of entering the auction after an opening bid of 1♣/1♦/1♥/1♠ from an opponent. It says: "Partner, I have opening strength, but no suit good enough to overcall. Please bid your longest suit".

The Penalty Double

It is important not to confuse Penalty and Takeout Doubles! Double is for **penalties** in these situations

- Opponents have reached game (Double suggests their suits are breaking badly)
- Opponents have opened (or overcalled) 1NT. Doubles of NT bids are Penalty.
- Your side has opened 1NT, or made any natural no-trump bid, and an opponent has overcalled

The Takeout Double

This one is used early in the auction as the safest way to compete. It offers partner a choice of places to play
If RHO opens the bidding with 1♥ you might double with any of these hands:

♠ KQ104 ♥ 6 ♦ KQ83 ♣ A753	♠ Q109 ♥ A5 ♦ A7632 ♣ KJ6	♠ KQ9 ♥ 832 ♦ AQ9 ♣ AJ10	♠ A984 ♥ K4 ♦ K632 ♣ Q104
The ideal shape. Support for all the other suits. Opening strength.	Less ideal, but 3-card support. The ♦s are not good enough to overcall	The right strength for a 1NT overcall but no heart stopper	A minimum double, but risks have to be taken

The essential features of a takeout double are:

- Opening strength
- Shortage in the suit opened
- A hand unsuitable for a 1NT overcall, (either the wrong strength or no stopper in their suit)
- A hand with no suit good enough to overcall (prefer the overcall when your suit **is** good enough)

The takeout double in the sandwich position

We can still make a takeout double when both opponents have bid:

West	North	East	South
-	1♥	Pass	2♥
Dbl			

This is just like a takeout double of 1♥, but a little stronger since partner has to respond at a higher level.

West	North	East	South
-	1♣	Pass	1♥
Dbl			

When opponents bid different suits double shows length/strength in the *other* suits, here ♠s + ♦s

Responding to the Takeout Double

When partner makes a takeout double you ***must*** respond. ***Even with no points at all.***
You have been asked to bid your longest suit, so that is what you do.
The auction has started 1♦-dble-Pass-? What should you bid?

♠10654 ♥86 ♦Q83 ♣7532	♠KQ1094 ♥75 ♦632 ♣KJ6	♠987 ♥32 ♦AQ92 ♣K764	♠AK984 ♥K4 ♦8632 ♣J6
1♠. Your longest suit. Generally prefer a major to a minor when you have two 4-card suits	**2♠.** The jump response shows 8+HCP with a 5-card suit, 10+HCP with 4-cards	**1NT.** 6-9 HCP with their suit well stopped. Partner has the majors	**4♠.** With a known fit you can add distribution points so you are well worth game

The player who has made the takeout double should remember how weak partner may be.
Do not assume he has values just because he had to bid
But when ***third hand*** (RHO) bids he relieves you of your responsibility to bid. You may Pass unless you have something to say. Bidding freely says you have enough to respond to an opening bid of one of a suit.

Quiz 34

1) South opens 1♠. As West, what do you bid with these hands?

♠ KJ9 ♥ AQ4 ♦ A75 ♣ Q1083	♠ 6 ♥ AQJ4 ♦ KQ73 ♣ Q1052	♠ AQ ♥ QJ10763 ♦ J4 ♣ K85	♠ 76 ♥ AQ94 ♦ AK73 ♣ K103
_____	_____	_____	_____

2) North opens 1♦. East, your partner, doubles. South passes.
As West, what do you bid with these hands?

♠ 962 ♥ 84 ♦ AQJ ♣ KJ1053	♠ K83 ♥ Q10754 ♦ J92 ♣ K6	♠ 104 ♥ J972 ♦ 95 ♣ J8653	♠ 832 ♥ 1075 ♦ AQ96 ♣ J62
_____	_____	_____	_____

3) Here are four auctions where you, West, double.
Is your double for penalties, or takeout?

West	*North*	*East*	*South*	
-	1♠	Pass	2♦	
Double				_____

West	*North*	*East*	*South*	
Pass	Pass	1♦	1NT	
Double				_____

West	*North*	*East*	*South*	
-	-	-	1♥	
Pass	2♥	Pass	Pass	
Double				_____

West	*North*	*East*	*South*	
Pass	1♠	1NT	2♦	
Double				_____

Lesson 35 More Declarer Play

Aims

- To revise what we have learned already about card play
- To introduce some new techniques: ruffing and leading towards unsupported honours

Content

1 Remind the class that good Bidding is very important – but not enough if it is followed by Bad Play.

2 Revise how to make a Plan in a trump contract

1) Count the Losers
   If there are too many look for ways of reducing them to the right number
2) Draw trump if either***: you can do so without losing the lead***
   or: ***you can afford to lose the lead because your losers in the side suits are not Immediate***
3) If you have too many immediate losers take essential discards first – but ***draw trump as soon as possible***
4) ***Do not draw more trump than necessary***: you need trump to keep control of the side suits
5) Establish Tricks in the Work Suit – continue as if you were playing in no-trump

3 **Look at ways of making extra tricks from the trump suit**

The class has been taught to draw trump – but there are many hands where there are other things we must do first.
You can sometimes increase your number of tricks by taking ruffs in the hand with fewer trump.
We call the hand with fewer trump the ***short hand***.
It is usually dummy, but not always – after a transfer sequence the ***short hand*** may become declarer
(When both hands have 4 trump you can increase your trump tricks by ruffing twice in one of them)
When the shorter trump hand (dummy) has a ***shortage*** (void, singleton or doubleton) – you may ***take some ruffs before drawing trump***

<u>Take ruffs in the short hand:</u> ruffs in the long hand will not increase our total number of tricks
When you have enough trump to take ruffs **<u>after</u>** drawing trump – draw trump first.
It is when the short hand has only two or three trump that ruffs must be taken before drawing trump
Taking ruffs before drawing trump means opponents may be able to ***overruff.***
<u>Ruff with as high a card as you can afford</u>

4 Revise the concept of the Work Suit: the suit where we plan to develop extra tricks.
In a no-trump contract we play the Work Suit first
This advice applies to trump contracts also: after drawing trump we start to play the Work Suit.
When it is established we can discard losers on it.

5 Introduce the idea of leading ***towards*** unsupported honours.
If you lead the honour either opponent can win: if you lead towards an honour it will be ***well-placed*** 50% of the time.
It is just like ***finessing*** – if you lead towards 2 honours and one scores return to the other hand to lead ***towards*** the remaining honour.

Hands where drawing trump must wait: <u>taking ruffs in the short hand</u>

Eg 1

	♠K54 ♥8 ♦Q762 ♣J8632	
???	N W E S	???
	♠AQJ1032 ♥976 ♦A54 ♣A	

After adding points for distribution, you have reached 4♠ with rather fewer values than you are used to
West leads ♣K and you win the ace
If you draw trump you will have 8 top tricks.
You can bring the total to ten by ***ruffing hearts in dummy***
You cannot draw trump at once, or there will be none left in dummy
So you lead a heart at trick 2.
Say a defender wins and switches to trump.
Win in hand and ruff a heart
Ruff a club to hand and ruff your last heart with dummy's last trump
Back to hand with ♦A – and now it is time to draw trump

Eg 2

	♠J3 ♥A5 ♦KQ54 ♣98632	
♠Q87642 ♥3 ♦92 ♣AKJ10	N W E S	♠109 ♥7642 ♦AJ106 ♣754
	♠AK5 ♥KQJ1098 ♦873 ♣Q	

South plays in 4♥, and West leads ♣A, followed by ♣K
There are 4 losers, 1 in spades, 2 in diamonds, 1 in clubs
If West has ♦A you can lead twice towards ♦KQ and lose only 1 diamond. But you can avoid the spade loser for sure by **<u>ruffing it in dummy</u>**.
Note the importance of ***ruffing high.***
If you ruff the third spade with ♥5 East can ***overruff.***
And ruffing with ♥A ***unblocks*** the trump suit – after playing the ***honour from the short hand first*** you can lead 5♥, and easily draw trump after taking your ruff .

Eg 3

	♠AK5 ♥A5 ♦KQ54 ♣7643	
	N W E S	
	♠J3 ♥KQJ1098 ♦873 ♣QJ	

South plays 4♥ again, and West leads ♣10.
East wins ♣K and ♣A, and plays ♣2, which South ruffs.
This time South has 2 club losers and 2 diamond losers.
There is no point in taking a spade ruff here: a ruff in the ***longer*** trump hand will not produce any extra tricks. This game depends on West holding ♦A, whether South trumps North's little spade or not.

Back to the Work Suit

Eg 4

	♠AK83 ♥652 ♦Q74 ♣K109	
♠964 ♥KQ107 ♦A83 ♣742	N W E S	♠Q1052 ♥J84 ♦1095 ♣A63
	♠J7 ♥A93 ♦KJ62 ♣QJ85	

West	*North*	*East*	*South*
-	-	-	1NT
Pass	2♣	Pass	2♦
Pass	2NT	All Pass	

West leads ♥K and South wins the ace.
South counts 3 Sure Tricks, and looks for extra tricks in the minors
Clubs are the stronger suit, so he plays towards ♣K at trick 2
East wins ♣A and returns ♥J, the defenders cash 3 hearts
South discards ♠3 from dummy and ♦2 from hand
West leads a spade to dummy's ace.
South now turns to the second Work Suit, diamonds. West wins the ace, the fifth trick for the defence, and declarer makes 8 tricks

Eg 5

	♠AK75 ♥AK52 ♦73 ♣KJ6	
???	N W E S	???
	♠QJ643 ♥643 ♦Q96 ♣Q2	

West	*North*	*East*	*South*
-	1♥	Pass	1♠
Pass	4♠	All Pass	

West leads ♥Q and South wins ♥K on the table
He counts losers: 1 in hearts, 2 in diamonds and 1 in clubs
The heart loser is not ***immediate***, so he draws trump. He plays ♠A, ♠K and ♠Q when East shows up with 3 trump
Next he plays ♣Q (honour from the short hand first) to drive out ♣A
He has established two club tricks in dummy, and can discard the heart loser from hand on ♣J. Now he plays diamonds, losing two diamond tricks, then ruffing the third round in dummy

Leading towards 'loose' (unsupported) honours

	♣K2	
♣???	N W E S	♣???
	♣53	

South can make one club trick at most, if West has the ace
But he will make no club tricks if he leads the suit from dummy:
the defenders will make a 'cheap' trick, then take the king with the ace
When South plays clubs he must play ***towards*** the king.
If West plays ♣A South plays ♣2 under it and later makes ♣K
If West plays low South tries ♣K. It will win if West has the ace – 50% of the time.

	♣A64	
♣???	N W E S	♣???
	♣Q53	

Leading ♣Q from hand is no good – a play called a 'Chinese finesse'
If West has ♣K he will play it on ♣Q (***cover an honour with an honour***)
The ace wins, but South is left with 2 club losers
And if East has ♣K he will win the trick and there will be 2 club losers
But you can make 2 club tricks with this holding whenever **East** has ♣K
Lead ♣3 to the ace in dummy, then lead dummy's ♣4 towards the queen
Another 50% chance of a trick – ***lead towards an unsupported honour.***

	♣KQ4	
♣???	N W E S	♣???
	♣953	

Leading ♣K from dummy will establish one trick whoever has ♣A
But if West has ♣A it is better to lead from the South hand.
When you lead ♣3 West may take ♣A (establishing two tricks for ♣KQ)
Or he may play low. When you play ♣K from dummy it will win
You return to hand in another suit and lead ♣5.
West can either win ♣A or let you score ♣Q for a second club trick
When East has ♣A you make only one club trick
when West has ♣A you make 2 tricks by ***leading towards your honours***

Improving Declarer Play (1)

Taking Ruffs in a Suit Contract

Remember to Make a Plan:

1. Count your Losers
2. If there are too many, look at ways to reduce them to the right number
3. Draw trump ***if*** a) you can do so ***without losing the lead***
   or b) you can afford to lose the lead because your losers are not ***immediate***
4. Establish tricks in the Work Suit(s) and continue as if you were playing in no-trump.

Sometimes we have to postpone drawing trump because there are more urgent things to do.

We may have to discard some ***immediate*** losers before we give up the lead.
Another thing you may have to do before drawing trump is **<u>to take some ruffs in the shorter trump hand</u>**

Eg 1

	♠3 ♥AJ5 ♦KQ54 ♣A7532	
♠AK84 ♥KQ10932 ♦73 ♣9	N W E S	

South plays in 6♥. West leads ♣K.
South has 3 losers, 2 in spades and 1 in diamonds
If he draws trump he will be left with two spade losers
So he ruffs 2 spades ***before*** he draws all the trump.
He wins ♣A, cashes ♠A and ruffs a spade with ♥J,
crosses to ♥K and ruffs his last small spade with ♥A.
He returns to hand with a club ruff to draw the trump
the trump, he can make 11 tricks.

Eg 2

	♠AK95 ♥5 ♦KQ54 ♣7643	
♠QJ103 ♥A76 ♦AJ83 ♣98	N W E S	

South plays in 4♠. West leads ♣AK and Q
South ruffs and counts 2 more heart losers.
But he looks at dummy: it has only 1 club loser left. The club ruff has made the South hand the shorter trump hand. Declarer makes 10 tricks by drawing trump and cashing winners. Or, if he can ruff dummy's last club in hand before drawing all

You may make one, two or three extra tricks by taking ruffs in the shorter trump hand.
(When both hands have the same trump length take ruffs in one, leaving the other as the long trump hand)

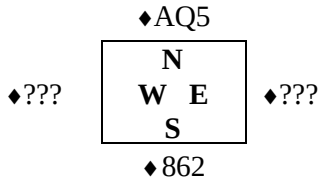
You make <u>no</u> extra tricks by taking ruffs in the longer trump hand.
Do not take ruffs in the longer trump hand. Keep trump length to control the side suits.

When taking ruffs before drawing trump ruff with a high trump when you can afford one – ***that way a defender will not be able to overruff***

Improving Declarer Play (2)

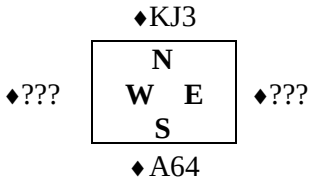
Leading Towards Honours

We have already looked at the Finesse, where you make an extra trick if an honour is well-placed:



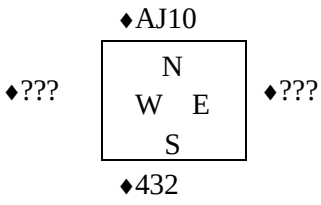
Lead ♦2 to ♦Q.

If West has ♦K you make 2 tricks

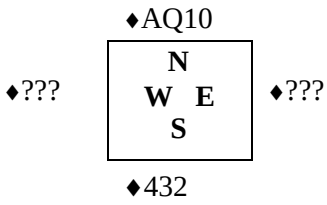


Play ♦A, then low to ♦J.

If West has ♦Q you make3 tricks

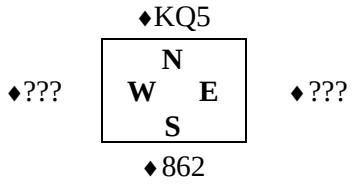


Play low to ♦10. Then return to hand to play low to ♦J.
If West has either ♦K or ♦Q or both you make 2 tricks

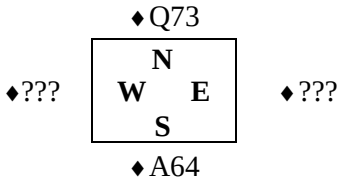


Low to ♦10. Later play low to ♦Q.
If West has either ♦K or ♦J you make 2 tricks. If he has both you make 3 tricks

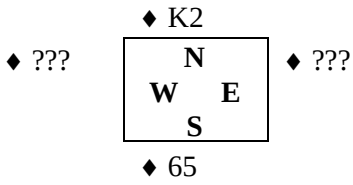
A related technique is to lead ***towards*** Honour cards rather than away from them



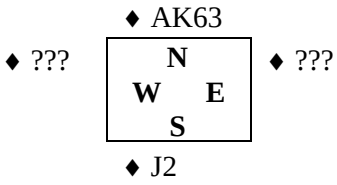
Lead ♦2 to ♦Q, then ♦6 to ♦K
2 tricks if West has ♦A
If you lead ♦K you make only 1.



Lead low towards ♦Q.
2 tricks if West has ♦K
Leading ♦Q can never work



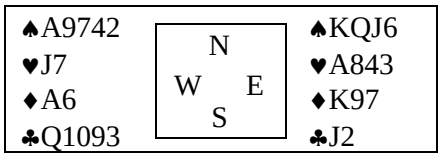
Your only chance of making a trick is if West has ♦A.
Lead low towards ♦K.



If you need 3 tricks start by leading low towards ♦J in case East has ♦Q

Quiz 35

1) You are West, playing a contract of 4♠
North leads ♥K.

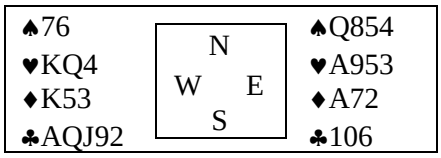


How do you plan the play? _____

_____

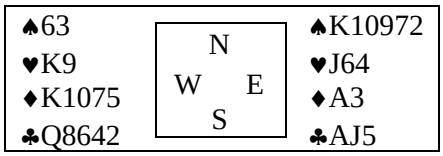
_____

2) You are West, playing a contract of 3NT
North leads ♦ Q, and you win the ace in dummy



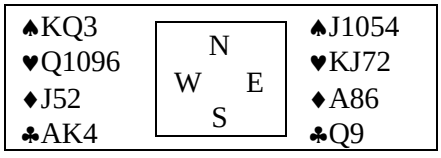
Which card do you play to the second trick? _____

3) You are West, playing in a contract of 1NT.
North leads a small heart, South wins ♥A and returns a heart to your king.



Which card do you play to the third trick? _____

4) You are West, playing in a contract of 4♥.
North leads ♦3. You win the first trick with ♦A.



What do you do now? _____

Lesson 36 More on Defence

Aims

- To revise our basic defence techniques
- To emphasise that the basic aim of all card play technique is to take more tricks

Content

1 Revise the content of earlier lessons on defence:

Third hand high, second hand low

Emphasise the difference between the Opening Lead and Third Hand Play

We lead **top of a sequence,**	Third hand plays **lowest of touching cards,**
We lead **low from an honour**	**Third hand plays high**, to win the trick or to force out a high card from declarer

2 Also revise defensive signalling.

Encourage/discourage signals

When partner leads a high card, (usually an ace), or switches to a high card during the play, we can signal whether we like the lead or not:
Encouraging (partner, I like this suit) with a high card, usually a 7, 8 or 9
Discouraging (partner, I would rather you tried another suit) with the lowest card we have

We do the same with ***discards*** - high suggests partner play this suit, low says 'try something else'.

Looking for ruffs

When partner leads an ace against a trump contract he usually has the king also
If you have a doubleton you may score a ruff on the third round of the suit. So you encourage with your higher card.

3 **Cover an Honour with an Honour**

Remind the class that there are no absolute rules in bridge.
We cover honours only when there is a good chance of ***promoting tricks*** for our side.
Even experts are not sure when it is right to cover and when not: that is part of the joy of the game.
Give this advice:

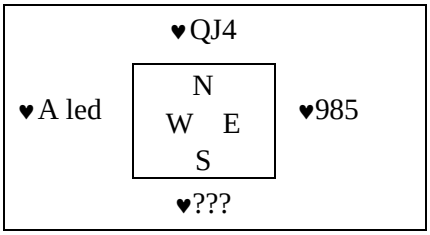
when declarer leads a single honour from a short suit: ***cover*** unless you have 4 or more cards
when declarer leads the top card of a sequence: ***do not cover.***

(Of course, it is right to cover two honours when you also hold two honours:
eg KQ6 over J105; or AQ8 over J107)

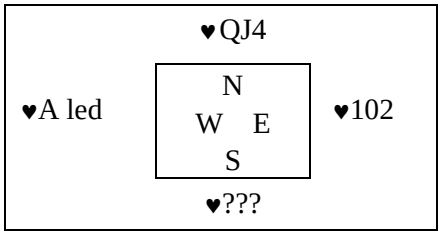
You can see when declarer leads top of a sequence from dummy: but what about when he leads from hand?
A Rule of Thumb is that when dummy has two honours (AJxx, AQx, KJxx) and declarer leads an honour – cover with fewer than 4 cards in the suit
When dummy has only one honour and declarer leads an honour – assume it is top of a sequence and do not cover.

4 Introduce the maxims "Lead through strength" and Lead Up to Weakness"

Defensive signalling: high to encourage, low to discourage

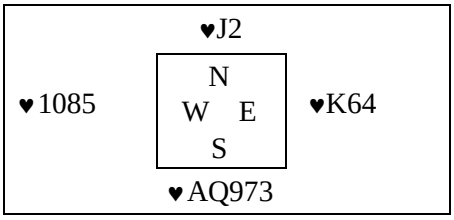


You do not want partner to continue with ♥K to establish dummy's ♥Q. **Discourage** with ♥5

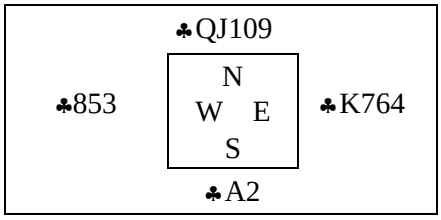


If partner has ♥AK and others he can give you a ruff. **Encourage** with ♥10

Cover an honour with an honour

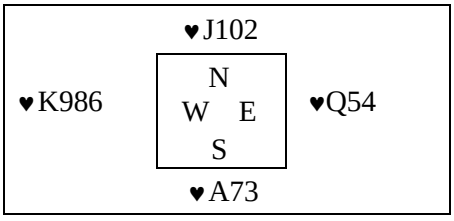


An illustration of the basic principle.
When declarer leads ♥J from North East ***covers*** with ♥K. South wins ♥A and cashes ♥Q, but West's ten has been ***promoted*** to winning rank.
If East does not cover ♥J it will win the trick.
Now declarer leads ♥2 to ♥Q and cashes ♥A.
The defence make no tricks at all.
We cover honours to ***promote*** tricks for our side, and to prevent declarer making more tricks than he deserves.

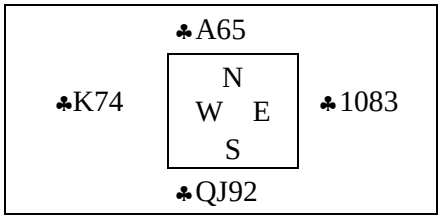


But it is not an absolute rule: declarer leads ♣Q from dummy. If East covers with ♣K declarer wins ♣A and he can cash dummy's ♣J109, making four club tricks. Covering with ♣K cannot ***promote*** any tricks for the defence.
If East plays low on the first round ♣Q scores.
Now declarer plays ♣J – and East plays low again
South has to play ♣A making East's ♣K a winner in a no-trump contract. In a trump contract declarer can ruff away ♣K – but that is 3 tricks, not 4.

Examples of why it is right not to cover the top card in a sequence



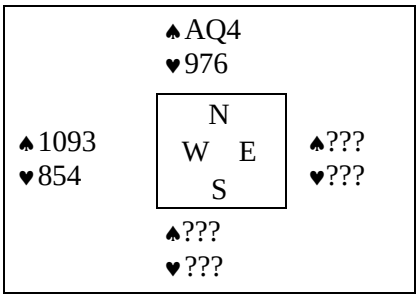
If East covers ♥J with ♥Q South wins ♥A
Now South leads ♥3 ***towards*** dummy's ♥10.
West takes ♥K, but South makes 2 heart tricks.
If East plays low on ♥J declarer runs it to ♥K,
Now dummy has ♥102, East has ♥Q5, South has ♥A7, West has ♥98. Whatever South plays he makes only one heart trick.

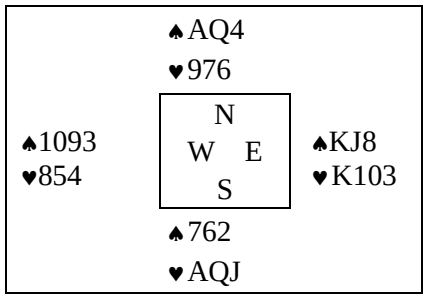


If South leads ♣Q it is best if West does not cover.
After ♣Q-K-A declarer can play low towards hand, finesse ♣9 and make 4 tricks.
If ♣Q is allowed to run North has ♣A6, East ♣108 South ♣J92 and West ♣K7.
Now if South leads ♣J West covers, and the defence must make one trick

Lead Through Strength

An example from late in the play – there are just two suits remaining:

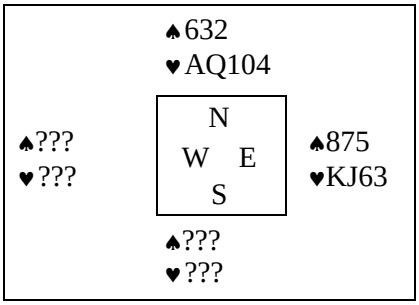


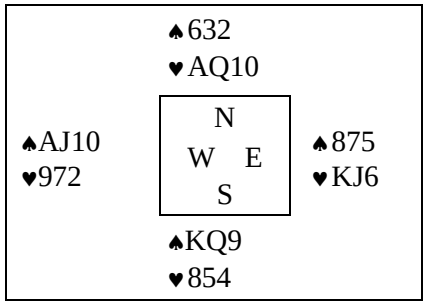


You are West, defending South's no-trump contract
In the course of play you won a trick with a club or diamond, and must lead to the next trick
You have to choose between hearts and spades, and have no idea what to do.
What does your intuition say?
You should be tempted to lead ***through*** the spade strength in dummy
If you lead a heart you are doing declarer's work for him – giving him a 'free' finesse and capturing partner's king
A spade lead develops tricks for your side

Lead Up to Weakness

This time you are East



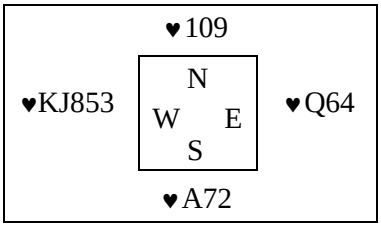


You get on lead in the middle of the play and must lead either a heart or a spade. Which?
If you lead a heart you give declarer a gift trick – he can win cheaply in dummy.
You should lead a spade – ***lead up to weakness*** in dummy.

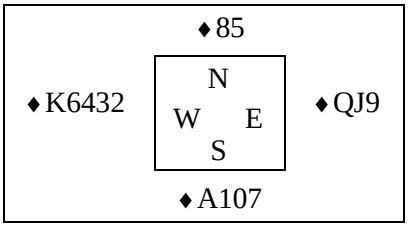
The Essential Principles of Defence (1)

Third Hand High, Second Hand Low

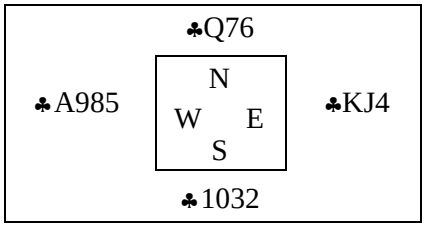
When ***partner*** leads a low card you play ***high*** to win the trick or force a high card from declarer.



West leads ♥5. East plays ♥Q.
South makes ♥A, no other trick

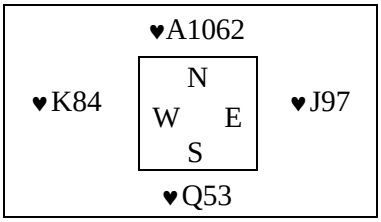


West leads ♦3. East plays ♦J.
The ***lower of touching honours*** tells West who has ♦Q

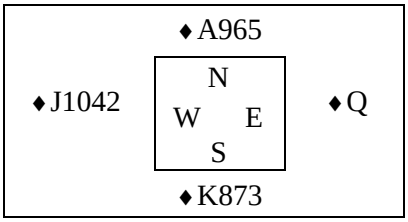


West leads ♣5. East plays ♣J.
The ***lower of surrounding cards*** – save ♣K to beat ♣Q

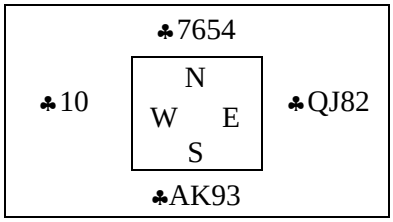
When ***declarer*** leads a low card (from either hand) the next defender plays low.



South leads ♥3. If West plays ♥K he holds the defence's tricks to 1



South leads ♦3. West must play low or he makes only one trick



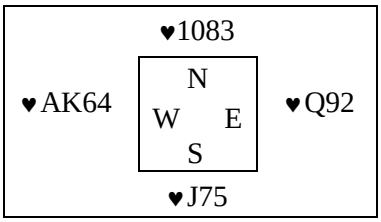
North leads ♣4. East must play low in case West has ♣10

Note the differences between **<u>Leading</u>** and **<u>Third Hand Play</u>**:

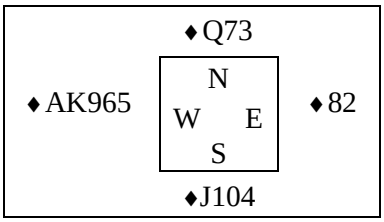
We ***lead*** low from an Honour:	Third Hand plays high
We ***lead*** top of a sequence:	Third Hand plays ***lowest*** of a sequence

High to Encourage, Low to Discourage

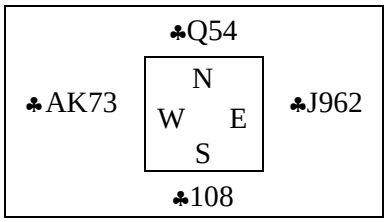
When partner leads an honour, or dummy plays a card you cannot beat, you ***signal*** attitude:
high encourages, low suggests a switch



West leads ♥A. East plays ♥9 to ***encourage*** West to continue the suit



West leads ♦A. East plays ♦8 to ***encourage*** so he can get a ruff



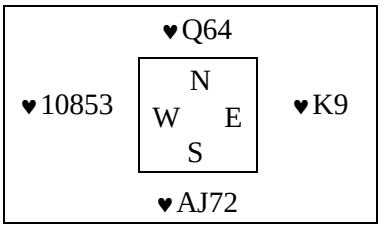
West leads ♣A. East plays ♣2 so West knows there is no ruff

We also signal attitude with our first ***discard.***
High says you would like partner to lead that suit. Low says "try something else"

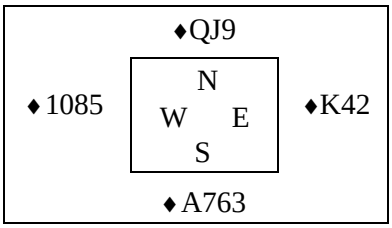
The Essential Principles of Defence (2)

3) Cover an Honour with an Honour (when it is the right thing to do!)

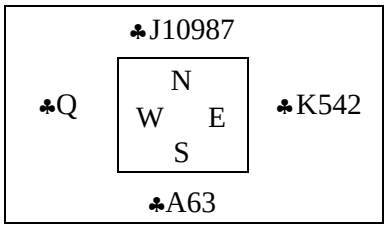
This stops declarer from stealing tricks, but do so ***only when you can promote lower cards to winning rank.***



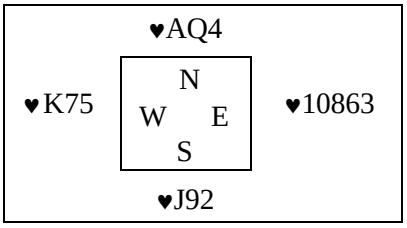
North leads ♥Q. West *covers* with ♥K to *promote* tricks for partner's 108



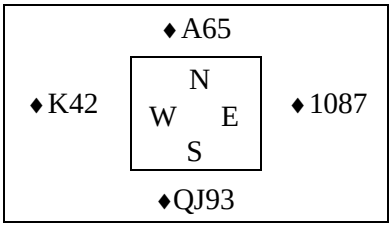
North leads ♦Q. West waits to cover ♦J, the *second of touching honours*
(If you cover ♦Q declarer can make 3 tricks by finessing ♦9)



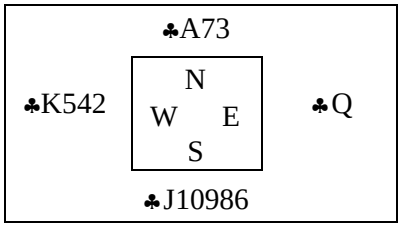
North leads ♣J. West should not cover when there can be nothing to promote



South leads ♥J. West *covers* with ♥K to *promote* a tricks for partner's 10.
(You cannot see what declarer has, but if he has J10x the cover will not cost)



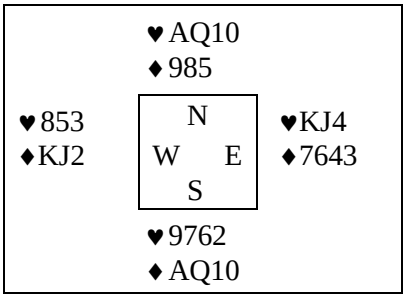
South leads ♦Q. West waits to cover ♦J, the *second of touching honours*
(You cannot see ♦J but declarer will not lead an ***unsupported queen*** if he knows what he is doing.)



South leads ♣J. West should not cover when he can see that his king will control the fourth round of the suit.

4) Lead through Strength; Lead up to Weakness

When you get on lead during the play you usually return partner's suit.
What if you have to open up a new suit?

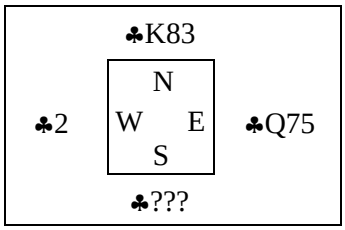


If West is on lead he switches to a heart, ***through dummy's strength.*** Lead ♥8, a high card to deny an honour

If East is on lead he switches to a diamond, ***up to dummy's weakness.*** Lead ♦7, a high card to deny an honour

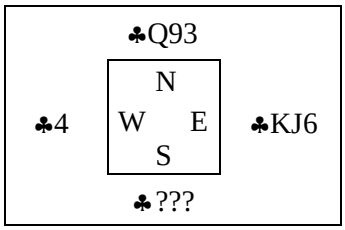
Quiz 36

1) You are East, defending a contract of 3NT.
Partner leads the club shown in the West hand. Dummy plays low. Which card do you play?



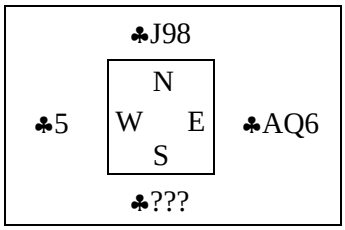
West leads ♣2.
Dummy plays ♣3.
Which card do you play?

_____



West leads ♣4.
Dummy plays ♣3.
And you?

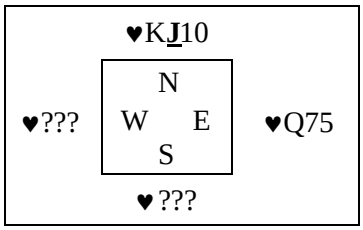
_____



West leads ♣5.
Dummy plays ♣8.
And you?

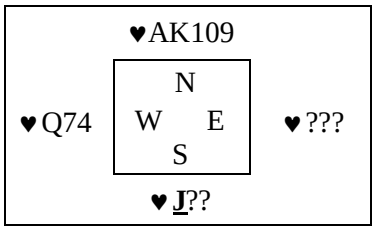
_____

2) Here are some examples of the layout of a single suit.
Declarer leads the underlined card. The question is: do you cover?



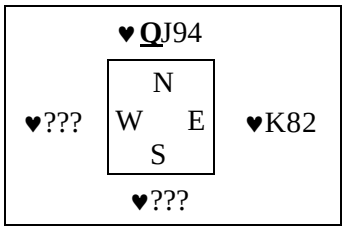
North leads ♥J.
Do you cover?

_____



South leads ♥J.
Do you cover?

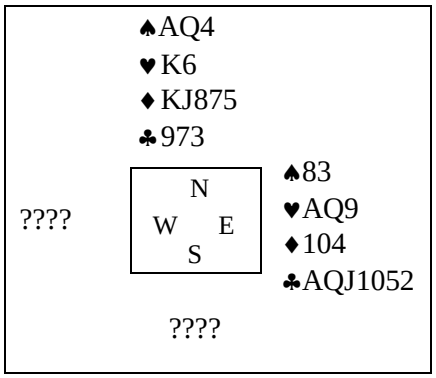
_____



North leads ♥Q.
Do you cover?

_____

3) You are East, defending a contract of 3♠ played by South.



West	*North*	*East*	*South*
-	-	-	Pass
Pass	1♦	2♣	2♠
Pass	3♠	All Pass	

Partner leads ♣K. What do you do?

a) Overtake with ♣A and play another high club
b) Encourage by playing ♣10
c) Discourage by playing ♣2?

_____

Lesson 37 Limit Responses in No-trump

Aims

- To develop bidding skills.
- To emphasise the importance of the limit bid
- To explain how the bids we choose ***not*** to make tell partner as much as what we actually bid

Content

1 Revise the concept of the ***limit bid***, one of the pillars of the Acol system
A limit bid describes the **strength** of a hand within a very narrow range, and has the great advantage that it allows partner to judge what to do in the bidding
Some ***limit responses*** are ***invitational*** : they say "Partner, my hand contains *x* points, which may be enough for game". Opener passes with a minimum opening bid, bids on to game with a bit extra

2 Revise our three different invitational limit responses.

Over an opening bid of 1♣/♦/♥/♠ we bid	3♣/♦/♥/♠ with 4-card trump support
	2NT with a balanced hand without trump support
Over an opening bid of 1NT we can bid	2NT with 11-12 points (we may use Stayman or a transfer first)

3 The weak response of 1NT is also a limit bid, but it is not invitational
The 1NT response shows 6-9 HCP ***and denies a 4-card major that could be bid at the 1-level.***

Eg	1♣	1NT	East does not have 4+ hearts or 4+ spades – he would bid a 4-card major
	1♦	1NT	Similarly, East has no 4+-card major
	1♥	1NT	East does not have 4+ spades (or 4+hearts, he would raise)
	1♠	1NT	East may have 4+ hearts if he is not strong enough for a 2-over-1

What does opener do after a weak 1NT response?

With a balanced hand:	Pass with 15-16HCP Raise to 2NT with 17-18HCP Bid 3NT with 19HCP
With an unbalanced hand:	remove to a second suit (if it is lower-ranking) or rebid your own suit with 6+cards

Emphasise that while a 1NT response is always balanced over one of a minor, over one of a major it may be less balanced if responder has no suit he can bid at the 1-level.
If opener is unbalanced he should look for a fit in a second suit ***provided partner can still have 4-card support for it***
Do not rebid your own suit unless it is ***unexpectedly*** long: you should have at least 6 cards.

4 Discuss the 2NT response to an opening bid of 1♣/♦/♥/♠
This is not a very common response. It shows 10-12 points in a balanced hand, ***but it denies four cards*** in a higher-ranking suit. When there is still the possibility of a 4-4 major suit fit we respond in a suit rather than bidding 2NT.

5 Revise raising 1NT to 2NT: This shows 11-12 points in a balanced hand, and, says there is no possibility of game in a major. ***We do not bid 2NT with 4+cards in a major*** – if we have a 4-card major we use Stayman to look for game in that suit, if we have more than 4 we use a transfer bid.

6 When partner opens 1 of a minor we can make a limit raise to 3 of the minor with the same sorts of hands as raise a major to 3.
But if we have a 4-card major as well as 4-card support we usually prefer to look for the 4-4 fit.
A response of 2NT also denies a biddable 4 card major.

Opener's rebid when partner makes a weak response of 1NT to one of a suit

♠AQJ853 ♥3 ♦A72 ♣QJ10	N W E S	♠106 ♥Q42 ♦QJ74 ♣K743

West	**East**
1♠	1NT
2♠	Pass

Since partner may be very short in spades West need ***6+cards*** to rebid 2♠. With 5-3-3-2 just pass.

♠8 ♥KQ3 ♦KQJ84 ♣A975	N W E S	♠K54 ♥764 ♦952 ♣KQ62

West	**East**
1♦	1NT
2♣	Pass

East has ***denied*** a biddable major West bids his second, lower-ranking Suit. This means he has 5+cards in his first suit, and East can ***give preference*** to 2♦ without 4 clubs

♠KQ7 ♥AQJ5 ♦1054 ♣KQJ	N W E S	♠A82 ♥86 ♦Q963 ♣9542

West	**East**
1♥	1NT
2NT	Pass

With 18HCP in a balanced hand West ***invites*** game in NT East is minimum, and passes

♠KJ86 ♥AQ763 ♦K7 ♣Q8	N W E S	♠Q72 ♥J4 ♦Q104 ♣K9743

West	**East**
1♥	1NT
Pass	

East has ***denied*** 4 spades, so there is no point in bidding your second suit. Just pass.

♠AJ1096 ♥AQJ83 ♦- ♣AQ4	N W E S	♠K5 ♥9764 ♦Q1054 ♣J62

West	**East**
1♠	1NT
3♥	4♥
Pass	

With a very strong opening bid West can jump in a new suit. With **<u>4-card support</u>** East raises to game.

♠AK962 ♥AJ73 ♦KQ4 ♣8	N W E S	♠85 ♥K1062 ♦A832 ♣Q73

West	**East**
1♠	1NT
2♥	3♥
4♥	Pass

West is unbalanced, and rebids a **<u>lower-ranking 4-card suit</u>**. East has 4-card support, and is worth a raise (his hand is ***limited*** by the initial 1NT response – he cannot have more than 9HCP). West, with extra values, bids on to 4♥.

2NT as a limit response to one of a suit:

1) ♠Q954
♥J73
♦Q1062
♣AQ

If partner opens 1♥ bid 1♠ ***not*** 2NT in case partner has 4 spades too.

2) ♠J76
♥K1085
♦A2
♣K943

When partner opens 1♠ respond 2♣, in case partner has 5 spades and 4 hearts. (NB: to respond 2♥ over 1♠ we must have 5 hearts.)

3) ♠92
♥KQ10
♦QJ86
♣K754

Partner opens 1♠. An 8-card fit in a major is unlikely, so we bid 2NT.

4) ♠54
♥KQ83
♦AJ2
♣10976

Partner opens 1♥. We bid 3♥ with 4-card support

5) ♠KJ4
♥72
♦Q1065
♣A1093

Partner opens 1♥. This is a standard 2NT response, ***denying 4 spades***

6) ♠32
♥AQ74
♦A1095
♣J106

Partner opens 1♥. This is worth 4♥ because of the distribution point for the doubleton spade

The 2NT limit response to 1NT

7) ♠KQ54
♥A6
♦10972
♣Q83

If partner opens 1NT we bid 2♣, Stayman, in case partner has 4 spades too.

8) ♠Q108
♥K94
♦J1075
♣KQ2

This time we respond 2NT, balanced ***with no 4-card major***

9) ♠KJ7
♥KQ1093
♦Q6
♣974

There may be an 8-card fit in hearts if partner has three, so we bid 2♦, transfer, then 2NT over partner's 2♥ response.

Limit Responses to 1♣ or 1♦

♠J8 ♥KQ72 ♦K10972 ♣A3	N W E S	♠954 ♥A1063 ♦AQJ8 ♣72

West	*East*
1♦	1♥
2♥	4♥

If East makes a **limit raise** to 3♦ the heart fit will be lost. When West raises hearts East adds a distribution point for the doubleton club

♠A1072 ♥KJ5 ♦4 ♣KQ986	N W E S	♠QJ93 ♥8 ♦K1062 ♣A754

West	*East*
1♣	1♦
1♠	4♠

Just in case there is a better fit East bids his suits upwards. This gives West the chance to bid his 4-card spade suit and the major suit game is reached.

♠KQ65 ♥Q5 ♦KQ762 ♣J93	N W E S	♠94 ♥76 ♦A10953 ♣AQ82

West	*East*
1♦	3♦
Pass	

This is a standard ***limit raise*** with little chance of missing a a major suit fit.

♠6 ♥KJ32 ♦107 ♣AKJ854	N W E S	♠Q54 ♥A106 ♦AJ84 ♣972

West	*East*
1♣	2NT
3♣	Pass

West has a minimum opening bid**,** but his hand is **unbalanced,** unsuitable for play in NT.
Partner has **denied** a 4-card major so there is no point in bidding hearts

♠A1072 ♥K5 ♦A4 ♣KQ986	N W E S	♠ Q93 ♥ Q108 ♦ K1032 ♣ A74

West	*East*
1♣	2NT
3NT	Pass

West knows there cannot be an 8-card spade fit, so just raises to the obvious game – 3NT.

♠AJ3 ♥KQ75 ♦7 ♣KQ983	N W E S	♠KQ75 ♥J1086 ♦953 ♣A2

West	*East*
1♣	1♥
3♥	4♥

When East bids your second suit you raise to two with a minimum opener, jump to three with extra values
Raising partner is always a **limit bid**

.

Limit Responses in No-Trump

There are three possible responses in no-trump to an opening bid of one of a suit.

1NT is a ***weak response***. It shows 6-9HCP

2NT is a ***limit bid.*** It shows 10-12HCP and invites partner to bid game unless he is minimum

3NT is also a ***limit bid,*** but partner should pass unless he is **very strong** or **extremely distributional**

As responder your duty is to help the partnership in its search for the best contract.

You should try to find a 4-4 major suit fit if that is a possibility. (This is why we use Stayman over 1NT)
When partner opens 1♣/♦/♥/♠ a response in no-trump ***denies*** 4 cards in a major you can bid at the 1-level.

West	*East*	*West*	*East*	*West*	*East*
1♥	1NT	1♦	1NT	1♠	1NT
East denies a 4-card spade suit		*East has no 4-card major*		*East* may *have 4 hearts*	

(Similarly, when partner opens one of a minor and you raise the minor you ***deny*** a biddable four-card major)

Further Bidding after a Weak Response of 1NT

If opener has a **<u>balanced hand</u>** he should choose to play in no-trump.

After eg 1♥ - 1NT

Pass with 15-16HCP and a balanced hand
Bid 2NT (game invitational) with 17-18HCP balanced
Bid 3NT with 19HCP balanced

If opener has an **<u>unbalanced hand</u>** he may investigate the possibility of playing in a suit contract instead.
He can look for a fit in a second suit ***provided partner can have support for it.***

West ***East***

1♥ 1NT

2♣/♦ West shows a second 4-card suit, ***therefore longer hearts.***
(East has already denied four spades, so with 4-5 in the majors generally pass 1NT.)
East can pass the new suit, or raise it with 4-card support.
With 3 hearts East bids 2♥, giving ***preference*** to the known 8+card fit.
With a doubleton heart and 2/3♣/♦ he can give ***false preference*** to 2♥
(his side has at least 7 hearts, the same number of trump as the 4-3 fit, and the false preference gives partner the chance to bid again if he has something more to say.)

3♣/♦ these are very strong bids, **<u>forcing to game</u>**. A hand very nearly worth an Acol 2
Responder ***must*** bid again. He can raise the second suit with 4-card support
Or bid 3NT with a maximum 1NT bid and good stoppers in both unbid suits
Or return to the first suit as a ***waiting bid*** to see what partner does next

2♥ **rebidding your own suit** normally promises 6-cards.
(with 5-3-3-2 you simply pass, with 5-4-3-1 bid your second suit)
Responder should not argue with this bid: pass, even with a singleton

3♥ **the jump rebid** is a ***limit bid***, showing about 16-18HCP and **inviting** game in your suit.
It ***promises*** at least a 6-card suit
Responder can pass with a minimum, even if he has a singleton in your suit
If he is maximum he can raise to game with a doubleton or bid 3NT.

The Invitational Response of 2NT

The 2NT response also denies a 4-card major you could bid at the 1-level.
It strongly suggests that you see no prospect of a 4-4 fit in a major.
When there is any possibility of finding a major suit fit prefer to respond in a suit.

West ***East***

1♠ 2NT East will normally be completely balanced (4-3-3-3): he should not have four hearts
With 4-4-3-2 including four hearts bid a 4-card minor: that gives partner the chance to bid 2♥ if he has four hearts also
(NB, because it takes the bidding so high a 2♥ response to 1♠ promises a 5+-card suit)

Quiz 37

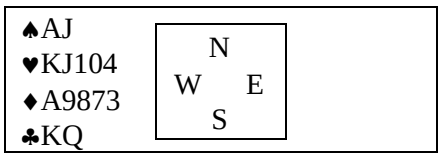
1) Partner, East, opens 1♥, and South passes.
What would you respond with these West hands?

♠ A5 ♥ K973 ♦ Q86 ♣ J1042	♠ KQ102 ♥ 73 ♦ QJ95 ♣ K102	♠ KJ3 ♥ J6 ♦ K1072 ♣ QJ85	♠ 43 ♥ K2 ♦ QJ985 ♣ Q1097
_____	_____	_____	_____

2) You are West. Partner responded 1NT to your opening bid.
What is your rebid?

♠ AK54 ♥ K532 ♦ Q8 ♣ K105	♠ 9 ♥ KQ764 ♦ AKJ32 ♣ AQ	♠ KQ75 ♥ KJ6432 ♦ 2 ♣ A10	♠ 2 ♥ AQJ964 ♦ A75 ♣ AJ5
_____	_____	_____	_____

3) You are West



West	*North*	*East*	*South*
1♦	Pass	3♦	Pass
?			

Is it possible that East has four hearts? _____
What do you bid now? _____

4) Partner, East, opens 1NT and South passes.
What do you respond with these West hands?

♠ J104 ♥ Q65 ♦ K983 ♣ AJ7	♠ K965 ♥ Q1073 ♦ A84 ♣ Q2	♠ KQ1074 ♥ Q7 ♦ 1095 ♣ A65	♠ K84 ♥ 103 ♦ AKQ762 ♣ 54
_____	_____	_____	_____

Lesson 38 Pre-emptive Bidding

Aims

- To introduce pre-emptive opening bids and overcalls
- To look at how best to respond when partner makes a pre-emptive bid

Content

1 Introduce the concept of the ***Pre-emptive Opening or Pre-empt***
Pre-emptive openers are opening bids at a level higher than 2NT.
The main features are: few HCP, lots of playing tricks - a very long suit
Their purpose is ***to make it hard for opponents to bid accurately to their best contract***.

The requirements for a pre-emptive opening bid (any bid of 3♣ or higher) are

- **At least a 7-card suit**
- **Few HCP** (seldom more than 10, less than an opening bid)
- **A playing trick total 2** (vulnerable) **or 3** (nonvulnerable) **tricks short of your target**

The situation is similar to overcalling: the Rule of 2 and 3 applies.
If you open 3♠ vulnerable you should expect to make at least 7 tricks, losing 500 at most nonvulnerable you can afford to be three tricks short, since that is also 500

Emphasise the key features: a long suit -at least 7 cards. A good suit and few high cards outside. Not enough values for an opening bid, and very little prospect of tricks in defence.

2 Introduce the **pre-emptive overcall**: a ***double jump*** to the 3- or 4-level with the same type of hand. Eg a bid of 3♥/3♠ over an opening 1♦. Or a jump to 4♥/4♠ over any opening bid.

Emphasise the difference between ***pre-emptive bids*** and ***strong bids***!

A simple overcall is the cheapest bid you can make in that suit:	eg 1♦-1♠	1♠-2♥
A jump overcall - the next level up - is a strong bid	eg 1♦-2♠	1♠-3♥
A double jump overcall is pre-emptive	eg 1♦-3♠	1♠-4♥
Higher jumps are also pre-emptive	eg 1♠-5♣	

A pre-emptive overcall is at least a double jump in a suit.
The requirements are exactly the same as for an opening pre-empt.

3 Discuss how to respond to Pre-emptive Bids.
Partner has 6 or 7 playing tricks and a long suit. To make game **he does not need much in the way of trump support.**
When considering whether to raise you need to count ***Quick Tricks*** rather than High Card Points.
Quick Tricks are cards in suits other than the trump suit which allow you to cash tricks quickly.
There are a maximum of 2 Quick Tricks in any suit. The high cards must win the first or second time the suit is played. We expect the third round to be ruffed by someone.
We count Quick Tricks like this:

A(xx..) = 1 Quick Trick	AK(xx..) = 2 Quick Tricks	AQ(xx..) = 1½ Quick Tricks
K(xx..) =½ Quick Trick	KQ(xx..) = 1 Quick Trick	

You should ***raise*** whenever you have support for partner's suit, whether you are strong or weak.
You should ***raise*** with Quick Tricks which will provide the three or four extra tricks partner needs even without trump support.
Do not raise with an aceless hand unless you have 4-card support.

Do not try to play in a suit of your own unless it is ***even stronger*** than partner's suit is likely to be!
A new suit at game level is to play, you believe you have a better suit than partner's.
A new suit below game is forcing, suggesting an alternative place to play
Do not bid 3NT ***because you have no fit for partner***. Unless you have **at least Hx** in partner's suit you cannot hope to make tricks in it – bid 3NT only if you think you can run partner's suit or you have a running suit of your own

A typical Pre-emptive opener

♠KQJ10965
♥52
♦764
♣3

You have a fine long spade suit, few HCP but lots of playing potential with spades as trump. Poor in points, rich in playing tricks. You would like to play the hand in spades. What is the best tactic? You can hardly open 1♠ when partner will expect 12+HCP A strong 2♠ opener is even more preposterous. What is left? 3♠!

A pre-empt in action:

NS Vul Dealer E	♠A ♥J10863 ♦102 ♣QJ842	
♠842 ♥97 ♦QJ983 ♣1075	N W E S	♠KQJ10965 ♥52 ♦764 ♣3
	♠73 ♥AKQ4 ♦AK5 ♣AK96	

South, having carefully counted his 23HCP, is ready to open with the strongest bid, 2♣, when – East opens 3♠!

Suppose South doubles for penalties? He makes just 1 spade 2 hearts, 2 diamonds and 1 club. Two down, for 300.

Here he could score 2210 for a Grand Slam in hearts.
Or 1460 for the small slam. Even 4♥+3 scores 710.
But swop the North and West hands and he might have to settle for +100 from 3♠ doubled. His only game is 5♦.

This is the purpose of a pre-emptive bid: to make it difficult for the stronger side to bid accurately to their best spot

Some pre-emptive openings

♠72
♥KQJ10852
♦94
♣84

6 playing tricks in hearts.
Open 3♥ nonvulnerable
Vulnerable it is better to pass

♠AQJ10942
♥K2
♦5
♣QJ6

6/7 playing tricks in spades
But with 13 HCP you open 1♠

♠K2
♥KJ1096543
♦-
♣532

3♥ is possible at any vulnerability
Nonvulnerable you might open 4♥!
The higher you bid, the more difficult you make it for opponents.

Some examples from World Championships:

♠Q
♥Q
♦J85
♣KQ1087653

When RHO passed Soulet (FRA) opened 3♣ at Game All Lair (USA) opened 4♣

♠87
♥AKJ9875
♦10
♣972

Faigenbaum (FRA) opened 3♥ nonvul v vul. Manfield (USA) opened 4♥

♠KJ76432
♥102
♦-
♣Q1053

Rasmussen (NOR) opened 3♠ nonvul. Muller of Netherlands opened 4♠

♠AJ98532
♥875
♦-
♣K106

Nonvulnerable v Vulnerable Maas (Netherlands) opened 3♠
Nilsland (Sweden) tried 4♠, but that did not work well!

You can see that top players are not very good at counting Playing Tricks!

The pre-emptive overcall

♠64
♥KJ109752
♦QJ10
♣2

A nonvulnerable 3♥ opener - about 6 playing tricks and not many HCP
If RHO opens 1♣ or 1♦ you can still bid 3♥, a ***double jump*** with exactly the same meaning as an opening bid at the 3-level.
But over 1♠ you cannot bid 3♥, that is just a **single jump** and therefore a strong bid

♠954
♥Q52
♦AK107543
♣-

In a World Championship the Swede Kirchhoff overcalled 1♣ with 3♦, pre-emptive

♠AQ1097643
♥9
♦9832
♣-

A nonvulnerable 4♠ overcall if RHO opens 1♣, 1♦ or 1♥. Vulnerable you might settle for 3♠

Responding to pre-emptive bids

West opens 3♠ nonvulnerable. What should East do?

♠KQJ9754
♥93
♦5
♣J42

3♠

1) ♠10832
♥Q864
♦9632
♣A

??

2) ♠A8
♥AK652
♦A63
♣Q53

??

3) ♠6
♥KQJ4
♦KQJ3
♣Q965

??

With hand 1) raise to 4♠, not because you think it will make, but because you have ***so little defence.*** As it happens partner can ruff two clubs in your hand and make 9 tricks, demonstrating the power of the 11-card fit. ***Opponents must have game in any other suit.***

With hand 2) you should also raise to 4♠, this time because you believe he will make 10 tricks - his seven playing tricks plus your **3 Quick Tricks** in the red suits. The ace of spades ought to ensure that he has no losers in trump.

With hand 3) you should Pass. You have no help for partner in trump, no aces, only 2 Quick Tricks. There will be at least 4 tricks to lose.
Some players are tempted to bid 3NT with this sort of hand but that is a Bad Idea.
You will not be able to cash many spade tricks, because you cannot get to dummy, and you do not have 9 tricks in your own hand.

Bidding a new suit when partner has pre-empted

♠72
♥AKQJ10852
♦-
♣A82

3♠ ?

Bid 4♥, what you think you can make. Game bids are to play, no arguments!

♠KQJ1094
♥2
♦AK53
♣Q6

3♣ ?

3♠(forcing) in case partner has 2/3 spades and can raise. Without support he will bid 4♣ and you can pass

♠K2
♥A65
♦8
♣AKQJ532

3♦ ?

3NT. A reasonable shot this time even without support because you have a ***running suit*** of your own.

Pre-emptive Bidding

Some hands have a lot of playing strength but few high cards.
They will make a lot of tricks if trump is their long suit, very few if some other suit is trump.
With such hands we would rather be declarer than a defender.
When we get the chance we open them with a ***Pre-emptive Bid*** or ***Pre-empt*** (getting our blow in first).

♠ AKQJ9763	♠ 76	♠	♠ 7
♥ 85	♥ 1053	♥ 83	♥ AKJ10865
♦ 9	♦ AQJ10632	♦ 5	♦ 9432
♣ 42	♣ 4	♣ KQJ10976432	♣ 3
10 HCP, 8 PT in ♠s	7HCP, 6PT in ♦s	6HCP, 9PT in ♣s	8HCP, 6/7PT in ♥s
1 defensive trick	1/2 defensive tricks	0 defensive tricks	2 defensive tricks
Open 4♠ at any vul	Open 3♦ non-vul (vul too!)	Open 5♣ at any vul	Open 3♥ vul, 4♥ nonvul

A pre-emptive opening bid is an opening bid in a suit at the 3-level or higher.
The aim is to play the hand in our best suit, or to complicate opponents' bidding by using up their space.

Requirements for a pre-emptive opener

1. A good suit of at least 7-cards
2. Not enough HCP for an opening bid at the 1-level (seldom more than 10, certainly less than 13)
3. Playing strength according to the Rule of 2 and 3 – also known as the Rule of 500.

(We looked at the Rule of 2 and 3 when discussing overcalls: if you have enough PT to fall 2 short of your target when vulnerable, 3 when not vulnerable, the penalty, if opponents double, will be no more than 500)

Pre-emptive overcalls

Even when opponents have opened the bidding we may make a pre-emptive bid with a suitable hand.

A pre-emptive overcall is at least a ***double jump*** in a suit

If RHO opens 1♣/♦/♥ 1♠ is a ***simple overcall*** with 4+PT
2♠ is a ***strong jump overcall:*** 7+PT, a good suit and at least opening values
3♠ is a ***preemptive overcall*** with 6/7 PT, a 7-card suit and few HCP
4♠ is also ***preemptive*** with 7/8 PT, according to vulnerability.

Responding to pre-emptive bids

These are the reasons for bidding when partner pre-empts:

1. You have a strong hand and think your side can make game
2. You have length in partner's suit in a weak hand, so that opponents can certainly make game

The weak hand with support can continue the pre-emption by raising partner to game
The strong type can also raise to game, provided its values are in Quick Tricks (aces and kings)
You do not need much in the way of trump support to raise partner - he has a 7-card suit
So ***do not bid no-trump*** *because you have a shortage in partner's suit*: **raise him with a singleton or void**.
You should bid no-trump only with a fit for partner (Ax or Kx at least) so that you expect to run his suit, or with a long suit of your own which you hope to run.
Very rarely if you have a very good suit you can bid it – but remember that partner probably has a better one.

Coping with pre-emptive bids

There is no sure way of doing the right thing over a pre-empt - that is why they are so popular.

Over a 3-level pre-empt, when you have opening values or a stronger hand you have these options:

1. Bid a good 5+card suit of your own, jumping to game with the values for a 2-opener
2. Bid 3NT with a stopper in opponent's suit and 16+HCP, perhaps a running suit of your own
3. Double for takeout, just as you would over a 1-level opener.
   But since you are asking partner to bid at the 3-level or higher you need to be a little bit stronger than usual.

As a general rule, do not bid over a pre-empt with a weak hand: ***"Never pre-empt over a pre-empt"***

Quiz 38

1) What would you open with these hands if you were a) nonvulnerable
b) vulnerable

♠ KQJ10973 ♥ 85 ♦ 9 ♣ J42	♠ A7 ♥ Q105 ♦ AQJ8632 ♣ 4	♠ 10 ♥ K83 ♦ Q8 ♣ K976432	♠ 7 ♥ AKQJ865 ♦ KQJ ♣ 32
_____	_____	_____	_____
_____	_____	_____	_____

2) ♠ AKJ96542
♥ 107
♦ 83
♣ 5

a) What would you open with this hand if you were nonvulnerable? _____

b) If RHO opened 1♣ what would you overcall? _____

3) ♠ AJ54
♥ 3
♦ A1063
♣ AJ72

Partner opens 3♥, vulnerable, and the next hand passes.

What do you respond? _____

4) ♠ 873
♥ 95
♦ Q1092
♣ A654

You are West. Your side is nonvulnerable, opponents are vulnerable.

Partner opens 3♦. What do you respond? _____

Lesson 39: Card Play: Coping with Common Combinations

Aims

- To expand our abilities as declarer by advance preparation
- To teach the best way to play some common card combinations
- To remind the class that there are no Absolute Rules

Content

1 When dummy goes down we usually have four suits to cope with.
It is helpful to know in advance the 'best' way of dealing with the various possible holdings- you do not have time to work it out at the table.
The more interesting combinations take time to learn, but the effort is worthwhile.

2 Discuss ***Percentage Plays*** – what we do when we play our cards in the order most likely to win the maximum number of tricks. They do not guarantee success, they are just 'best' in abstract terms.

Rule 1: When the only missing honour card is the **king** we lay down the ace when we have **11 cards** between the hands: with **fewer than 11** cards we finesse.

Rule 2 When the missing honour is the **queen** we play ace and king if we have 9 (or more) cards in the suit. With 8 or fewer we finesse. "***Eight Ever, Nine Never"***

3 Look at ***"Best Plays"*** – when playing our cards in the right order ensures that we make as many tricks as possible. Sometimes we can ensure no losers with a ***"Sure Tricks Play".***

4 Look at ***Combination Finesses*** where you finesse twice against 2 or 3 cards

5 Emphasise that ***Logical thought is more important than any rule.***
Sometimes the whole hand makes it right to ignore rules.
If the bidding tells us something we should listen to that.

6 Introduce the idea of a "safety play" as a kind of insurance policy.
You ***pay a premium,*** conceding a trick you might not have to lose, in order to safeguard your contract against bad breaks.

7 This lesson is quite dense, and some may find it dull. It is not necessary to introduce all the combinations at once! Remind the class that all reputable books on card play will cover these, and that no-one can learn them all at once. It pays to revise them regularly.

Some card combinations are quite dull:

♥A72

♥KQ6

With this holding we will make 3 tricks. No more and no less. We can cash our tricks in any order we please.

♥KJ2

♥A53

This time we cash the ace, then lead low to the jack, finessing against the queen. We make 3 tricks 50% of the time, when West has ♥Q.

Percentage Plays

a) ♠J10965

♠AQ7432

Lead ♠J from dummy. If East plays ♠8 should we finesse or play ♠A, hoping the king drops? We are missing just 2 cards. They will divide evenly, **a 1-1 break,** 52% of the time. One player will hold both cards, **a 2-0 break**, 48% of the time. So we ***play for the drop***.

b) ♠Q1096

♠AJ872

This time lead ♠Q from dummy. If East follows with any low card, (♠5, 4 or 3) - **finesse**. If ♠Q wins continue with ♠10, and run that unless East plays ♠K. The difference is in the number of cards we hold. In a) we have 11 cards, here only 9. The king is very unlikely to drop

c) ♠J1062

♠AK943

Start by cashing the ace in case the queen is singleton. When the queen does not drop and both East and West play low there are 2 missing cards ♠Qx. Play ♠K next, relying on the 2-2 break.

d) ♠A543

♠KJ76

This time we have 8 cards, missing the queen and ten. Lead to ♠A, then back towards ♠KJ7. If nothing interesting happens finesse the jack ***Eight ever, nine never*** (finesse)

'Best' Plays

a) ♠J972

♠- ♠K103

♠AQ8654

Lead ♠J from dummy, run it if East plays low. *NB: it is wrong to play low to ♠Q with **10 cards.*** If East has ♠K10x the ♠Q scores but East's K10 must make a trick later. If East covers ♠J and West shows out you have a ***marked finesse*** against ♠10.

b) ♠Q876

♠A5432

This time leading the queen is silly – it is a 'Chinese finesse'. Cash the ace, then lead ***towards the unsupported honour***, ♠Q

c) ♣J10

♣AK96

Here we cannot afford to cash the ace before we finesse. If East has ♣Q873 we must run the jack on the first round.

d) ♣43

♣AKJ1072

We must finesse on the first round to pick up ♣Qxxx in East. Laying down ♣A would drop a singleton queen, but a small singleton is four times as likely.

e) ♣J43

♣AK72

Cash the ace than ***lead towards the unsupported honour***, the jack.

f) ♣ J4

♣AK72

Here we cannot afford to cash the ace first – if you lead towards a singleton honour the queen is bound to win!

'Sure Trick' Plays

a) ♦ Q1053

♦ AK942

With this combination you can make 5 tricks no matter how the cards are divided. ***When the missing cards are Jxxx*** start with a high card from the hand with 2 top honours (here ♦A). If everybody follows you continue to play top cards, but if anybody shows out you have a ***marked finesse*** against his partner's remaining Jxx.

Combination finesses

a) ♥AJ10
♥543

Start by playing low to ♥10. If West has ♥KQ he must ***split his honours*** or you make 2 tricks at once. If West plays low and East wins♥K or ♥Q lead low to ♥J later, making 2 tricks unless East has ♥KQ. (A 75% chance)

b) ♥AJ9
♥543

This time play low to ♥9. If East has ♥10 you make just 1 trick. If West has ♥10 and East wins ♥K or ♥Q you can lead low to ♥J making 2 tricks if West has ♥K10x or ♥Q10x.

c) ♥AJ6
♥543

The only hope of 2 tricks is that West has ♥KQ - a 25% shot. Still worth a try!

d) ♥KQ10
♥543

Start by playing low to ♥K. If East wins ♥A finesse ♥10 next time. If ♥K wins play low to ♥Q. (Note that East gives you a nasty guess by refusing to take his ace on the first round)

e) ♥K109
♥543

Low to ♥9 will probably lose to ♥Q or ♥J Later try low to ♥10 - you win a trick whenever West has ♥Q or ♥J. It does not matter who has ♥A

Some Real Hands where Logic is More Important than Rules.

None Vul
Dealer East

	♠K93 ♥Q873 ♦AQ42 ♣94	
♠8 ♥1092 ♦107653 ♣AQ52	N W E S	♠Q105 ♥AJ64 ♦KJ9 ♣J107
	♠AJ7642 ♥K5 ♦8 ♣K863	

West	*North*	*East*	*South*
-	-	1NT	2♠
Pass	3♠	Pass	4♠

West leads ♥10. East wins ♥A and returns ♣J to ♣K and ♣A. West cashes ♣Q and switches to a diamond. You have 22 HCP between the hands, and West has shown 6 so far, leaving 12 outstanding. East opened 1NT, 12-14 HCP. ***He must hold ♠Q,*** so ignore the percentage play and finesse.

NS Vul
Dealer West

	♠10 ♥AJ96 ♦KQ54 ♣KQ52	
♠AQJ8654 ♥4 ♦J83 ♣93	N W E S	♠73 ♥Q73 ♦A962 ♣A1074
	♠K92 ♥K10852 ♦107 ♣J86	

West	*North*	*East*	*South*
3♠	Dble	Pass	4♥
Pass	Pass	Pass	

West leads ♣9 to East's ace. East cashes ♦A and and returns ♠7 to ♠J. South has lost 3 tricks and must pick up the trump suit for no losers. West has shown 7 spades in the bidding and has not been able to ruff anything. He is very likely to hold a singleton heart, so you should finesse.

A Safety Play

	♠432 ♥853 ♦AKQ654 ♣5	
	N W E S	
	♠AK5 ♥AKQ ♦32 ♣AK743	

South plays in 6NT. He can count 10 Sure Tricks: 2 spades, 3 hearts, 3 diamonds and 2 clubs. If diamonds break 3-2 he will make 3 extra diamond tricks, 13 tricks in all. But if either defender has 4 diamonds (which happens 28% of the time) declarer will go down in his slam if he plays diamonds 'from the top', laying down ♦AKQ. He makes no length tricks in diamonds, and no more than the 10 tricks he started with A good player guards against such unlucky breaks. He plays ***low from both hands*** on the first round of diamonds, conceding an 'unnecessary' trick to guard against a bad break. Later he plays ♦AKQ and makes 2 length tricks unless the suit breaks 5-0.

(Note that our expert can afford to lose the lead because he has all the other suits double stopped. Safety plays are a luxury - you should not make them if losing the lead means you will go down!)

Card play: Some Common Combinations

Every time you are declarer you have to make decisions about how to handle your suits.
There is usually a 'best' way: one approach that will work more often than others.

You do not have time to work this out at the table, so it helps to familiarise yourself with them in advance. That way, you need not worry when what you do does not work - you know you have done your best.

Percentage Plays

a) ♣ AQ10653
♣ J8742

b) ♣ J10653
♣ AQ972

When you have all the honour cards except the king: lay down the ace with 11 cards between the hands. With fewer than 11 - finesse. [When opponents have just 2 cards they are more likely to be divided 1-1 (***a 1-1- break)*** than 2-0 ***(a 2-0 break***). When they have 3 or more cards a singleton king is very unlikely.]

c) ♣ AK1053
♣ J842

d) ♣ K643
♣ AJ92

When the missing honour is the queen: play out ace-king with 9+cards between the hands: with 8-, finesse

"Eight ever, nine never"

e) ♣ AK105
♣ J942

Start by cashing the king in case East has the singleton queen. Then finesse. If East shows out, finesse again.

f) ♣ AK63
♣ J10

Finesse on the first round, since that is the only way to win an extra trick.

g) ♣ 83
♣AKJ1054

Finesse first time to pick up Qxxx in the East hand. (4 times as likely as singleton queen with West)

c) ♦ J53
♦ AK72

Cash the ace, then ***lead towards the unsupported Honour,*** the jack. You make three tricks whenever West has the queen or the suit breaks 3-3.

d) ♦ J3
♦ AK742

Lead towards the doubleton jack at once – if you cash the ace first the jack must lose to the queen in either hand.

Sure Trick Plays

a) ♥ Q1076
♥ AK952

b) ♥ AQ953
♥ K1042

It does not much matter how you play this suit unless it breaks 4-0. Start with the ace (high from the hand with two top honours) so that if someone shows out you can take a ***marked finesse*** against the jack.

Combination Finesses

a) ♠ AJ10
♠ 952

Low to the ten, probably losing to the king or queen. Later play low to the jack. You make 2 tricks when West has king or queen or both - 75% of the time

b) ♠ AJ9
♠ 432

Start with low to the nine. If East wins the queen or king try low to the jack next. You make 2 tricks if West has K10x or Q10x

c) ♠ AJ5
♠ 432

Low to the jack just in case West has both king and queen. A 25% shot is better than no chance at all.

c) ♥ KQ106
♥ 532

Play low to the queen (or king). If East wins the ace finesse the ten next If the queen scores return to hand and lead low to the king

d) ♥ K1094
♥ 532

Lead low to the ten, probably losing to the jack or queen. Later try low to the nine, establishing one trick when West has jack or queen, 2 if he has the ace as well.

Quiz 39

1) Here are some suit combinations.
How should you play to give yourself the best chance of making as many tricks as possible?
You may choose whether you wish to lead from the North or the South hand.

a) ♠Q10962

♠AJ7543

b) ♠Q10962

♠AJ754

c) ♥KJ432

♥A765

d) ♦AKJ10

♦7654

_____ _____ _____ _____

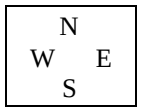
_____ _____ _____ _____

_____ _____ _____ _____

d) ♣KQ107

♣A9543

e) ♠Q42



♠A73

f) ♣A52

♣J109

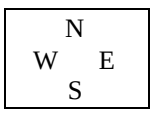
_____ _____ _____

_____ _____ _____

_____ _____ _____

2) You are playing in 6♠. This is your trump suit.
It is not a good idea to lay down your ace, because West has KJ9.
What is the best way to tackle the suit to ensure that you lose no more than one trump trick?

d) ♠A107632



♠Q854

_____

_____

_____

Lesson 40 Sacrifice Bidding

Aims

- To introduce the idea that going down can be a Good Thing
- To emphasise that sacrificing is worthwhile only if they are making their contract.
- To explain that there is nothing 'unsporting' about sacrificing – in bridge each partnership tries to achieve the best score possible and sacrificing is a perfectly legitimate part of the game/

Content.

1 In Bridge we aim to score as many points as possible - ***or to lose as few as possible.***
When opponents have most of the high cards we do not always have to sit and wait to see how many points we lose. Even an underdog can sometimes profit by entering the bidding!
A ***sacrifice*** is when we deliberately contract to make more tricks than we expect to take because going one or two down doubled will be cheaper than the value of opponents game.

2 Stress **the importance of vulnerability.**
When considering a sacrifice we look carefully at the vulnerability, not just ours, but theirs also.
If opponents are vulnerable and they make game they score at least 600 points - so a sacrifice that loses no more than 500 will show a profit - two down if we are vulnerable, three down if we are not.
The ideal vulnerability is when we are not vulnerable and they are: "Green against Red".
If opponents are not vulnerable they will score 400 or so. Now we will show a profit only if we can escape for one down vulnerable, or two down not vulnerable.

3 ***When should we sacrifice?*** It is, alas, not possible to give exact rules about when to sacrifice.
Only the most experienced players have developed the judgment to get it right most of the time.
But here are some general principles:

- Rarely sacrifice at **<u>unfavourable vulnerability</u>** ("Red v Green")
- Do not sacrifice with balanced hands - there will be too many losers
- Sacrifice only when you are almost certain that opponents will make their game

4 Discuss the concept of the Advance Sacrifice. Explain the close relationship between pre-emptive bidding and sacrifice bidding. The aim is the same: to play in your good suit rather than let opponents play in theirs, and so lose as few points as possible.
The pre-emptive opener is a form of ***"advance sacrifice"*** where we get our blow in first, before opponents have a chance to describe their hands. This is a tactically sound thing to do.
We can do the same thing in other situations - get our sacrifice in ***before*** they have bid their contract.
It is a good idea to use up their space ***before they have uncovered their best fit***

If you compel opponents to guess their best contract they will guess wrong some of the time.
The best approach is to bid to your limit as quickly as possible, then give up, hoping they will do the wrong thing. If you wait till they have bid game and then sacrifice they will be better able to judge whether to bid on, or take the money by doubling.
The key questions when considering a sacrifice are :

- How sure am I that opponents will make their contract?
- How much will it cost us if I bid and they double?

Do not sacrifice when

- You have honours in opponents' suit
- You have a balanced hand with lots of three-card holdings and doubletons
- You have slow tricks (queens and jacks) in unbid suits
- You do not have enough trump – 9+card fits are essential

Some sacrifices

Eg 1	♠K109 ♥Q1075 ♦Q8642 ♣3	NS Game Dlr South
♠75 ♥8432 ♦9 ♣AKJ1097	N W E S	♠6432 ♥6 ♦KJ107 ♣Q865
	♠AQJ8 ♥AKJ9 ♦A53 ♣42	

West	*North*	*East*	*South*
	-	-	1♥
2♣	2♥	3♣	4♥
5♣	Pass	Pass	Double
Pass	Pass	Pass	

West does not expect to make 5♣!
He thinks "4♥ will probably make. I cannot take many club tricks in defence now that partner has raised me.
They have bid and raised hearts, so partner is short in that suit and I can ruff hearts in his hand. I am short in spades and diamonds, so 5♣ will not go many down.
Two down is –300, far less than –620.
I will ***lose less*** by bidding 5♣ than by defending against 4♥".
West is quite right: he loses just 300 points in 5♣ doubled.
And there is the possibility of a bigger gain: if South thinks he is being pushed around and bids 5♥ he will go down, and East-West will get a plus score.

Eg 2	♠QJ62 ♥K854 ♦93 ♣A83	NS Game Dlr South
♠83 ♥J106 ♦AQJ875 ♣Q2	N W E S	♠10 ♥Q92 ♦K1064 ♣J10954
	♠AK9754 ♥A73 ♦2 ♣K76	

West	*North*	*East*	*South*
-	-	-	1♠
2♦	3♠	Pass	4♠
Pass	Pass	5♦	Pass
Pass	Double	All Pass	

Here East thinks it unlikely that the vulnerable 4♠ contract will go down, and he hopes to lose no more than 500 points in 5♦.
Indeed, 5♦ did go three down, so EW lost 500 instead of 620.
(But perhaps if East had bid 5♦ one round earlier he might push North-South into 5♠ and actually make a plus score!)

Advance sacrifices

♠6 ♥K9542 ♦J873 ♣1053	**N** **W E** **S**	NS Vul Dealer East

West	*North*	*East*	*South*
-	-	3♥	Double
???			

This is **favourable vulnerability.**
East has 7 hearts and very few HCP which suggests opponents can surely make 6♠, perhaps even 7♠.
A high-level heart contract cannot go many down when you have 12 trump between the hands. It is a good tactic to bid 5♥, or even 6♥ with this West hand, before opponents can investigate their best fit.
If you remove their bidding room they must guess what to do – and sometimes they will guess wrong.

♠K10963 ♥8 ♦10432 ♣965	**N** **W E** **S**	Love All Dealer East

West	*North*	*East*	*South*
-	-	1♠	Double
???			

At any vulnerability this hand should leap 4♠, not because you expect to make the contract but because we are confident that opponents can make theirs – probably 4♥

When not to sacrifice

All Vul Dealer West	♠A974 ♥KQJ6 ♦KJ83 ♣2	
♠KJ10 ♥A8 ♦542 ♣AJ876	**N** **W E** **S**	♠6 ♥10532 ♦1097 ♣KQ1054
	♠Q8532 ♥974 ♦AQ6 ♣93	

West	*North*	*East*	*South*
1♣	Double	2♣	2♠
Pass	3♠	Pass	4♠
???			

You are West, and you must **not** "sacrifice" in 5♣.
You have a **balanced distribution** - 5♣ might go many down.
You are far from sure that 4♠ will make.
Your strength in spades makes their game dubious at best.
East's hand looks much more like a sacrifice, and West should deter partner from sacrificing by making a ***penalty double***.
If your side were to sacrifice it would be called a ***"phantom sacrifice"*** – a sacrifice against a game that is not making.
Not a good idea!

Sacrifice Bidding

At bridge the aim of each partnership is to score as many points as possible.

However, it is obvious that both partnerships cannot achieve plus scores on the same board!
When the other side has the balance of power you can try to achieve as small a minus score as possible.
This may involve deliberately bidding a contract that you expect not to make, when you assume that you will lose fewer points that way than defending opponents' contract.
Such bids are called ***sacrifices***
They are a perfectly legitimate tactic - do not feel that it is somehow unfair to steal opponents' big hands!

EW Vul Dlr West	♠9765 ♥75 ♦KJ7643 ♣8	
♠A10432 ♥AQ1094 ♦- ♣Q102	N W E S	♠J8 ♥K632 ♦9 ♣AK9653
	♠KQ ♥J8 ♦AQ10852 ♣J74	

West	*North*	*East*	*South*
1♠	Pass	2♣	2♦
2♥	5♦	Dbl	All Pass

On this hand East-West can make 12 tricks in hearts or clubs, but it will be difficult to bid slam if North-South leap to 5♦!
North-South have just one loser in spades, two in hearts and one in clubs, and can make nine tricks in diamonds.
If East-West play in 4♥ North-South lose 680 points
If North-South play in 5♦ they lose just 300 points
5♦ is a good sacrifice against 4♥.
If East-West reach 6♥ they will score 1430 points
North-South could bid 7♦, four down for –800
7♦ is a good sacrifice against 6♥.

The importance of vulnerability

Sacrificing is very like overcalling and pre-empting in that it is important not to lose too many points if you are doubled. **Remember the rule of 500:** that is three down nonvulnerable, two down vulnerable.
A sacrifice must cost less than the value of opponents' contract:

if they are vulnerable –500 is a save against their game which scores 600 or 620

if they are not vulnerable aim to lose no more than 300, which is a save against 400 or 420.

When should we sacrifice?

Like all aspects of bidding, sacrificing is not an exact science.

We can offer rough guidelines, but no hard and fast rules.

- Rarely sacrifice at unfavourable vulnerability - ie when you are vulnerable and opponents are not, "Red" v Green"
- Look for a sacrifice only when your side has a big trump fit - at least 9 trump between the hands
- Do not sacrifice with balanced hands - there will be too many losers
- Sacrifice only when you are almost certain that opponents will make their game - try to avoid the ***"phantom sacrifice"*** where you exchange a plus score for a minus

Advance sacrifices

The most effective sacrifices are those that are made ***before*** opponents have discovered much about their combined values. ***Advance sacrifices*** are closely related to pre-emptive opening bids
If partner bids a suit in which you have length it is a good idea to raise as far as you are prepared to go quickly. Do not wait till they have bid their game before sacrificing - this makes it easier for them to take the right decision over your sacrifice

Pre-emptive jump raises compel opponents to guess what to do. Sometimes they will miss their best fit, because you raised the bidding to the 4-level before they have bid that suit
Sometimes they will bid too far and go down.

It is best, once you have put them to a guess, not to sacrifice further.
You have no reason to think they have made the right guess.
The five-level belongs to the opposition - if you have pushed them to this uncomfortably high level let them play there

Quiz 40

You are West. We show the Vulnerability, and the first few bids in the auction.

The question is: what do you bid now?

1) Game All, Dealer North

♠J9762
♥8654
♦K83
♣10

West	*North*	*East*	*South*
-	1♥	1♠	4♥
????			

_____

2) Game All, Dealer East

♠QJ10
♥A752
♦10984
♣63

West	*North*	*East*	*South*
-	-	1♥	Double
2♥	4♠	Pass	Pass
???			

_____

3) NS Game, Dealer West

♠7543
♥9
♦A82
♣J10965

West	*North*	*East*	*South*
Pass	1♠	2♣	2♥
???			

_____

4) Love All, Dealer South

♠-
♥KQJ9643
♦852
♣1075

West	*North*	*East*	*South*
-	-	-	1♣
3♥	4♠	Double	Pass
???			

_____

5) Your sacrifice bid was doubled, and went three down.

a) How many points did you lose if you were nonvulnerable? _____

b) How many if you were vulnerable? _____

c) Is your sacrifice worthwhile if opponents can make game and no-one is vulnerable? _____

Answers to Quizzes

Quiz 31

1a) 1♠ b) 2♥ c) 3♥ d) 2♣ e) 4♥ f) 2♠

2a) Pass b) 4♠ c) 3♥

3a) 1NT b) 2NT c) 2♥ d) 2♦ e) 2♠ f) 3♠

Quiz 32

1a) Pass
No further bidding

b) 2♣
Raise 2♥ to 3♥
Bid 2NT over 2♦/2♠

c) 2♥
Partner will transfer to 2♠
Bid 3♥ to show 5-4 with game-going values

2a) 2♥ b) Pass c) 2♠
Pass Pass Pass
Pass Pass Pass

3a) Pass
(cannot cope with a 2♠ reply)

b) Pass
(not strong enough for 2NT over 2♦)

c) 2♥
(Transfer with no 4-card major)

d) 2♠ - or Pass
(You cannot make a weak takeout into 2♣: use 2♠ as a transfer into a minor)

Quiz 33

1a) 1NT b) 1♠ c) 2♥ 4) Pass

2a) Pass b) 2♣ c) 4♥

3a) 4♠ b) Pass c) 2♠ d) 2♥

4a) 3NT b) Pass c) 1NT d) 2♥

Quiz 34

1a) 1NT b) Double c) 2♥ d) Double

2a) 2NT b) 2♥ c) 1♥ d) 1NT

3a) Takeout b) Penalty c) Takeout d) Penalty

Quiz 35

1) Win ♦A, draw trump in as many rounds as necessary, play the Work Suit, ♣s.
2) ♣10, intending to run it, then repeat the finesse if possible
3) Lead ♣2 to dummy's ♣J. Whatever happens, continue playing the Work Suit, ♣s
4) Play ♣Q, then cross to ♣A and cash ♣K to discard an ***immediate loser*** in ♦s before tackling ♥s.

Quiz 36

1a) ♣Q (Third Hand High) b) ♣J (lowest of sequence, including dummy) c) ♣A (no sequence, so High)

2a) No. (S surely has ♥A) b) No (nothing to promote) c) No (cover 2nd of touching Hons)

3 c. Discourage in the hope that partner will fin the heart switch

Quiz 37

1a) 3♥ b) 1♠ c) 2NT d) 1NT

2a) Pass b) 3♦ c) 2♥ d) 3♥

3a) No b) 3NT

4a) 2NT b) 2♣ c) 2♥(transfer) d) 3NT

Quiz 38

1a) 3♠, Pass b) 1♦, 1♦ c) Pass, Pass d) 1♥, 1♥

2a) 4♠ b) 4♠

3) 4♥

4) 5♦

Quiz 39

1a) Play for the 1-1 break by laying down the ace.
b) Finesse by running the queen, ten or nine, and finessing again if West shows out
c) Lay down ace and king – "nine never"
d) Cash ace, then finesse ten, then finesse jack if necessary (West has Qxxx)
e) Cash king – if someone shows out finesse against their partner's remaining Jxx
f) Cash ace, then lead towards queen
g) Run jack, later run ten

2 Lead towards the queen. If East shows out you have a marked finesse of the ten.

Quiz 40

1) 4♠ 2) Pass 3) 5♣ 4) Pass

5a) 500 b) 800 c) No

Lesson 31 Hands to play

1 None Vul, Dealer North

	♠ 954 ♥ K73 ♦ 752 ♣ K853	
♠ K102 ♥ AJ6 ♦ QJ983 ♣ 97	N W E S	♠ AQ7 ♥ Q952 ♦ K10 ♣ AJ64
	♠ J863 ♥ 1084 ♦ A64 ♣ Q102	

West	*North*	*East*	*South*
-	Pass	1♥	Pass
2♦	Pass	2NT	Pass
3NT	All Pass		

Lead ♠3 *(unbid suit, low from honour)*

Play ♦s to establish 9 winners, (start with *♦K, honours from the short hand first) Return to ♠A to finesse ♥s for the overtrick*

2 NS Vul, Dealer East

	♠ Q10764 ♥ AKQ2 ♦ 983 ♣ 5	
♠ 9 ♥ 863 ♦ J1062 ♣ A9864	N W E S	♠ A32 ♥ J10954 ♦ 5 ♣ KQJ7
	♠ KJ85 ♥ 7 ♦ AKQ74 ♣ 1032	

West	*North*	*East*	*South*
-	-	Pass	1♦
Pass	1♠	Pass	2♠
Pass	4♠	All Pass	

Lead ♥8 *(unbid suit, not from an ace)*

Play on trump to knock out the ace, draw *3 rounds and play ♦s, ruffing the fourth round to establish a length trick*

3 EW Vul, Dealer South

	♠ 852 ♥ KJ943 ♦ Q76 ♣ J10	
♠ Q973 ♥ Q8 ♦ 9543 ♣ A64	N W E S	♠ A64 ♥ A1072 ♦ J108 ♣ 852
	♠ KJ10 ♥ 65 ♦ AK2 ♣ KQ973	

West	*North*	*East*	*South*
-	-	-	1♣
Pass	1♥	Pass	1NT
All Pass			

Lead ♠3 *(low from an honour)*

East wins ♠A and returns a spade *Clubs is the Work Suit, start with ♣J from the short hand*

4 All Vul, Dealer West

	♠ J5 ♥ 82 ♦ 10942 ♣ AK1064	
♠ K102 ♥ AK74 ♦ A865 ♣ Q8	N W E S	♠ AQ64 ♥ QJ105 ♦ QJ7 ♣ 73
	♠ 9873 ♥ 963 ♦ K3 ♣ J952	

West	*North*	*East*	*South*
1♥	Pass	4♥	All Pass

Lead ♣A. *(A from AK)*

North cashes two clubs, then switches to *avoid giving a ruff and discard. West draws trump as soon as he gets in.*

5 NS Vul, Dealer North

	♠ Q1065 ♥ A6 ♦ A1075 ♣ 952	
♠ KJ742 ♥ 105 ♦ J9 ♣ Q863	N W E S	♠ 8 ♥ KQJ943 ♦ K62 ♣ A107
	♠ A93 ♥ 872 ♦ Q843 ♣ KJ4	

West	*North*	*East*	*South*
-	Pass	1♥	Pass
1♠	Pass	2♥	All Pass

Lead: ♦3 *(low from an honour)*

North wins ♦A and may stop a ruff in dummy by switching to ♥A and another. You can find *an eighth trick by leading toward ♣Q*

6 EW Vul, Dealer East

	♠ Q87 ♥ 96 ♦ A74 ♣ QJ1085	
♠ K1043 ♥ AQ75 ♦ 98 ♣ 632	N W E S	♠ A2 ♥ KJ43 ♦ KQ1065 ♣ 97
	♠ J965 ♥ 1082 ♦ J32 ♣ AK4	

West	*North*	*East*	*South*
-	-	1♦	Pass
1♥	Pass	2♥	All Pass

Lead: ♣Q *(top of a sequence)*

Ruff the third club, draw trump then play ♦s. Lead towards ♦KQ twice *if you can – take advantage of a well-placed A*

7 All Vul, Dealer South

	♠ K1085 ♥ AK52 ♦ 876 ♣ J10	
♠ J93 ♥ QJ83 ♦ J10 ♣ 9742	N W E S	♠ 76 ♥ 1076 ♦ KQ5432 ♣ K6
	♠ AQ42 ♥ 94 ♦ A9 ♣ AQ853	

West	*North*	*East*	*South*
-	-	-	1♣
Pass	1♥	Pass	1♠
Pass	3♠	Pass	4♠

Lead ♦J *(top of doubleton,, unbid suit)*

North raises partner's second suit just as he would raise an opening bid. Draw *trump and take the club finesse.*

8 None Vul, Dealer West

	♠ KQ963 ♥ AQJ2 ♦ Q5 ♣ 104	
♠ 74 ♥ 10976 ♦ AJ103 ♣ Q85	N W E S	♠ A85 ♥ 843 ♦ K962 ♣ 732
	♠ J102 ♥ K5 ♦ 874 ♣ AKJ96	

West	*North*	*East*	*South*
Pass	1♠	Pass	2♣
Pass	2♥	Pass	4♠
All Pass			

Lead ♦2 *(low from an honour)*

North must have 5 spades to rebid a new suit, so South bids game in the 8-card fit *Draw trump by knocking out the ace.*

Lesson 32 Hands to play

1 — None Vul — Dealer North

	♠ 95 ♥ K73 ♦ Q752 ♣ 9853	
♠ KJ102 ♥ AJ6 ♦ J983 ♣ K7	N W E S	♠ Q743 ♥ Q542 ♦ K10 ♣ AQ6
	♠ A86 ♥ 1098 ♦ A64 ♣ J1042	

West	*North*	*East*	*South*
-	Pass	1NT	Pass
2♣	Pass	2♥	Pass
3NT	Pass	4♠	All Pass

Lead ♣J *(unbid suit, higher of touching Hons)*

West promises a 4-card major, so East can *convert 3NT to the 4-4 fit. Success depends on the ♦ guess – draw trump and guess well!*

2 — NS Vul — Dealer East

	♠ Q1074 ♥ K1082 ♦ 983 ♣ J5	
♠ 98 ♥ 763 ♦ J102 ♣ A9864	N W E S	♠ K632 ♥ J954 ♦ 65 ♣ K107
	♠ AJ5 ♥ AQ ♦ AKQ74 ♣ Q32	

West	*North*	*East*	*South*
-	-	Pass	2NT
Pass	3♣	Pass	3♦
Pass	3NT	All Pass	

Lead ♣6 *(fourth highest, longest, strongest)*

Dummy plays Second Hand Low, East wins *♣K and returns ♣10, West ducks to keep. communication, but declarer has 9 winners*

3 — EW Vul — Dealer South

	♠ Q65 ♥ A105 ♦ KJ5 ♣ A876	
♠ K7 ♥ Q862 ♦ A93 ♣ J952	N W E S	♠ A1043 ♥ 97 ♦ 84 ♣ KQ1043
	♠ J982 ♥ KJ43 ♦ Q10762 ♣ -	

West	*North*	*East*	*South*
-	-	-	Pass
Pass	1NT	Pass	2♣
Pass	2♦	All Pass	

Lead ♣Q *(top of a sequence)*

A ♣ lead would beat 1NT, but you can *make 2 ♦ even if West gets a ♠ ruff and you misguess ♥s.*

4 — All Vul — Dealer West

	♠ J5 ♥ KQJ6 ♦ Q1092 ♣ 1064	
♠ K62 ♥ A874 ♦ A865 ♣ Q5	N W E S	♠ AQ104 ♥ 105 ♦ J74 ♣ K873
	♠ 9873 ♥ 932 ♦ K3 ♣ AJ92	

West	*North*	*East*	*South*
1NT	All Pass		

Lead ♥K *(top of a sequence)*

10HCP are not enough to invite game, and *East cannot cope with a 2♥ reply. There are just 7 tricks in 1NT when ♠J drops.*

5 — NS Vul — Dealer North

	♠ 1065 ♥ A6 ♦ AQ107 ♣ 9542	
♠ QJ742 ♥ Q1075 ♦ 98 ♣ 63	N W E S	♠ K83 ♥ KJ3 ♦ K652 ♣ A107
	♠ A9 ♥ 9842 ♦ J43 ♣ KQJ8	

West	*North*	*East*	*South*
-	Pass	1NT	Pass
2♣	Pass	2♦	Pass
2♥	All Pass		

Lead: ♣K *(top of sequence)*

West looks for the best fit in a major in case East has four ♥s. 1NT should fail on a club *lead and diamond switch*

6 — EW Vul — Dealer East

	♠ K987 ♥ 86 ♦ A74 ♣ A653	
♠ Q10643 ♥ Q975 ♦ Q98 ♣ 2	N W E S	♠ A2 ♥ KJ43 ♦ K1065 ♣ Q97
	♠ J5 ♥ A102 ♦ J32 ♣ KJ1084	

West	*North*	*East*	*South*
-	-	1NT	Pass
2♣	Pass	2♥	All Pass

Lead: ♣J *(top of an interior sequence)*

The ♣ threat means you do not want to play in NT, so postpone drawing trump till you *have established winners in other suits*

7 — All Vul — Dealer South

	♠ A3 ♥ AK42 ♦ 876 ♣ 10953	
♠ J1094 ♥ 83 ♦ AKJ5 ♣ 742	N W E S	♠ K86 ♥ J75 ♦ 10932 ♣ KJ6
	♠ Q752 ♥ Q1096 ♦ Q4 ♣ AQ8	

West	*North*	*East*	*South*
-	-	-	1NT
Pass	2♣	Pass	2♥
Pass	3♥	All Pass	

Lead ♦A *(ace from ace-king)*

A thin contract. You need to lead towards ♠Q and finesse in clubs, and you are *rather short of entries*

8 — None Vul — Dealer West

	♠ K63 ♥ A2 ♦ K652 ♣ K843	
♠ 954 ♥ 1076 ♦ A73 ♣ QJ105	N W E S	♠ Q8 ♥ QJ83 ♦ QJ1094 ♣ 72
	♠ AJ1072 ♥ K954 ♦ 8 ♣ A96	

West	*North*	*East*	*South*
Pass	1NT	Pass	2♥
Pass	2♠	Pass	3♥
Pass	4♠	All Pass	

Lead ♦2 *(low from an honour)*

With game values South transfers rather than use Stayman. North picks the 5-3 fit and makes *10 tricks by ruffing ♥s in the short hand.*

Lesson 33 Hands to play

1 — None Vul, Dealer North

	♠ 65 ♥ KQJ ♦ KJ102 ♣ AJ32	
♠ 872 ♥ 5 ♦ A8743 ♣ 10964	N W E S	♠ AK1093 ♥ 9864 ♦ 65 ♣ K8
	♠ QJ4 ♥ A10732 ♦ Q9 ♣ Q75	

West	*North*	*East*	*South*
-	1♣	1♠	2♥
Pass	3♥	Pass	4♥
All Pass			

Lead ♠8 *(partner's suit, high denies honour)*

South's 2♥ shows 5 cards, so North can *raise with 3. Draw trump, then play ♦s, the Work Suit, to establish ♣ discards*

2 — NS Vul, Dealer East

	♠ 2 ♥ AQJ72 ♦ 109543 ♣ K4	
♠ AKJ83 ♥ K5 ♦ Q872 ♣ 82	N W E S	♠ 9654 ♥ 109863 ♦ A ♣ 1076
	♠ Q107 ♥ 4 ♦ KJ6 ♣ AQJ953	

West	*North*	*East*	*South*
-	-	Pass	1♣
1♠	2♥	2♠	All Pass

Lead ♣K *(Partner's suit, top of doubleton)*

East's singleton and 4 trump is worth a *raise. South is minimum with no ♥ fit Take ♦ ruffs before drawing trump*

3 — EW Vul, Dealer South

	♠ 984 ♥ Q964 ♦ K643 ♣ 103	
♠ J ♥ AK873 ♦ Q1052 ♣ K62	N W E S	♠ AK107653 ♥ 10 ♦ J97 ♣ J5
	♠ Q2 ♥ J52 ♦ A8 ♣ AQ9874	

West	*North*	*East*	*South*
-	-	-	1♣
1♥	Pass	1♠	Pass
2♦	Pass	2♠	All Pass

Lead ♣A *(do not underlead aces v suits)*

A new suit opposite an overcall should be *very strong – West tries another suit but East insists. South may get a diamond ruff*

4 — All Vul, Dealer West

	♠ A6 ♥ K10 ♦ KJ9743 ♣ K102	
♠ 10852 ♥ Q653 ♦ 8 ♣ AJ76	N W E S	♠ KQJ97 ♥ AJ4 ♦ Q10 ♣ 943
	♠ 43 ♥ 9872 ♦ A652 ♣ Q85	

West	*North*	*East*	*South*
Pass	1♦	1♠	2♦
2♠	3♦	All Pass	

Lead: ♠K. *(top of a sequence)*

East has 5 playing tricks. South and *West have enough to raise and North can rebid a 6-card suit*

5 — NS Vul, Dealer North

	♠ 9 ♥ K76 ♦ AQ875 ♣ K743	
♠ KQJ862 ♥ 54 ♦ 962 ♣ A8	N W E S	♠ 10754 ♥ A1093 ♦ K10 ♣ J65
	♠ A3 ♥ QJ82 ♦ J43 ♣ Q1092	

West	*North*	*East*	*South*
-	1♦	Pass	1♥
1♠	Pass	3♠	Pass
4♠	All Pass		

Lead: ♥6 *(low from honour, partner's suit)*

East has a well-placed ♦K, 4 trump and a doubleton. Well worth a raise to 3♠.

6 — EW Vul, Dealer East

	♠ Q9642 ♥ 10532 ♦ 1084 ♣ 5	
♠ A85 ♥ KQJ97 ♦ J953 ♣ 8	N W E S	♠ KJ73 ♥ A6 ♦ KQ6 ♣ K1094
	♠ 10 ♥ 84 ♦ A72 ♣ AQJ7632	

West	*North*	*East*	*South*
-	-	1♠	2♣
2♥	Pass	2NT	Pass
3NT	All Pass		

Lead: ♣Q *(top of an interior sequence)*

East can rebid 2NT as he would without the overcall because he has a club stop

7 — All Vul, Dealer South

	♠ AKQ832 ♥ A102 ♦ 7 ♣ 985	
♠ J7 ♥ KQ63 ♦ AKJ5 ♣ J42	N W E S	♠ 6 ♥ J854 ♦ 963 ♣ Q10763
	♠ 10954 ♥ 97 ♦ Q10842 ♣ AK	

West	*North*	*East*	*South*
-	-	-	Pass
1♥	2♠	Pass	4♠
All Pass			

Lead ♥4 *(partner's suit, low from honour)*

With 7PT North is worth a jump overcall South has more than enough to raise to 4♠

8 — None Vul, Dealer West

	♠ KQ874 ♥ 1085 ♦ 92 ♣ 754	
♠ J95 ♥ Q932 ♦ J8 ♣ 10963	N W E S	♠ 63 ♥ 76 ♦ AQ10765 ♣ AQJ
	♠ A102 ♥ AKJ4 ♦ K43 ♣ K82	

West	*North*	*East*	*South*
Pass	Pass	1♦	1NT
Pass	2♥	Pass	2♠
All Pass			

Lead ♦J *(partner's suit, top of doubleton)*

South's 1NT overcall is strong. North transfers into his major as a weak takeout

Lesson 34 Hands to play

1 None Vul, Dealer North

	♠ AK9762 ♥ 62 ♦ A9 ♣ K52	
♠ J843 ♥ KQ954 ♦ 7 ♣ J96	***N*** ***W E*** ***S***	♠ Q ♥ AJ103 ♦ KQ532 ♣ AQ7
	♠ 105 ♥ 87 ♦ J10864 ♣ 10843	

West	*North*	*East*	*South*
-	1♠	Double	Pass
2♥	Pass	3♥	Pass
4♥	All Pass		

Lead ♠A *(ace from ace-king)*

Even if West has nothing East is worth a *raise. With fair values West bids game Lead towards the diamond honours*

2 NS Vul, Dealer East

	♠ Q105 ♥ 84 ♦ Q1083 ♣ Q832	
♠ AJ63 ♥ KQ52 ♦ 5 ♣ AJ65	***N*** ***W E*** ***S***	♠ 942 ♥ AJ763 ♦ J2 ♣ 1074
	♠ K87 ♥ 109 ♦ AK9764 ♣ K9	

West	*North*	*East*	*South*
-	-	Pass	1♦
Double	2♦	2♥	Pass
3♥	All Pass		

Lead ♦A *(ace from ace-king)*

When North raises partner East does *not have to bid, so 2♥ shows some values but not enough to accept West's invitation*

3 EW Vul, Dealer South

	♠ 82 ♥ Q10974 ♦ Q43 ♣ 1093	
♠ A1053 ♥ KJ83 ♦ 65 ♣ KQ4	***N*** ***W E*** ***S***	♠ J964 ♥ A2 ♦ 107 ♣ 87652
	♠ KQ7 ♥ 65 ♦ AKJ982 ♣ AJ	

West	*North*	*East*	*South*
-	-	-	1♦
Double	Pass	1♠	2♦
Pass	3♦	All Pass	

Lead ♣K *(No underlead of ♠A)*

East bids the major rather than the minor *When South bids twice opposite a passed partner he shows extras, so North can raise*

4 All Vul, Dealer West

	♠ Q10 ♥ AJ104 ♦ Q86 ♣ 10954	
♠ 76432 ♥ Q6 ♦ 432 ♣ 632	N W E S	♠ K8 ♥ K9853 ♦ AJ7 ♣ KQ7
	♠ AJ95 ♥ 72 ♦ K1095 ♣ AJ8	

West	*North*	*East*	*South*
Pass	Pass	1♥	Double
Pass	1NT	All Pass	

Lead ♥5 *(fourth highest, longest suit)*

A 1NT reply to a takeout double shows *a double stopper, about 8-10HCP and no unbid 4-card major*

5 NS Vul, Dealer North

	♠ AQ75 ♥ AQ852 ♦ Q84 ♣ 9	
♠ J94 ♥ 76 ♦ J9753 ♣ K85	N W E S	♠ K8 ♥ KJ93 ♦ K62 ♣ AQ106
	♠ 10632 ♥ 104 ♦ A10 ♣ J7432	

West	*North*	*East*	*South*
-	1♥	1NT	All Pass

Lead: ♥10 *(partner's suit, top of doubleton)*

16-18 balanced, stoppers in RHO's suit. East has a classic 1NT overcall. With so few entries tackle ♦s by leading ♦K from hand.

6 EW Vul, Dealer East

	♠ A9 ♥ 107632 ♦ AJ3 ♣ 974	
♠ J8764 ♥ A5 ♦ 1054 ♣ 1052	N W E S	♠ Q10 ♥ 84 ♦ 872 ♣ AKQJ63
	♠ K532 ♥ KQJ9 ♦ KQ96 ♣ 8	

West	*North*	*East*	*South*
-	-	1♣	Double
Pass	2♥	Pass	3♥
Pass	4♥	All Pass	

Lead: ♣A *(top of a sequence)*

North must not respond 1♥ with such a good hand. When South shows 4-card support he has enough to bid game

7 All Vul, Dealer South

	♠ 65 ♥ AKQ73 ♦ Q6 ♣ QJ108	
♠ KJ843 ♥ J62 ♦ J2 ♣ A43	N W E S	♠ AQ102 ♥ 8 ♦ AK854 ♣ K96
	♠ 97 ♥ 10954 ♦ 10973 ♣ 752	

West	*North*	*East*	*South*
-	-	-	Pass
Pass	1♥	Double	Pass
2♠	Pass	4♠	All Pass

Lead ♥A *(ace from ace-king)*

West is too strong for a simple 1♠. North switches to ♣Q. Draw trump and establish a long ♦ by ruffing

8 None Vul, Dealer West

	♠ A1064 ♥ KQ532 ♦ A107 ♣ 2	
♠ K7 ♥ 764 ♦ 6542 ♣ K985	N W E S	♠ 932 ♥ A98 ♦ QJ8 ♣ AQ103
	♠ QJ85 ♥ J10 ♦ K93 ♣ J764	

West	*North*	*East*	*South*
Pass	1♥	Pass	1♠
Pass	2♠	All Pass	

Lead ♣5 *(low from an honour)*

East has an opening bid, but no good action to take. Too balanced for a double, not strong enough for 1NT

Lesson 35 Hands to play

1 None Vul, Dealer North

	♠ Q852 ♥ Q76 ♦ A9764 ♣ 8	
♠ 1093 ♥ K ♦ K3 ♣ J1096542	N W E S	♠ KJ64 ♥ 853 ♦ Q1052 ♣ KQ
	♠ A7 ♥ AJ10942 ♦ J8 ♣ A73	

West	*North*	*East*	*South*
-	Pass	Pass	1♥
Pass	1♠	Pass	2♥
Pass	3♥	Pass	4♥

Lead: ♣J *(top of a sequence)*

South ruffs ♣3 in dummy, back to ♠A to ruff ♣7. You can afford to ruff with ♥Q – when East cannot overruff drop the singleton ♥K!

2 NS Vul, Dealer East

	♠ KQ104 ♥ 984 ♦ 106 ♣ 9865	
♠ A65 ♥ K107632 ♦ A98 ♣ 10	N W E S	♠ 983 ♥ AJ ♦ QJ53 ♣ AKJ2
	♠ J72 ♥ Q5 ♦ K742 ♣ Q743	

West	*North*	*East*	*South*
-	-	1♣	Pass
1♥	Pass	1NT	Pass
4♥	All Pass		

Lead: ♠K *(top of a sequence)*

Best to discard a ♠ on a top club before guessing how to play trump and perhaps giving up the lead

3 EW Vul, Dealer South

	♠ J3 ♥ KQJ1098 ♦ 873 ♣ QJ	
♠ 109762 ♥ 764 ♦ 109 ♣ AK2	N W E S	♠ Q84 ♥ 32 ♦ AJ6 ♣ 109853
	♠ AK5 ♥ A5 ♦ KQ542 ♣ 764	

West	*North*	*East*	*South*
-	-	-	1♦
Pass	1♥	Pass	1NT
Pass	4♥	All Pass	

Lead: ♣ 10 *(top of a sequence)*

West takes ♣AK and you ruff the third round. Draw trump and lead ♦s towards dummy.

4 All Vul, Dealer West

	♠ Q8754 ♥ K5 ♦ 986 ♣ K103	
♠ A3 ♥ J97 ♦ 7542 ♣ AQ65	N W E S	♠ J92 ♥ AQ8632 ♦ AK ♣ 84
	♠ K106 ♥ 104 ♦ QJ103 ♣ J972	

West	*North*	*East*	*South*
Pass	Pass	1♥	Pass
2♣	Pass	2♥	Pass
4♥	All Pass		

Lead: ♦Q *(top of a sequence)*

Before drawing trump play ♠A and another to take a ruff in dummy. Only then take a heart finesse.

5 NS Vul, Dealer North

	♠ 10862 ♥ K96 ♦ AQ9 ♣ A64	
♠ J43 ♥10874 ♦ J105 ♣ 753	N W E S	♠ A95 ♥ J53 ♦ K863 ♣ QJ2
	♠ KQ7 ♥ AQ2 ♦ 742 ♣ K1098	

West	*North*	*East*	*South*
-	1NT	Pass	3NT
All Pass			

Lead: ♦3. *(fourth highest)*

Fortunate lead – lead towards ♠KQ7 twice to increase your sure tricks to 9

6 EW Vul, Dealer East

	♠ J986 ♥ A764 ♦ J43 ♣ 75	
♠ AQ53 ♥ KQ92 ♦ 87 ♣ K104	N W E S	♠ K7 ♥ J103 ♦ AQ965 ♣ QJ2
	♠ 1042 ♥ 85 ♦ K102 ♣ A9863	

West	*North*	*East*	*South*
-	-	1NT	Pass
2♣	Pass	2♦	Pass
3NT	All Pass		

Lead: ♣6 *(fourth highest)*

4 Sure Tricks plus 2♣s on this lead. Choose hearts as the Work Suit to ensure 9

7 All Vul, Dealer South

	♠ A762 ♥ K54 ♦ 83 ♣ KQJ7	
♠ QJ108 ♥ 963 ♦ Q9 ♣ A982	N W E S	♠ 953 ♥ J1087 ♦ KJ105 ♣ 105
	♠ K4 ♥ AQ2 ♦ A7642 ♣ 643	

West	*North*	*East*	*South*
-	-	-	1NT
Pass	2♣	Pass	2♦
Pass	3NT	All Pass	

Lead ♠Q *(top of a sequence)*

6 Sure Tricks, you need 3 more from ♣s Lead towards ♣KQJ 3 times

8 None Vul, Dealer West

	♠ 108 ♥ A74 ♦ J10962 ♣ K97	
♠ AQJ64 ♥ Q1053 ♦ 5 ♣ A62	N W E S	♠ K2 ♥ KJ92 ♦ KQ3 ♣ 8543
	♠ 9753 ♥ 86 ♦ A874 ♣ QJ10	

West	*North*	*East*	*South*
1♠	Pass	2♣	Pass
2♥	Pass	4♥	All Pass

Lead ♦J *(top of a sequence)*

Trick 1 goes ♦J-Q-A and South switches to ♣Q. Win ♣A, cross to ♠K to discard a club on ♦K before touching trump.

Lesson 36 Hands to play

1 — None Vul, Dealer North

	♠ A83 ♥ A74 ♦ K62 ♣ KJ105	
♠ KQ105 ♥ 92 ♦ J954 ♣ 876	N W E S	♠ 7642 ♥ K8 ♦ AQ103 ♣ 943
	♠ J9 ♥ QJ10653 ♦ 87 ♣ AQ2	

West	*North*	*East*	*South*
-	1♣	Pass	1♥
Pass	1NT	Pass	4♥
All Pass			

Lead ♠K *(top of a sequence)*

East discourages with ♠2 because he wants *West to switch to a ♦ through strength. When East wins ♥K he puts West in with ♠Q*

2 — NS Vul, Dealer East

	♠ 864 ♥ AQ73 ♦ 953 ♣ 1092	
♠ AQ102 ♥ K94 ♦ QJ ♣ J875	N W E S	♠ KJ73 ♥ 865 ♦ AK106 ♣ Q4
	♠ 95 ♥ J102 ♦ 8742 ♣ AK63	

West	*North*	*East*	*South*
-	-	1NT	Pass
2♣	Pass	2♠	Pass
4♠	All Pass		

Lead ♣A *(ace from ace-king)*

North discourages with ♣2 because he *wants a switch. South tries ♥J through strength. 2 down is unlucky for East*

3 — EW Vul, Dealer South

	♠ 95 ♥ J102 ♦ 8742 ♣ AK63	
♠ KJ73 ♥ Q96 ♦ AK6 ♣ 984	N W E S	♠ AQ102 ♥ K84 ♦ J10 ♣ QJ75
	♠ 864 ♥ A753 ♦ Q953 ♣ 102	

West	*North*	*East*	*South*
-	-	-	Pass
1NT	Pass	2♣	Pass
2♠	Pass	4♠	All Pass

Lead ♣A *(ace from ace-king)*

South can ruff a third round of clubs *so encourages with ♣10. Seeing dummy North knows this must be a doubleton.*

4 — All Vul, Dealer West

	♠ K965 ♥ 743 ♦ K8 ♣ A1052	
♠ J ♥ AQ982 ♦ QJ10 ♣ 8763	N W E S	♠ 842 ♥ 1065 ♦ 97532 ♣ K4
	♠ AQ1073 ♥ KJ ♦ A64 ♣ QJ9	

West	*North*	*East*	*South*
Pass	Pass	Pass	1♠
Pass	3♠	Pass	4♠
All Pass			

Lead: ♦Q *(top of a sequence)*

When declarer draws trump West can *discard ♥9, asking East to lead a ♥ when he gets on lead with ♣K.*

5 — NS Vul, Dealer North

	♠ A74 ♥ QJ875 ♦ KQJ ♣ QJ	
♠ K63 ♥ K32 ♦ 8642 ♣ 873	N W E S	♠ 10852 ♥ 4 ♦ 753 ♣ AK1096
	♠ QJ9 ♥ A1096 ♦ A109 ♣ 542	

West	*North*	*East*	*South*
-	1♥	Pass	3♥
Pass	4♥	All Pass	

Lead: ♣A *(ace from ace-king)*

West encourages since he does not want a switch. When ♠Q is led West does not *cover top of a sequence and North must lose a spade*

6 — EW Vul, Dealer East

	♠ 3 ♥ 98652 ♦ AK7 ♣ K742	
♠ QJ742 ♥ AK ♦ Q53 ♣ J63	N W E S	♠ AK1095 ♥ Q10 ♦ 642 ♣ AQ9
	♠ 86 ♥ J743 ♦ J1098 ♣ 1085	

West	*North*	*East*	*South*
-	-	1♠	Pass
4♠	All Pass		

Lead: ♦J *(top of a sequence)*

The defence cash 3 ♦s then play ♥s. When ♣J is led from dummy North must cover to promote partner's ten.

7 — All Vul, Dealer South

	♠ KQ1053 ♥ 765 ♦ KJ9 ♣ AK	
♠ J4 ♥ A93 ♦ 8643 ♣ Q1086	N W E S	♠ 82 ♥ 10842 ♦ AQ10 ♣ 9752
	♠ A976 ♥ KQJ ♦ 752 ♣ J43	

West	*North*	*East*	*South*
-	-	-	Pass
Pass	1♠	Pass	3♠
Pass	4♠	All Pass	

Lead: ♥2 *(low from an honour)*

With no future in ♥s West takes the chance to lead ♦6 (high denies honour) up to weakness *in dummy*

8 — None Vul, Dealer West

	♠ 53 ♥ J10982 ♦ KJ53 ♣ 98	
♠ J1074 ♥ A3 ♦ AQ10 ♣ K643	N W E S	♠ AQ98 ♥ K6 ♦ 974 ♣ AJ52
	♠ K62 ♥ Q754 ♦ 862 ♣ Q107	

West	*North*	*East*	*South*
1NT	Pass	2♣	Pass
2♠	Pass	4♠	All Pass

Lead ♥J *(top of a sequence)*

When South wins ♠K he should lead ♦8 through strength *and up to weakness in dummy*

Lesson 37 Hands to play

1 — None Vul — Dealer North

	♠ 97 ♥ K83 ♦ J9832 ♣ AJ5	
♠ Q4 ♥ Q1072 ♦ 765 ♣ KQ43	N W E S	♠ AK652 ♥ AJ94 ♦ AQ ♣ 82
	♠ J1083 ♥ 65 ♦ K104 ♣ 10976	

West	*North*	*East*	*South*
-	Pass	1♠	Pass
1NT	Pass	2♥	Pass
3♥	Pass	4♥	All Pass

Lead: ♣10 *(top of a sequence)*

North wins and returns a ♦ through strength
East crosses to ♠Q to draw trump with a finesse then ruffs ♠s good for 11 tricks.

2 — NS Vul — Dealer East

	♠ Q7 ♥ K983 ♦ J83 ♣ KQ75	
♠ A963 ♥ J2 ♦ 106 ♣ J10842	N W E S	♠ 82 ♥ 1065 ♦ A9752 ♣ A93
	♠ KJ1054 ♥ AQ74 ♦ KQ4 ♣ 6	

West	*North*	*East*	*South*
-	-	Pass	1♠
Pass	2♣	Pass	2♥
Pass	3♥	Pass	4♥

Lead: ♦10 *(unbid suit top of doubleton)*

North does not bid 2NT in case there is *a heart fit. Essential to draw trump here to avoid a diamond ruff*

3 — EW Vul — Dealer South

	♠ Q63 ♥ 102 ♦ QJ1063 ♣ K106	
♠ A954 ♥ A843 ♦ K75 ♣ 85	N W E S	♠ 72 ♥ K7 ♦ A84 ♣ J97432
	♠ KJ108 ♥ QJ965 ♦ 92 ♣ AQ	

West	*North*	*East*	*South*
-	-	-	1♥
Pass	1NT	All Pass	

Lead: ♣4 *(fourth highest)*

When North bids 1NT he denies 4♠s *so South does not bid his second suit. 3 possible Work Suits!*

4 — All Vul — Dealer West

	♠ K72 ♥ A10942 ♦ Q7 ♣ 942	
♠ AJ85 ♥ KQ6 ♦ 10853 ♣ A6	N W E S	♠ 109 ♥ J85 ♦ KJ4 ♣ KQJ107
	♠ Q643 ♥ 73 ♦ A962 ♣ 853	

West	*North*	*East*	*South*
1NT	Pass	2NT	Pass
3NT	All Pass		

Lead: ♥10 *(top of interior sequence)*

No point in bidding clubs here - you *may make 3NT with 2 balanced hands.*
5♣ needs far more values

5 — NS Vul — Dealer North

	♠ AQ83 ♥ KJ764 ♦ K2 ♣ K6	
♠ J9752 ♥ A10 ♦ A96 ♣ 873	N W E S	♠ 10 ♥ 9532 ♦ 10754 ♣ A1052
	♠ K64 ♥ Q8 ♦ QJ83 ♣ QJ94	

West	*North*	*East*	*South*
-	1♥	Pass	2NT
Pass	3NT	All Pass	

Lead: ♠5 *(fourth highest)*

South cannot have 4♠s, so North just bids game in no-trump. Lots of Work Suits

6 — EW Vul — Dealer East

	♠ 943 ♥ J972 ♦ 64 ♣ AQ43	
♠ 1086 ♥ A105 ♦ J98 ♣ K962	N W E S	♠ AQJ72 ♥ KQ86 ♦ KQ5 ♣ 7
	♠ K5 ♥ 43 ♦ A10732 ♣ J1085	

West	*North*	*East*	*South*
-	-	1♠	Pass
1NT	Pass	2♥	Pass
2♠	All Pass		

Lead: ♣J *(top of a sequence)*

When East bids a second suit he must have at least 5♠s so West chooses the 8-card fit

7 — All Vul — Dealer South

	♠ J3 ♥ K103 ♦ AJ10 ♣ Q10853	
♠ 872 ♥ Q852 ♦ 875 ♣ A76	N W E S	♠ A104 ♥ 96 ♦ Q9642 ♣ 942
	♠ KQ965 ♥ AJ74 ♦ K3 ♣ KJ	

West	*North*	*East*	*South*
-	-	-	1♠
Pass	2♣	Pass	2♥
Pass	2NT	Pass	3NT

Lead ♦4: *(fourth highest, unbid suit)*

South wants to be in game opposite a 2-over-1, and offers a 3-way choice.

8 — None Vul — Dealer West

	♠ 1075 ♥ Q10652 ♦ 852 ♣ J7	
♠ AQJ843 ♥ 9 ♦ AJ7 ♣ KQ6	N W E S	♠ K6 ♥ K843 ♦ Q96 ♣ A832
	♠ 92 ♥ AJ7 ♦ K1043 ♣ 10954	

West	*North*	*East*	*South*
1♠	Pass	2♣	Pass
3♠	Pass	4♠	All Pass

Lead ♥2: *(low from an honour)*

When West shows a 6-card suit East can raise with a doubleton

Lesson 38 Hands to play

1 — None Vul, Dealer North

	♠ AQ97632 ♥ J32 ♦ 96 ♣ 9	
♠ J84 ♥ Q10976 ♦ 104 ♣ Q54	N W E S	♠ K5 ♥ A8 ♦ Q72 ♣ J108732
	♠ 10 ♥ K54 ♦ AKJ853 ♣ AK6	

West	*North*	*East*	*South*
-	3♠	Pass	4♠
All Pass			

Lead ♥A: *(Lead aces against pre-empts)*

South has good enough controls to raise. *Discard the ♥ loser on ♦AK, then tackle trump by finessing ♠Q.*

2 — NS Vul, Dealer East

	♠ Q3 ♥ Q1042 ♦ J106 ♣ A832	
♠ 9 ♥ KJ9765 ♦ AQ8 ♣ K76	N W E S	♠ AJ108764 ♥ 3 ♦ 52 ♣ J95
	♠ K52 ♥ A8 ♦ K9743 ♣ Q104	

West	*North*	*East*	*South*
-	-	3♠	All Pass

Lead ♦4: *(fourth from an honour)*

West should not consider bidding – neither *enough controls nor trump support. East will probably not make even 9 tricks*

3 — EW Vul, Dealer South

	♠ A10652 ♥ A975 ♦ 43 ♣ K5	
♠ 3 ♥ 10 ♦ Q952 ♣ AQJ8632	N W E S	♠ K9 ♥ J632 ♦ AJ1087 ♣ 107
	♠ QJ874 ♥ KQ84 ♦ K6 ♣ 94	

West	*North*	*East*	*South*
-	-	-	Pass
3♣	Pass	Pass	Pass

Lead ♠A: *(Lead aces against pr-empts)*

As the cards lie NS can make 4♠ but *they are lucky that both aces are onside. Neither player has quite enough to bid.*

4 — All Vul, Dealer West

	♠ K5 ♥ 6 ♦ 852 ♣ KQJ9543	
♠ A762 ♥ K9853 ♦ J94 ♣ 10	N W E S	♠ 10843 ♥ Q742 ♦ A73 ♣ 86
	♠ QJ9 ♥ AJ10 ♦ KQ106 ♣ A72	

West	*North*	*East*	*South*
Pass	3♣	Pass	3NT
Pass	Pass	Pass	

Lead ♥5: *(fourth from an honour)*

North has a classical vulnerable pre- *empt. This is the sort of South hand for 3NT – you expect to run the clubs.*

5 — NS Vul, Dealer North

	♠ J7 ♥ KJ7542 ♦ Q1075 ♣ J	
♠ A109 ♥ 963 ♦ K64 ♣ 8543	N W E S	♠ KQ863 ♥ AQ10 ♦ A982 ♣ Q
	♠ 542 ♥ 8 ♦ J3 ♣ AK109762	

West	*North*	*East*	*South*
-	Pass	1♠	4♣
Pass	Pass	Pass	

Lead: ♠A *(partner's suit)*

South has to jump to 4♣ because 3♣ is a *strong bid. He can be held to 7 tricks if the defence play trump to stop the spade ruff.*

6 — EW Vul, Dealer East

	♠ 6 ♥ AKQ98432 ♦ 7 ♣ Q53	
♠ KJ852 ♥ 10 ♦ Q102 ♣ A1042	N W E S	♠ AQ7 ♥ 65 ♦ KJ96 ♣ K976
	♠ 10943 ♥ J7 ♦ A8543 ♣ J8	

West	*North*	*East*	*South*
-	-	1NT	Pass
2♥	4♥	All Pass	

Lead: ♠A *(partner's suit)*

North can beat 4♠ with a diamond ruff, but *8-card suits are meant to be played in! The defence must not open up ♣s for you.*

7 — All Vul, Dealer South

	♠ AJ ♥ Q765 ♦ A4 ♣ KJ542	
♠ 93 ♥ 1043 ♦ KQ109832 ♣ 10	N W E S	♠ Q1075 ♥ A9 ♦ J65 ♣ Q963
	♠ K8642 ♥ KJ82 ♦ 7 ♣ A87	

West	*North*	*East*	*South*
-	-	-	Pass
3♦	Pass	4♦	All Pass

Lead ♠A *(ace from ace-king)*

North cannot make a takeout double of *3♦ with only 2♠s, but South might double so East raises to make it harder.*

8 — None Vul, Dealer West

	♠ K1085 ♥ 8 ♦ J1074 ♣ J1094	
♠ AQJ9432 ♥ KQ64 ♦ 9 ♣ 5	N W E S	♠ - ♥ AJ9753 ♦ KQ63 ♣ Q86
	♠ 76 ♥ 102 ♦ A852 ♣ AK732	

West	*North*	*East*	*South*
1♠	Pass	2♥	Pass
3♥	Pass	4♥	All Pass

Lead ♣A *(Ace from AK)*

This West hand is too good to preempt. *Especially when it is playable in the. other major.*

Lesson 39 Hands to play

1

None Vul
Dealer North

	♠ AQ ♥ A54 ♦ 87542 ♣ KJ7	
♠ J1083 ♥ 973 ♦ Q9 ♣ Q1086	N W E S	♠ K62 ♥ QJ1082 ♦ 106 ♣ 942
	♠ 9754 ♥ K6 ♦ AKJ3 ♣ A53	

West	*North*	*East*	*South*
-	1NT	Pass	2♣
Pass	2♦	Pass	3NT

Lead: ♥Q *(top of a sequence)*
7 Sure Tricks and an obvious Work Suit, ♦s.
With 9 cards between the hands play for the drop rather than finesse for the queen.

2

NS Vul
Dealer East

	♠ K1097 ♥ J94 ♦ 108 ♣ K987	
♠ Q8543 ♥ Q6 ♦ AJ5 ♣ 642	N W E S	♠ A2 ♥ A73 ♦ KQ6 ♣ AQJ103
	♠ J6 ♥ K10852 ♦ 97432 ♣ 5	

West	*North*	*East*	*South*
-	-	2NT	Pass
3♥	Pass	3♠	Pass
3NT	All Pass		

Lead: ♥5 *(fourth highest, strongest suit)*
Play ♥Q at trick 1 – if it does not win now *it never will! Play clubs, using every dummy entry to finesse three times*

3

EW Vul
Dealer South

	♠ KQ1085 ♥ KQ1076 ♦ 7 ♣ 64	
♠ - ♥ J983 ♦ QJ954 ♣ A1097	N W E S	♠ J432 ♥ 4 ♦ A10632 ♣ QJ8
	♠ A976 ♥ A52 ♦ K8 ♣ K532	

West	*North*	*East*	*South*
-	-	-	1NT
Pass	2♥	Pass	2♠
Pass	3♥	Pass	4♠

Lead: ♦Q *(top of a sequence)*
East returns ♣Q, to win 3 defensive tricks.
Start with ♠K to uncover a marked finesse Then play ♥K, ♥A to uncover another one

4

All Vul
Dealer West

	♠ Q1072 ♥ K953 ♦ K102 ♣ 84	
♠ A3 ♥ QJ4 ♦ 8754 ♣ AKJ10	N W E S	♠ K864 ♥ 106 ♦ AJ9 ♣ Q653
	♠ J95 ♥ A872 ♦ Q63 ♣ 972	

West	*North*	*East*	*South*
1♣	Pass	1♠	Pass
1NT	Pass	3NT	All Pass

Lead: ♥3. *(fourth highest, unbid major)*
West's heart trick makes 8 Sure Tricks.
Try a combination ♦ finesse: low to ♦9, then low to ♦J.

5

NS Vul
Dealer North

	♠ 10853 ♥ J974 ♦ K102 ♣ J6	
♠ KQ2 ♥ 1063 ♦ A874 ♣ Q75	N W E S	♠ A96 ♥ AQ2 ♦ Q653 ♣ A104
	♠ J74 ♥ K85 ♦ J9 ♣ K9832	

West	*North*	*East*	*South*
-	Pass	1♦	Pass
3♦	Pass	3NT	All Pass

Lead: ♣3 *(fourth highest, longest suit)*
East plays second hand low from dummy to *guarantee 2♣ tricks. Tackle the WorkSuit, ♦s by playing ♦A, then low towards ♦Q.*

6

EW Vul
Dealer East

	♠ KJ73 ♥ 72 ♦ A82 ♣ 9873	
♠ 10852 ♥ 8 ♦ J765 ♣ AK105	N W E S	♠ Q6 ♥ Q953 ♦ Q104 ♣ QJ64
	♠ A94 ♥ AKJ1064 ♦ K93 ♣ 2	

West	*North*	*East*	*South*
-	-	Pass	1♥
Pass	1♠	Pass	3♥
Pass	4♥	All Pass	

Lead: ♣A *(ace from ace-king)*
South shows 6 hearts so North raises with 2.
Finesse in hearts twice without cashing ♥A first: Qxxx is 4 times as likely as singleton Q

7

All Vul
Dealer South

	♠ 73 ♥ AK63 ♦ QJ93 ♣ 932	
♠ J1054 ♥ J854 ♦ 87 ♣ A64	N W E S	♠ KQ962 ♥ Q102 ♦ 642 ♣ K10
	♠ A8 ♥ 97 ♦ AK105 ♣ QJ875	

West	*North*	*East*	*South*
-	-	-	1♣
Pass	1♦	1♠	2♦
2♠	3♦	All Pass	

Lead: ♠K *(top of a sequence)*
North wins ♠A and quickly draws trump *to avoid a club ruff. Lead twice towards ♣QJ875 to establish 3 tricks.*

8

None Vul
Dealer West

	♠ AKQ97 ♥ 106 ♦ J764 ♣ 108	
♠ J6 ♥ AKJ42 ♦ AQ ♣ 9632	N W E S	♠ 843 ♥ 853 ♦ K10 ♣ AKJ74
	♠ 1052 ♥ Q97 ♦ 98532 ♣ Q5	

West	*North*	*East*	*South*
1♥	1♠	2♣	Pass
3♣	Pass	3♥	Pass
4♥	All Pass		

Lead: ♠A *(ace from ace-king)*
West ruffs the third spade, cashes ♥A *crosses to ♦K to finesse ♥J (8 ever), cashes ♣AK (9 never)*

Lesson 40 Hands to play

1 — None Vul, Dealer North

	♠ AQ732 ♥ K75 ♦ 7 ♣ AJ103	
♠ - ♥ QJ104 ♦ AKJ863 ♣ K95	N W E S	♠ 109 ♥ A962 ♦ Q10 ♣ Q8742
	♠ KJ8654 ♥ 83 ♦ 9542 ♣ 6	

West	*North*	*East*	*South*
-	1♠	Pass	4♠
5♦	All Pass		

6-card support for partner's suit is ideal for an advance sacrifice, especially when it makes. If West is brave enough to bid he deserves a good score -.it is poor tactics to sacrifice **after** *you have given them a crucial guess.*

2 — NS Vul, Dealer East

	♠ - ♥ AJ873 ♦ K52 ♣ J10963	
♠ 10763 ♥ 10962 ♦ 6 ♣ A874	N W E S	♠ KQJ9842 ♥ 4 ♦ J1083 ♣ 5
	♠ A5 ♥ KQ5 ♦ AQ974 ♣ KQ2	

West	*North*	*East*	*South*
-	-	3♠	Dble
4♠	5♥	Pass	Pass
5♠	Pass	Pass	Dble

West knows of an 11-card trump fit, and sacrifices with his singleton and useful ace. 9 tricks (S plays 2 rounds of trump to limit ruffs in dummy). Cheaper than –650 in 5♥. 6♥ will go down if E gets a club ruff

3 — EW Vul, Dealer South

	♠ - ♥ AQ8762 ♦ A974 ♣ 1032	
♠ AJ93 ♥ KJ ♦ K85 ♣ KQ95	N W E S	♠ 1087542 ♥ 10 ♦ 3 ♣ J8764
	♠ KQ6 ♥ 9543 ♦ QJ1062 ♣ A	

West	*North*	*East*	*South*
-	-	-	1♦
1NT	4♥	All Pass	

At a different vulnerability E might bid 4♠, but at Red v Green it is too risky. NS actually make slam, but there are 5 losers in spades, including a club ruff making a sacrifice too expensive.

4 — All Vul, Dealer West

	♠ 83 ♥ KJ7 ♦ A7 ♣ AQJ942	
♠ A97 ♥ AQ842 ♦ K843 ♣ 3	N W E S	♠ KJ62 ♥ 10953 ♦ Q1062 ♣ 7
	♠ Q1054 ♥ 6 ♦ J95 ♣ K10865	

West	*North*	*East*	*South*
1♥	2♣	2♥	3♣
Pass	Pass	3♥	All Pass

Not the time for NS to sacrifice. N has trump tricks and South has slow values in a fairly balanced hand. It is a bad time to overbid when you are both short in the same suit.

5 — NS Vul, Dealer North

	♠ 83 ♥ AKJ94 ♦ AQJ7 ♣ 104	
♠ KJ94 ♥ 765 ♦ K10864 ♣ 3	N W E S	♠ AQ1065 ♥ 32 ♦ 9 ♣ Q8762
	♠ 72 ♥ Q108 ♦ 532 ♣ AKJ95	

West	*North*	*East*	*South*
-	1♥	1♠	2♣
2♠	3♦	3♠	4♥
4♠	Dbl	All Pass	

With everybody bidding this is a guessing game. If NS decide to take the money they should lead trump whenever they can. East, unable to establish any length tricks, loses 500

6 — EW Vul, Dealer East

	♠ AJ102 ♥ Q6 ♦ J763 ♣ 765	
♠ 54 ♥ 84 ♦ AK985 ♣ QJ83	N W E S	♠ 7 ♥ AKJ97532 ♦ 10 ♣ A94
	♠ KQ9863 ♥ 10 ♦ Q42 ♣ K102	

West	*North*	*East*	*South*
-	-	1♥	1♠
2♦	2♠	4♥	4♠
Dbl	All Pass		

East-West can actually make 11 tricks in 4♥ so South will be tempted to sacrifice. But 4♠ is not particularly cheap when East gets a diamond ruff.

7 — All Vul, Dealer South

	♠ 532 ♥ KJ85 ♦ 10983 ♣ A2	
♠ AJ987 ♥ 432 ♦ 7 ♣ KQ104	N W E S	♠ KQ1064 ♥ 7 ♦ KJ2 ♣ J987
	♠ - ♥ AQ1096 ♦ AQ654 ♣ 653	

West	*North*	*East*	*South*
-	-	-	1♥
1♠	3♥	4♠	5♥
All Pass			

With the spade void South allows himself to be pushed to the 5-level, making easily. when diamonds lie well. As it happens, EW. have a cheap sacrifice in 5♠

8 — None Vul, Dealer West

	♠ - ♥ KQJ962 ♦ 9832 ♣ AK9	
♠ AK1063 ♥ - ♦ AQ75 ♣ 8543	N W E S	♠ QJ75 ♥ 8543 ♦ K64 ♣ 106
	♠ 9842 ♥ A107 ♦ J10 ♣ QJ72	

West	*North*	*East*	*South*
1♠	2♥	2♠	3♥
4♠	5♥	All Pass	

North reaches the 5-level, an easy make. Although EW appear to have just two losers the 4-0 trump break will prove a problem in 5♠.

Lesson 41 Opener's Rebid – The Reverse

Aims

- To revise the aims of bidding.
  "The exchange of as much information ***as we need*** to reach the ***best final contract*** at the ***right level.***"
- To introduce opener's reverse and other strong rebids

Content

1 Remind the class of the twin aims of bidding: to limit our strength and show our distribution.
We need to know our combined values to decided whether to play in part-score, game or slam, and we need to know about distribution to decide whether to play in no-trump or a suit.
If we open the bidding 1NT (or 2NT) partner knows we have: 12-14 (20-22) points and a balanced hand. He can tell immediately whether game is a possibility or not.
An opening bid of one of a suit has a much wider range, 12 - 19 points, and it can be balanced or unbalanced. With this information partner has little idea what the best final contract may be.
Opener's second bid – his ***rebid*** is therefore very important.
There are two types of auction:

a) partner has made a ***limited response***, weak or invitational. This is ***not forcing***, opener may pass.
   Revise bidding after limit raises – pass, invite game or bid game
   and the 1NT response – pass, remove to a second, lower-ranking suit, or rebid a 6-card suit
b) partner has made an ***unlimited response***, a 1-over-1 or a 2-over-1, or a jump shift in a new suit.
   Such a response can be very strong, up to 27 points. Therefore it is ***forcing***, opener cannot pass.

2 Revise bidding after a response in a new suit. Opener tries to describe his hand accurately:

He can raise partner's suit with 4-card support ("Whenever raising partner is an option – raise him")
He can rebid in no-trump to show a balanced hand with the wrong point range for a 1NT opener.
("Balanced hands bid NT")
He can bid a new suit of his own. This promises 4+ cards in the second suit, and normally at least 5 in the first suit bid
He can rebid the suit he opened with 6+cards and no other suit to show

3 Introduce the ***Reverse:*** when opener bids a second suit ***at the 2-level*** that is ***higher-ranking*** than his original suit.
Point out that reversing is an uneconomical way of bidding. If partner does not like the second suit he must return to the first suit at the 3-level. And it is quite likely that partner does not like the second suit: ***he had the chance to bid it at the 1-level, and did not do so***
A reverse bid is a bid in a suit that partner has bypassed with his initial response.

Eg

West	*East*
1♣	1♥
2♦	

East responded 1♥ rather than 1♦.
He is unlikely to have four diamonds.
So 2♦ is a **reverse,** likely to take the partnership to the 3-level

West	*East*
1♥	2♣
2♠	

East cuts out the spade suit by bidding 2♣.
This makes West's 2♠ a **reverse** bid
This time East responded with a 2over1, promising 10 HCP,

Since the reverse bid raises the level it is a strong bid, promising at least 16HCP after a 1over1, at least 15 after a 2over1.
It is sometimes referred to as a "barrier" bid because it forces partner to give preference beyond the "barrier" of two of your original suit.

The suit opened has at least 5 good cards, the second suit is shorter***, but at least 4 cards.***

Opener's Rebid after a Limited Response

♠KQ972 ♥3 ♦AJ105 ♣K86	**N** **W E** **S**	♠J63 ♥9875 ♦74 ♣AJ52
West		*East*
1♠		1NT
2♦		2♠

Over 1♠ East bids 1NT, 6-9HCP West's singleton heart suggests ***not*** playing in NT so he bids his second suit, promising 4 diamonds and at least 5 spades. Knowing of an 8-card fit East bids 2♠.

♠K87 ♥AQ92 ♦KJ1054 ♣5	**N** **W E** **S**	♠653 ♥J84 ♦Q72 ♣KQ84
West		*East*
1♦		1NT
Pass		

West's second suit is ***higher-ranking*** than his first suit, and East has ***denied*** 4 hearts by bidding 1NT. With a minimum and no better spot West passes 1NT.

♠7 ♥AQ864 ♦AKJ3 ♣KQ5	**N** **W E** **S**	♠Q42 ♥KJ2 ♦Q65 ♣J1032
West		*East*
1♥		1NT
3♦		4♥

West is strong with a lower-ranking second suit. He makes a **<u>jump rebid</u>** promising at least 5 hearts. With most of his high cards in partner's suits East happily bids game

Opener's rebid after an Unlimited Response

♠AJ72 ♥A8643 ♦9 ♣K103	**N** **W E** **S**	♠K1053 ♥J5 ♦AKJ2 ♣J72
West		*East*
1♥		1♠
2♠		4♠

East's change of suit is **<u>forcing.</u>** With 4-card support and a **<u>minimum</u>** West makes a single raise. East has enough for game.

♠KQJ42 ♥KQ85 ♦A6 ♣72	**N** **W E** **S**	♠A85 ♥J3 ♦KJ942 ♣A96
West		*East*
1♠		2♦
2♥		4♠

West rebids 2♥, promising 5+spades and 4+hearts. East has the values to to bid game and knows of an 8-card spade fit.

♠72 ♥KQ1096 ♦A5 ♣AJ72	**N** **W E** **S**	♠QJ64 ♥J85 ♦Q42 ♣1063
West		*East*
1♥		1♠
2♣		2♥

When West bids a second suit, he promises 5 hearts. With a **<u>minimum</u>** East returns to the first suit at a minimum level.

♠AJ2 ♥KQ864 ♦Q9 ♣K103	**N** **W E** **S**	♠K53 ♥J5 ♦AKJ62 ♣J97
West		*East*
1♥		2♦
2NT		3NT

East's 2over1 reply shows 10-27 HCP. With a balanced 15HCP West rebids 2NT, **<u>forcing</u>**. East is also balanced so raises to 3NT. Even 19HCP will not be enough for slam.

♠AQJ764 ♥Q5 ♦Q96 ♣K7	**N** **W E** **S**	♠K102 ♥93 ♦KJ4 ♣AQJ93
West		*East*
1♠		2♣
2♠		4♠

West rebids 2♠ to show a **<u>minimum</u>** opener, typically with 6+spades and no second suit. (With 15-18HCP he would jump to 3♠.) East knows of a 9-card trump fit and has enough for game.

♠96 ♥AQJ96 ♦K5 ♣AJ72	**N** **W E** **S**	♠KJ82 ♥K5 ♦8642 ♣1054
West		*East*
1♥		1♠
2♣		2♥

West bids a second suit. He has not bid NT, so must have 5+ hearts. East ***gives preference*** to the first suit. The minimum bid shows a minimum response, so West passes.

Reverse Bids

Here are two possible East hands to go with this West hand

♠K1063 ♥J5 ♦K83 ♣10764	N W E S		A	♠8 ♥Q1084 ♦AQJ107 ♣A52	B	♠8 ♥AK84 ♦AQJ107 ♣A52

West	*East*	
-	1♦	West may have just 6 points for his 1over1 response.
1♠	???	When East has a minimum opening like A it is important not to get too high
		What happens if he bids his second suit, 2♥?
		West knows of 8 diamonds between the hands, only 6 hearts.
		He wants to play in diamonds – but that means bidding 3♦.
		The 2♥ rebid has forced the partner ship to the 3-level – and that is too high
		The conclusion? ***East should not bid 2♥ unless he is happy to play in 3♦ when partner is weak***
		Sometimes opener cannot bid his second suit in case it takes the level too high.
		After 1♦-1♠ he must rebid 2♦ with a minimum hand like A, NOT 2♥
		When East has hand B the situation is quite different.
		This time his opening bid has extra values – he can afford to go to the 3-level opposite a minimum West hand.
		He bids 2♥ to describe his shape ***because he can afford to reach the 3-level.***

Examples of Reverse (or Barrier) Bids

♠AQ72 ♥6 ♦KQ954 ♣AJ3	N W E S	
West		*East*
1♦		1♥
1♠		

Over 1♥ West bids his second suit, spades.
This ***is not*** a reverse – spades is a **higher-ranking suit** but West can bid it *at the 1-level.* East can **give preference** to 2♦. A 1♠ rebid does not promise any extra values.

♠J8 ♥64 ♦AKJ7 ♣AKQ93	N W E S	
West		*East*
1♣		1♠
2♦		

West bids 2♦, his second suit, over East's 1♠.
This ***is*** a reverse: East has already bypassed diamonds, the bid is a higher-ranking suit at the 2-level. East must bid 3♣ to **give preference** to the first suit.

♠3 ♥Q1072 ♦KQ5 ♣AJ964	N W E S	♠KJ654 ♥KJ93 ♦AJ8 ♣8
West		*East*
1♣		1♠
2♣		2♥
3♥		4♥

Over 1♣ East bypasses hearts to bid spades.
2♥ from West would be a reverse, **a higher-ranking suit at the 2-level.** He is not strong enough to reverse, so he rebids 2♣. (This is one of the rare occasions when opener rebids a 5-card suit)
East knows of a minimum opener, but he can bid 2♥ anyway When West raises hearts he must have 4-card support in a hand not strong enough for a reverse.

♠7 ♥AKJ3 ♦Q84 ♣AK1095	N W E S	♠KJ954 ♥86 ♦1032 ♣Q74
West		*East*
1♣		1♠
2♥		3♣
Pass		

West bids 2♥, a reverse.
East knows West has 5+clubs and shorter hearts
He gives preference to clubs as cheaply as possible.
This shows a minimum 1over1 response, so West knows there are not enough points for game, and passes 3♣.

Return to Opener's Rebid: Introducing the Reverse (or Barrier Bid)

Opener's rebid is often the most important bid in the auction.
It helps partner decide what to do next if you can ***limit*** the strength of your hand.

After a Limited Response

When responder has raised your suit all you need do is decide whether to bid on or not.
The rebid after a 1NT or 2NT response was covered in lesson 37.

After an Unlimited Response in a Suit

Your options, in order of preference are:

1. Raise partner's suit with 4-card support - ***a limit raise***
2. Rebid 1NT/2NT with a balanced hand without 4-card support - ***a limit bid.***
3. Bid a new suit, **promising 5+cards in your first suit and 4+ in your second** - an ***unlimited*** bid
4. Rebid your own suit with 6+ cards and no second suit - ***a limit bid***

Bidding a New Suit

We bid 4-card suits because we are looking for an 8+card trump fit.
When we bid a second suit partner can ***raise our fist suit*** with just 3 cards, since he now knows we have 5.
Or he can ***raise our second suit*** with 4-card support, just as if we had opened the bidding in that suit.

West	*East*
1♥	1♠
2♣	3♥

East shows 9-12HCP with 3 hearts. (With 4 he would raise last time) A limit raise

West	*East*
1♦	1♥
1♠	2♠

East shows 6-9HCP with 4 spades. A simple limit raise of a known 5-card suit.

West	*East*
1♣	1♥
1♠	3♠

East has 9-12HCP with 4 spades. (You need 4-card support to raise a second suit)

West	*East*
1♥	1♠
2♦	2♥

This time *East may not have 3-card support.* What can he do with 6-9 HCP and 4-2-3-4?

West	*East*
1♦	1♠
2♥	

East did not respond 1♥. (He *may* have 5spades and 4hearts.) To return to diamonds he must bid **3**♦

West	*East*
1♣	1♥
2♦	

East ***bypassed*** diamonds He ***may*** have 4 diamonds, probably not. To play in clubs now he must bid **3**♣

West	*East*
1♥	2♣
2♠	

East bypassed spades. Again, to get back to hearts he must bid **3**♥.

West	*East*
1♥	1NT
2♠	

East has ***denied*** 4 spades He has to bid **3**♥ to get back to hearts.

Reverse Bids

When we bid a new suit ***at the 2-level*** that is ***higher-ranking*** than our first suit we call it a ***reverse.***
A reverse is a bid in a suit ***that partner has by-passed with his initial response.*** **He probably does not have support for it.** It forces him to ***give preference*** to our first suit ***at the 3-level.***
Because it raises the bidding so high it is strong: 16+HCP after a 1over1 response; 15+HCP after a 2over1.
The new suit is ***shorter*** than the first. We promise 5+cards in the first suit, 4+ in the second.
(A reverse shows strength, but do not distort your distribution in order to use it as a way of showing strength)

♠8	
♥K85	
♦KQJ9	
♣AKJ42	
1♣	1♠
2♦	

17HCP is enough to reverse. (2♦ is a new suit at the 2-level which partner has bypassed)

♠A974	
♥5	
♦A72	
♣KQJ84	
1♣	1♥
1♠	

A new suit at the 1-level is ***not*** a reverse. Partner can return to clubs **at the 2-level**

♠ 10	
♥ Q93	
♦KQ85	
♣AK1032	
1♣	1♥
2♣	

14HCP - not enough to reverse. We just have to rebid 2♣. (**An exception:** normally we show 6+cards when we rebid our first suit.)

♠AQ97	
♥AK753	
♦9	
♣QJ8	
1♥	2♣
2♠	

Enough to reverse after a 2over1. Partner has 10+HCP so you have the values for game.

A Reverse Bid is a strong bid. It is **Forcing.**
Partner ***must*** respond to it. His weakest option is to return to your first suit at the 3-level.

Quiz 41

1) You open 1♦.

♠ A762
♥ Q9
♦ KJ843
♣ K5

What is your rebid if partner responds

a) 1♥ _____

b) 1♠ _____

c) 1NT _____

1) You open 1♥

♠ 6
♥ AQJ106
♦ 542
♣ AKQ9

What is your rebid if partner responds

a) 1NT _____

b) 1♠ _____

c) 2♥ _____

2) You open 1♣

♠ K8
♥ AQ65
♦ 74
♣ AJ1043

What is your rebid if partner responds

a) 1♦ _____

b) 1♠ _____

c) 1NT _____

3) You open 1♥

♠ AK82
♥ AJ1043
♦ 4
♣ AQ3

What is your rebid if partner responds

a) 1NT _____

b) 1♠ _____

c) 2♦ _____

5) You respond 2♦ to partner's opening bid of 1♠.

♠ 72
♥ K64
♦ KQJ95
♣ J53

What now if partner rebids

a) 2♠ _____

b) 3♠ _____

6) Partner opens 1♦ and you respond 1♠.

♠ QJ1075
♥ K104
♦ 83
♣ AJ10

What now if partner rebids

a) 2♦ _____

b) 2♥ _____

Lesson 42 Responder's Rebid

Aims

- To discuss responder's second bid.
- To look at invitational raises and the 2NT rebid
- To introduce the concept of ***preference*** and ***false preference***

Content

1 Revise terminology: when partner opens the bidding we become *the responder.*
The first bid we make is called *the response.*
Opener's second bid is called a ***rebid***, and now it is time to discuss ***responder's rebid.***

2 Many auctions are complete in two or three bids, so responder's second bid may often be the magic "pass". In more complex auctions we can, as always, work out our bids logically.

3 We can identify 4 categories of responder's rebid:

1) Pass, giving up with no interest in game.
Pass is an option when partner has made a limit bid by
raising your suit
rebidding 1NT (a 2NT rebid is forcing)
or rebidding his first suit
You can also pass a simple **change of suit** by partner but you should try to bid again if you possibly can.

2) Game invitational limit bids, showing 10-12 HCP
You can ***raise partner's second suit*** to the 3-level with ***4-card support***
or ***raise his first suit*** to the 3-level with ***3-card support***
or bid 2NT with no fit

3) Game bids, showing your side has the values for game.
If strong enough you can raise to game in any known 8-card fit, or bid 3NT.

4) Improving the partscore.
When you rebid your own suit, or bid 1NT, or **<u>give preference</u>** to partner's first suit you show a minimum response, a hand trying to improve the partscore

Responder's Rebid

♠A85 ♥74 ♦J962 ♣Q1043	**N** **W E** **S**	♠J2 ♥AKJ1095 ♦A83 ♣K6
West - 1NT ??		*East* 1♥ 3♥

What now? What do we know? East has 6+hearts in a strong hand. (With 12-14HCP he rebids just 2♥). He is not superstrong (no 2♥ opener), so we expect 16-19HCP. How good is our hand in the light of our previous bidding? Only 7HCP and poor heart support. **Pass** the ***game invitation***.

♠96 ♥A73 ♦KQ964 ♣J102	**N** **W E** **S**	
West - 2♦ ??		*East* 1♠ 2NT

East has shown a **balanced hand** with 15-19 points. (With fewer he opens 1NT, with more – 2NT)
Our 2over1 showed 10+HCP, we have at least 25 HCP between us, so the 2NT rebid is **forcing to game.**
With 3-card spade support we might bid 3♠, offering partner a choice of games. As it is - just raise to 3NT

♠A10974 ♥K1065 ♦10 ♣832	**N** **W E** **S**	
West - 1♠ ??		*East* 1♦ 2♦

East shows a **minimum opener** with 5+diamonds. He does not have 4-cards in a black suit – he would raise spades or bid 2♣. If he has 4 hearts he is not strong enough to reverse so he has only 13-14 HCP. It is too risky to bid 2♥ with such a weak hand – we will get too high. Pass and hope for the best.

♠K1042 ♥AQ876 ♦1093 ♣5	**N** **W E** **S**	
West - 1♥ ??		*East* 1♦ 1♠

When partner shows that his second suit is spades we know which denomination to play in. But how high? We have 9HCP plus 2 distribution points for the singleton. Game is possible but not certain.
Invite with 3♠, just as you would if partner had opened 1♠. The raise to 3♠ is a **limit bid.**

♠AJ943 ♥KJ6 ♦1075 ♣52	**N** **W E** **S**	
West - 1♠ ??		*East* 1♣ 1NT

East shows a balanced hand with 15-17 HCP. You may or may not have not enough for game, so you ***invite*** with 2NT, **a limit bid,** just as you would over a 1NT opening.

♠K2 ♥Q104 ♦854 ♣A10963	**N** **W E** **S**	
West - 1NT ??		*East* 1♥ 2♥

East has made **a weak rebid**, showing 6+ hearts (he would pass 1NT with only 5). You have 3 hearts and 9HCP, plus a distribution point for the doubleton spade. Game is possible, ***invite*** with 3♥.

♠K10932 ♥QJ53 ♦A98 ♣2	**N** **W E** **S**	
West - 1♠ ??		*East* 1♦ 2♥

Partner's rebid is a **reverse**, showing 16+HCP. With 4 hearts we know of an 8-card fit and we have enough HCP for game. So we raise to 4♥.

♠A109752 ♥K75 ♦832 ♣7	**N** **W E** **S**	
West - 1♠ ??		*East* 1♣ 2♥

Another **reverse**. We cannot raise hearts with only 3, and we do not like partner's first suit at all. But we have a good suit of our own, so we can rebid 2♠.
(With a stronger hand we might jump to 3♠.)

Improving the Part Score Contract

♠J6 ♥KJ10742 ♦843 ♣Q5	**N** **W E** **S**	
West		*East*
-		1♣
1♥		1♠
??		

Partner has shown **4 spades** and ***longer*** clubs. You cannot play in a probable 4-2 fit, and from your hand there is no prospect of game.
Bid 2♥. **A minimum rebid** in your own suit is a ***weak bid,*** suggesting that there is nowhere better to play. Partner will bid again only if he is very strong.

♠105 ♥K10953 ♦KJ73 ♣62	**N** **W E** **S**	
West		*East*
-		1♣
1♥		1♠
??		

Again, partner has shown two suits you do not have any support for. It would be unwise to rebid a 5-card suit in case partner has no hearts, or only one.
There is little point in bidding diamonds– partner has already shown 9 cards in the black suits, so he is unlikely to have 4 diamonds as well.
Bid **1NT** to show that you have diamond stoppers.

♠K9432 ♥K32 ♦853 ♣J5	**N** **W E** **S**	
West		*East*
-		1♥
1♠		2♦
??		

Partner has 5+hearts and 4+ diamonds.
The **change of suit** is not necessarily a weak bid, but you have a minimum response and no reason to expect game. With 3 hearts you know of an 8-card fit, so you bid 2 ♥. This is known as ***giving preference*** to partner's first suit.

♠K9432 ♥K2 ♦1073 ♣J62	**N** **W E** **S**	
West		*East*
-		1♥
1♠		2♦
??		

This time you have no obvious fit. You have a weak hand and no reason to think game is possible.
You appear to have 7 cards between the hands in both red suits, so pass is an option. But 2♥ is a better bid: partner might have 6 hearts, or 3 spades.
Bid 2♥, giving ***false preference***. This is a weak bid, partner can pass, but you give him another chance to bid just in case there is a better spot.

♠Q1092 ♥K2 ♦1032 ♣K632	**N** **W E** **S**	
West		*East*
-		1♦
1♠		2♥
??		

Over partner's **reverse** you must ***give preference*** at the 3-level but that is all right: partner knew this might happen, and he has at least 16 points.
You have a minimum hand, but can happily bid 3♦ with 3 card support

♠K9432 ♥K2 ♦1073 ♣J62	**N** **W E** **S**	
West		*East*
-		1♥
1♠		3♦
??		

This time partner has shown a very strong opener, and you have to bid again. You do not especially wish to rebid this spade suit. You cannot bid 3NT with no club stopper, and there is no known 8-card fit.
Once again you give ***false preference*** with 3♥.
This allows partner to bid again if he has 3-card spade support, or wishes to try 3NT.

Responder's Rebid

This fourth bid in the auction will not always be necessary, but it is important to get it right!

When partner raises your suit you simply have to decide whether to bid on or not

North	*South*
1♥	1♠
2♠	?

You can Pass, bid 4♠ or make a ***game try*** in a new suit.

North	*South*
1♦	1♥
3♥	?

Here you Pass with a minimum response, and bid on otherwise

North	*South*
1♠	2♦
3♦	?

When the agreed suit is a minor consider bidding 3NT .

When partner rebids in 1NT you have the option of passing, raising, or trying to improve the contract

1♥	1♠
1NT	?

♠KJ87
♥53
♦Q753
♣763

Pass with a minimum balanced hand

♠KJ74
♥K6
♦Q1074
♣986

2NT, an invitational raise, with 8-9HCP balanced

♠KQ84
♥84
♦KQ75
♣Q65

3NT with 10+HCP and a balanced hand

1♥	1♠
1NT	?

♠KQJ843
♥3
♦753
♣763

2♠ ***improving the part score*** into a long suit

♠KQJ754
♥6
♦Q104
♣J86

3♠ inviting game in your 6-card suit

♠AKQ1084
♥4
♦QJ75
♣J5

4♠ Game values, a 6-card suit in an unbalanced hand

1♥	1♠
1NT	?

♠KJ743
♥3
♦Q10753
♣73

2♦ looking for a better place to play

♠ KQ754
♥ 6
♦ KQ1043
♣ J6

3♦ offering a choice of game contracts

♠ AK10842
♥ Q74
♦ 5
♣ 652

3♥ in case partner has 5 hearts

NB When you bid a new suit over a 1NT rebid you promise 5 cards in your first suit.
You hope partner has 3-card spade support and can ***give preference*** just as you do when he bids a new suit.

When partner bids a new suit

1♥	1♠
2♦	?

♠KJ87
♥K64
♦53
♣J763

2♥ - a weak **preference** for the 5-card heart suit

♠A1074
♥KJ6
♦Q4
♣10986

3♥ a delayed **limit raise** with 3-card support

♠K864
♥84
♦AJ75
♣K65

3♦ You need 4-card support to raise a new suit

1♥	1♠
2♦	?

♠ K10542
♥ K4
♦ J53
♣ J63

2♥ ***False preference*** West may have 6♥s, or bid 2♠ with 3 spades

♠ A1074
♥ J6
♦ J94
♣ KQ106

2NT with 11-12HCP, no8-card fit and a good stopper in the unbid suit.

♠ KJ10842
♥ 8
♦ J75
♣ J65

2♠ showing a 6-card suit in a weak hand. West will pass even with 0 ♠s.

1♦	1♠
2♥	?

♠ Q10542
♥ K94
♦ J53
♣ 62

3♦ Preference. After partner's ***reverse*** you must bid again

♠ KJ104
♥ J63
♦ 94
♣ KJ106

2NT. No particular fit stoppers in the unbid suit.

♠ A1082
♥ Q98
♦ J5
♣ J832

3♦ ***false preference***. You need 4-card support to raise hearts.

Quiz 42

We give you a West hand and the start of the auction.
The question is: what do you bid now?

1)

♠ AQJ	*West*	*East*
♥ K4	-	1♣
♦ KQ952	1♦	1♥
♣ 1093	???	

_____

2)

♠ A975	*West*	*East*
♥ Q109642	-	1♦
♦ 8	1♥	1NT
♣ 43	???	

_____

3)

♠ 97	*West*	*East*
♥ KJ102	-	1♠
♦ QJ64	1NT	2♦
♣ J105	???	

_____

4)

♠ J83	*West*	*East*
♥ KQ72	-	1♦
♦ 65	1♥	1♠
♣ AJ94	???	

_____

5)

♠ Q32	*West*	*East*
♥ K76	-	1♥
♦ Q95	1NT	2♦
♣ J1085	???	

_____

6)

♠ AJ853	*West*	*East*
♥ J942	-	1♣
♦ 62	1♠	2♥
♣ J7	???	

_____

7)

♠ 72	*West*	*East*
♥ K43	-	1♥
♦ AQJ95	2♦	2♠
♣ 853	???	

_____

8)

♠ AJ532	*West*	*East*
♥ 2	1♠	1NT
♦ KQ73	2♦	2♠
♣ K92	???	

_____

9)

♠ KQ62	*West*	*East*
♥ 94	1♦	1♥
♦ AJ873	1♠	1NT
♣ A5	???	

_____

10)

♠ A83	*West*	*East*
♥ AQ9762	1♥	1♠
♦ 5	2♥	3♥
♣ K64	???	

_____

Lesson 43 Slam Bidding (1): Cue-bidding

Aims

- To introduce the class to Slam Bidding
- To demonstrate the importance of cue-bidding as the basis for sound slam bidding
- To emphasise that the first step in slam bidding need not be to ask for aces.

Content

1 Bidding and making slams is one of the great pleasures in bridge
For a slam we need to make **12 or 13 tricks.**
Which means we need a ***source of tricks*** – lots of high cards, or lots of distribution, or lots of trump.
Put it another way, we cannot afford to **lose more than one trick in a small slam**, and no tricks at all in a Grand Slam
This means we must have ***control*** of every suit: we cannot afford to have opponents cash 2 tricks against a small slam (1 against a Grand) or we will go down.

First Round Controls are **aces** (which can win the first round of a suit)
and, in a trump contract, **voids** (which allow you to trump the first round of a suit)

In a small slam we can afford to lose one trick, so there can be one suit with no first round control – but we will need a ***second round control***: a **king** or a **singleton.**
For our first acquaintance with slam bidding we will concentrate on First Round Controls.

2 When we think we may have the values to make a slam we can check on Controls by ***cue-bidding***
A Cue-bid is a bid in a suit where we have First Round Control, either an ace or a void.
We make a cue-bid ***after a suit has been agreed as trump,*** when we sense that there may be a slam on the hand: now a new suit is **not** somewhere to play, it is a way of showing a control.

Once a trump suit is firmly agreed a bid in a new suit says "Partner, we have bid strongly enough to play in at least game, but I have such a good hand that I think we may have a slam.
I am showing you a first round control so that we can decide whether slam is making or not."
This way of investigating slam keeps the bidding low and allows you to stop if you find that you have two losers in one suit

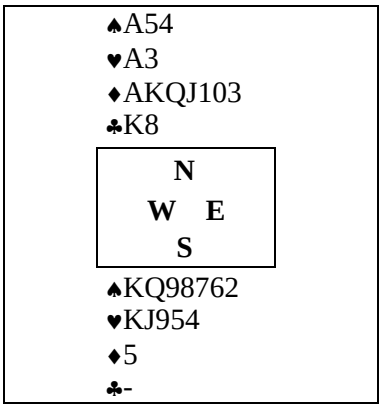
3 Look at the kind of auctions where a trump suit is agreed:

1M-3M; 1any-1M-3M 1any-jump shift-raise

In auctions like this when one player bids a new suit that is a **cue-bid.**
It shows interest in slam and first round control in the suit bid.
It goes without saying that a cue-bid is forcing! Partner cannot pass.
It is the best way forward when you have slam interest in a hand where one suit has no control – it gives partner the chance to show whether he can control that suit or not.
When you realise that there is one suit with no control you ***sign off*** by bidding the agreed trump suit.

4 Summarise what you have learnt
A cue-bid is a bid **in a new suit** made **after the trump suit is agreed**
It shows First Round Control in the bid suit which means: the ace or a void.
A cue-bid carries the message that you are interested in slam
We make ***the cheapest cue bid available***: if we skip over a suit we ***deny*** first round control in it.
In response to a cue-bid partner should make a return cue-bid if he can.
But if he has no control in a suit you have skipped over, denying control, he should sign off in game.

A slam hand



On these hands you can make 7♠.
You have **controls** in every non-trump suit: ♥A, ♦A and a void in clubs
As well as controls you need to have enough ***winners***
Here you have 7 trump, 2 hearts and at least 5 diamonds - more than enough
This deal comes from the 1995 World Championships, and it is a matter of record that many of the expert pairs did not have the methods to bid the Grand Slam

The Cue-bid

♠ AQ9762
♥ 85
♦ AKQ43
♣ –

West	*North*	*East*	*South*
1♠	Pass	3♠	Pass
?			

Partner has shown spade support and 10 or 11 points.
You certainly have the values for game, and slam is in the air
We start with 4♣, ***a cue-bid*** which promises **control** in clubs.
Here are two East hands to put beside this West hand:

♠AQ9762
♥85
♦AKQ43
♣-

a)

♠K1043
♥QJ6
♦105
♣A972

West	*North*	*East*	*South*
1♠	Pass	3♠	Pass
4♣	Pass	4♠	Pass
Pass	Pass		

With no heart control East-West do not bid above 4♠.

b)

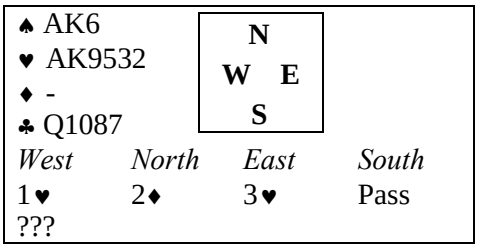
♠K1043
♥AJ6
♦105
♣Q972

West	*North*	*East*	*South*
1♠	Pass	3♠	Pass
4♣	Pass	4♥	Pass
6♠	Pass	Pass	Pass

When East cuebids 4♥ West knows 6♠ should make

NB: 4♣ in this auction cannot be a suggestion that we play in clubs: spades are the agreed trump suit.
4♣ says: "we must play in at least game, since I did not pass 3♠, but I have such a good hand that I think there may be a slam. Please cuebid any first round control you have."

Some examples of cue-bidding

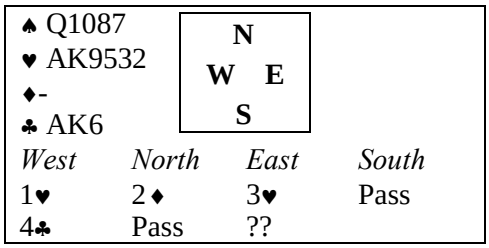


Hearts are agreed by the limit response at the 3-level. So West's 3♠ is a **cue-bid.** If East has ♣A or a club void he cuebids 4♣. With no club control but ♦A he bids 4♦. With no first round controls he bids 4♥. If he bids 4♦ or 4♥ West knows there is no club. control, so he ***signs off*** in 4♥

Note that you cue-bid 3♠, not 4♦.

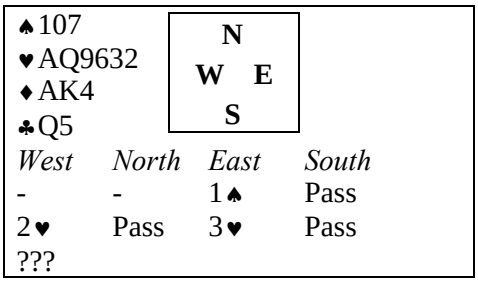
Always cue in the cheapest available suit

This allows partner to cuebid in return.



This time West has no spade control. He bids 4♣, his cheapest control. If East has no spade control either he ***signs off*** in 4♥. If he has spade control he can bid 4♠.

Note that East knows West has no spade control yet he is making a slam try, so he must have a good hand. He ***must*** sign off with no control in spades, but should bid 4♠ if he has a control. When we 'skip' a suit we ***deny*** control in it

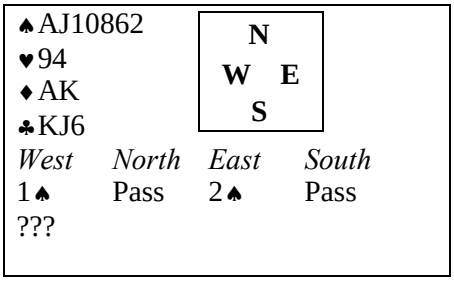


With hearts agreed you can bid 4♦ to show:

1) interest in playing in 6♥
2) no control in spades or clubs

therefore control in diamonds and good trump (otherwise how could you be interested in slam?)

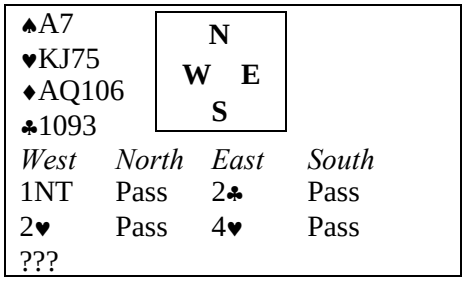
When not to cuebid.



This is a good hand, improved by partner's raise, which allows you to add distribution points.

But you cannot have slam interest opposite a weak response, so no cuebid, just sign off in 4♠

A new suit at the 3-level over a weak response is a ***game try*** suggesting there may be game if partner is maximum



This time you have bid your hand by opening 1NT You are maximum, but partner is in charge He has made no slam try, so you cannot either

When you have made a limit bid you can co-operate in a slam try, but not initiate one

Slam Bidding (1) Cue Bidding

Requirements for a Slam

Slam hands are quite rare. You need to win 12 tricks for a Small Slam, 13 for a Grand Slam

*You need **a source of tricks:***

2 balanced hands need lots of High Card points: at least 33 for 6NT, 37 for 7NT

Unbalanced hands may make slam with fewer HCP if they have a lot of trump, or a long running suit

♠AQJ743 ♥KQJ4 ♦- ♣A87	**N** **W E** **S**	♠K8652 ♥A5 ♦96543 ♣2

A combined 23 HCP, yet West makes 13 tricks in spades by ruffing 2 clubs in dummy. A ***perfect fit*** - no wasted high cards, shortages opposite length

♠AQJ743 ♥KQJ4 ♦- ♣A87	**N** **W E** **S**	♠K8652 ♥A5 ♦2 ♣96543

This time the limit is 11 tricks, since 2 club tricks must be lost. The hands fit poorly when both are short in the same suit (***mirror distribution)***

And, of equal importance, you can afford to lose only one trick in a Small Slam, none in a Grand.

You need ***control of every suit*** to prevent opponents cashing 2 tricks against a Small slam, 1 against a Grand.

The Cuebid

This is the single most important tool for accurate slam bidding.

When we have agreed a trump suit, we can cuebid a suit where we have ***first round control*** (ace or void)

West	*East*	*West*	*East*	*West*	*East*	*West*	*East*
1♥	3♥	1♥	2♠	1♥	2♦	1NT	3♣
3♠		3♠	4♣	4♦	4♥	3♥	

The last bid in each of these auctions is a **cuebid,** showing ***first round control*** in the suit bid.

It is ***not*** a suggestion that we might play in this suit: ***a trump suit is already agreed.*** Partner cannot pass!

The cuebid shows ***interest in playing in a slam*** and first round control of the suit bid.

♠A3 ♥AKQJ93 ♦AK8 ♣87	**N** **W E** **S**	♠652 ♥10862 ♦96 ♣AK72

West	*East*
2♥	3♥
3♠	4♣
4♦	4♥
6♥	Pass

When partner raises hearts West sniffs slam in the air But he needs partner to have ***control*** in clubs.

So he **cuebids** his cheapest first round control.

This allows East to **cuebid** his first round club control

♠AKJ876 ♥- ♦J8432 ♣AK	**N** **W E** **S**	♠Q954 ♥AK72 ♦75 ♣Q73

West	*East*
1♠	3♠
4♣	4♦
4♠	Pass

This time West needs control in diamonds.

He **cuebids** his cheapest first round control.

East cuebids hearts, not what West wanted to hear.

There is no slam, so West ***signs off*** in 4♠.

Rules for cue-bidding

1. A suit must be ***clearly agreed*** as trump. Usually this means it has been **bid and raised**.
2. The values for slam must be present - someone must have a strong hand
3. A cue-bid shows **first round control** in the suit bid - an ace or a void
4. We always cue-bid the **cheapest** first round control. If we 'skip' a suit we ***deny*** first round control in it.
5. When it is clear that we have no control in one suit we ***sign-off*** by making the cheapest available bid in the agreed trump suit

West	*East*	*West*	*East*	*West*	*East*	*West*	*East*
1♥	3♥	1♥	2♥	1♥	2♠	1♠	3♠
4♥		3♣		3♣		4♦	

East cannot cue-bid now. He has made a ***limit bid***. Partner is in charge.

Not a cuebid, a **game try** There will be no slam opposite a weak response

Not a cuebid, no suit is agreed. A natural bid, just like 2♣ over a 1♠ response

West has **denied** club control, so East must sign off in 4♠ unless he has a control in clubs

Quiz 43

In all the problems you are West.
Opponents do not bid, and the question is: what do you bid now?

1)

♠ AKQ2	*West*	*East*
♥ K6	2NT	3♦
♦ A97	3♥	4♣
♣ KQ93	???	

_____

2)

♠ QJ5	*West*	*East*
♥ Q763		2♥
♦ AKJ	3♥	3♠
♣ 842	???	

_____

3)

♠ Q7	*West*	*East*
♥ AQ964	1♥	3♥
♦ J1052	???	
♣ A8		

_____

4)

♠ KQJ1072	*West*	*East*
♥ -	2♠	3♠
♦ 83	4♣	4♥
♣ AKQ96	???	

_____

5)

♠ K109632	*West*	*East*
♥ -	1♠	4♠
♦ KQ84	5♣	5♦
♣ AK7	???	

_____

6)

♠ A1072	*West*	*East*
♥ Q8	1NT	2♣
♦ KJ103	2♠	4♠
♣ A96	???	

_____

Lesson 44: Slam Bidding (2): Asking with Blackwood

Aims

- To introduce the idea of Asking for Aces
- To emphasise that, while Blackwood is simple and straightforward, it is really designed ***to avoid bad slams*** rather than find good ones. Cue-bidding is a better tool.
- To mention Gerber and advise its use only in no-trump auctions. (We need 4♣ as a natural bid or a cue-bid in suit auctions)

Content

1 Remind the class about cue-bidding

2 Introduce Blackwood, a new ***convention*** which gives a special meaning to the bid of 4NT.
If, ***after a suit has been agreed***, someone bids 4NT this is an ***Ace ask.***
Partner shows how many aces by responding in steps as follows:

5♣	0 aces, or 4
5♦	1 ace
5♥	2 aces
5♠	3 aces

(Point out that there is no real problem with the dual meaning of 5♣. A player who elects to ask for aces usually has at least one himself, so in practice the 5♣ reply always shows 0 aces.)

After you have asked for aces, you can ask for kings by bidding 5NT.
The responses are exactly the same.

6♣	0 kings, or 4
6♦	1 king
6♥	2 kings
6♠	3 kings

Emphasise that when you ask for kings you promise that your side has all the aces!
5NT propels your side to a small slam ***whatever partner responds.*** You can only want to know about kings if you are interested in a grand slam - which means you must have all the aces!

Mention that this method of showing aces is called simply "Blackwood". There are many more developed variations, such as Roman Blackwood, or Roman Keycard Blackwood.
For the time being we will stick with the simplest form, which is still a very effective convention.

3 Make it clear that this is an easy convention – but also a dangerous one.
You must be prepared for all the possible responses so that you do not find yourself too high when partner has fewer aces than you hoped. It is a pity to have to play in slam when missing two aces!
So you can ask for aces safely only when you are fairly sure that you have a slam on.

Blackwood is a device for keeping out of bad slams. You should use cue-bids when you are not sure whether you have enough values

Ask for aces only when: ***you have clearly agreed a trump suit***
a***nd you are sure that you have the values for at least a small slam***

4 Explain that 4NT may be required as a natural bid if you are playing in no-trump.
Over a 1NT/2NT opening bid 4NT is "***quantitative"*** – a slam try which invites partner to pass if he is minimum, and bid 6NT if he is maximum.
In NT auctions (and ***only*** in NT auctions) we can ask for aces with **4♣**. This is known as ***Gerber***

If you want to ask for aces **immediately over partner's 1NT/2NT opening** you can use 4♣.
The responses are also in steps: 4♦ = 0 or 4 aces
4♥ = 1 ace
4♠ = 2 aces
4NT = 3 aces

Slam Bidding using Blackwood

♠K2 ♥AKQJ963 ♦AKQ ♣6	N W E S	♠AQ1076 ♥52 ♦1082 ♣KJ8
West 2♣ 4NT 6♥		*East* 2♠ 5♦ Pass

West is dealer and opens his strong bid, 2♣.
East gives a positive 2♠ reply showing 5+spades to 2 top honours
West thinks: "maybe partner has both black aces, in which case our side can make all thirteen tricks.
And if he has only one ace (that will be ♠A) I can make 12 tricks in hearts"
So he asks "how many aces?"
When East shows one West ***signs off*** in 6♥.

♠A82 ♥KQJ1064 ♦AQ3 ♣5	N W E S	♠KQJ1043 ♥A2 ♦765 ♣A3
West 1♥ 4NT 7NT		*East* 2♠ 5♥ Pass

East's 2♠ response shows a good 6-card spade suit and at least opening strength. So West can count 6 spade tricks, and also 6 heart tricks if partner has ♥A. If East had ♣A too West could count 13 tricks. So he asks "how many aces?"
When East shows two he can count 13 tricks, so he bids 7NT
If East had replied 5♦ West would know there was a missing ace and he would sign off in 6♠. (7NT is safer with 13 top winners, in case someone can ruff the opening lead. But with an ace missing 6♠ is safer. If partner has ♣A you would have to watch opponents cash at least 4 clubs when they won ♥A!)

An example from real life: the 1980 Olympiad Final between France and the USA.

Dlr South EW Vul	♠AKQ1093 ♥Q762 ♦A9 ♣2	
♠J876 ♥85 ♦872 ♣K954	N W E S	♠542 ♥94 ♦QJ63 ♣J1073
	♠ - ♥AKJ103 ♦K1054 ♣AQ86	

West	*North*	*East*	*South*
-	-	-	1♥
Pass	2♠	Pass	3♣
Pass	3♥	Pass	4NT
Pass	5♥	Pass	7♥
All Pass			

North's jump shift response of 2♠ showed 6+spades to two top honours
South rebid 3♣, a second suit, which automatically shows5 or more cards in his first suit, hearts. North showed his heart support, and now South used Blackwood. When North showed two aces he simply bid the Grand Slam

A health warning

Blackwood is ***the most abused convention in bridge!*** Many players wheel out Blackwood as soon as they sniff slam. They discover how many aces partner has, but they have no idea how many tricks they can make.

♠QJ ♥A9876 ♦K3 ♣AJ54	N W E S	♠103 ♥KQ1054 ♦A876 ♣92
West 1♥ 4NT 6♥		***East*** 4♥ 5♦ Pass

Declarer lost 2 spades and 1 club, two down.
West: "I had to go on with 15 points. How can you bid 4♥ with only 9?" East: "You were wrong to bid 4NT. How could we have enough tricks?"
Who was right? **East** He had enough for 4♥ with 3 'Fit' points. West should pass with no obvious source of tricks. Even 5♥ may not make.

.

♠AKQ754 ♥3 ♦KQ62 ♣AK	N W E S	♠J102 ♥KQ5 ♦A87 ♣9643
West 2♠ 4♣ 4NT 6♠		*East* 3♠ 4♦ 5♦ Pass

Expert players use Blackwood only when a small slam is virtually certain, a Grand possible. The cue-bidding we saw in the last lesson is a better way to investigate. Sometimes you can use Blackwood after cue-bidding. West shows slam interest by cue-bidding clubs. When East shows ♦A things are looking good, so he checks to see if he has ♥A also. No luck, so he signs off in 6♠.

Slam Bidding (2) The Blackwood Ace-asking Convention

Cue-bidding is the best way to discover if you have the values for slam, and if you have two losers in a suit. If you know you have the values your only concern may be whether you have enough first round controls. This is the time to use **<u>Blackwood</u>,** a ***conventional*** bid of 4NT which asks partner ***how many aces he has.***

Blackwood

When a suit has been agreed a bid of 4NT asks partner to tell you how many aces he has.

He replies in steps:	5♣ (the first step)	shows no aces, or all four
	5♦ (the second step)	shows one ace
	5♥ (the third step)	shows two aces
	5♠ (the fourth step)	shows three aces

(There is no real danger of confusion after the 5♣ reply.
The partner who asks for aces usually has at least one - unless partner opened 2♣ and cannot have 0 aces)

If the reply to 4NT tells you that your side has all the aces you can investigate a Grand Slam by asking for kings with 5NT. The replies are exactly the same as to the ace-ask, but a level higher

Over 5NT	6♣ (first step)	shows no kings or four
	6♦ (second step)	shows one king
	6♥ (third step)	shows two kings
	6♠ (fourth step)	shows three kings

Rules for Blackwood

1. 4NT is Blackwood only when a suit is agreed
2. We use Blackwood only when we are sure that we have the values for slam
   It is a way to avoid bad slams, not to investigate whether we may have a good one.
3. We can use Blackwood after cuebids have established that we have no suit with two top losers
4. Do not use Blackwood when you have a suit with 2 losers unless partner has shown a control in that suit
5. Do not use Blackwood with a void in your hand (unless you can be sure partner has the right aces)

West	*East*	*West*	*East*	*West*	*East*	*West*	*East*
1NT	4NT	1♥	3NT	1♥	2♠	2♠	3♠
		4NT		3♠	4♣	4♦	4♥
				4NT		4NT	
Not Blackwood - no agreed suit. 4NT is ***quantitative*** inviting 6NT		No agreed suit, so 4NT is quantitative, inviting slam if partner is maximum.		Blackwood - spades were agreed when West bid 3♠. 4♣ was a cuebid		With spades agreed West uses Blackwood after two cuebids	

A Health Warning

Blackwood is a very simple convention. ***It is also the most abused convention in Bridge.***
Use it **<u>only</u>** when you are sure you have slam values, **<u>and you will know what to bid over partner's reply.</u>**

Gerber

Blackwood is not the only way to ask for aces. You will hear of such variants as Roman Keycard Blackwood
There is also Gerber, which uses 4♣ as the ace-asking bid
Many players argue that Gerber is superior because it allows you to ask for aces below the level of game.
However, ***asking for aces is not the most important aspect of slam bidding***
Using 4♣ to ask for aces means we cannot use it as a natural bid, nor as a cue bid.
Which is why we recommend Blackwood, the **<u>unambiguous ace-asking convention.</u>**
But you may use Gerber in no-trump auctions where no suit has been agreed *(not otherwise!)*

West	*East*	*West*	*East*		
1NT	4♣	2NT	4♣	East might have a hand like this, where all he needs to know is how many aces partner has. (But not very often!)	♠KQJ96532 ♥KQ ♦6 ♣3

The replies to Gerber are in steps, just like Blackwood

Over 4♣	4♦ (first step)	shows no aces or four
	4♥ (second step)	shows one ace
	4♠ (third step)	shows two aces
	4NT (fourth step)	shows three aces

Quiz 44

This is the West hand. We give you the bidding so far. What do you do now?

1)

	West	*East*
♠ KQ943		1♣
♥ KQ105	1♠	3♠
♦ 72	???	
♣ A6		

_____

2)

	West	*East*
♠ 5	1♦	2♥
♥ K96	???	
♦ AKQ1072		
♣ A83		

_____

3)

	West	*East*
♠ KJ82	1♣	1♥
♥ 103	1♠	3♠
♦ A7	???	
♣ AQJ54		

_____

4 Suggest an auction for these two hands: North-South pass throughout, and the dealer is West

♠ AKJ10962	♠ Q87
♥ 5	♥ AQ1064
♦ AK	♦ 1084
♣ KQJ	♣ 96
_____	_____
_____	_____
_____	_____
_____	_____

Lesson 45 Card Play: Communication

Aims

- Point out the importance of communication in bridge – and not just during the bidding!
- Declarer may need to cross from hand to hand (say to take a finesse); and the defenders need to stay in contact also.
- Look at the Hold Up and the Duck.

Content

1) Illustrate the importance of ***communication*** between declarer's hand and dummy.

2) Remind the class of the dangers of ***blocking*** a suit: "***play the honours from the short hand first"***

3) Introduce the Hold Up – a way of ***cutting the communication between opponents' hands.***
When dummy has a long suit and no obvious entry a defender should **hold up** his ace, if he can, till declarer has no more cards to lead to dummy.
Similarly, when defenders attack your weakness in 3NT you should **hold up** an ace (or king once the ace has gone) in case you can cut their communication in that suit.

4) Introduce the Duck, a way of preserving communication by retaining honours in the long suit so that they will act as entries.
When there is an inevitable loser (or two) in a suit you may as well lose it early by **ducking** (playing low cards from both hands so as to lose a trick) the first or second time you play the suit

5) Point out how the Hold-up and the Duck are related.
In both cases a player declines to win a trick with an ace or king, saving it to win a trick later.

The hold-up is designed to cut opponents' communications and so prevent them from taking their tricks.
The duck is designed to keep your own communications open, so that you can get at your tricks.

When you can afford to lose a trick lose it early while you still have control of the other suits.
Do not rush to grab an ace (or king) in a suit opponents are trying to establish

The Importance of Communication

♠KQJ98762 ♥96 ♦54 ♣3	**N** **W E** **S**	♠10 ♥AK42 ♦AJ32 ♣A975
West 3♠		*East* 3NT

West opens a vulnerable pre-emptive 3♠.
East bids 3NT because "I have all the other suits"
West has described his hand and makes a trusting, disciplined pass
3NT is hopeless – East makes just 4 tricks because ***there is no entry to the West hand*** for those lovely spades. Compare this with a 4♠ contract. You can easily reach the West hand by ruffing clubs.
4♠ makes 11 easy tricks, and that is what East should bid

Honours from the Short Hand First

	♠A2 ♥9643 ♦A8752 ♣KQ	
♠975 ♥KQJ82 ♦K4 ♣873	**N** **W E** **S**	♠J1084 ♥107 ♦Q109 ♣10654
	♠KQ63 ♥A5 ♦J63 ♣AJ92	

South plays in 3NT and West leads ♥K
You can count 9 Sure Tricks: 3 spades, 1 heart, 1 diamond, 4 clubs
So you win ♥A and start to cash your winners.
Suppose you cash ♠A, an honour from the short hand, then the other spades. Now you cash ♣KQ – and… how do you get to the South hand for the other club winners?
It is important to cash **<u>all</u>** the honours in the **<u>short hand</u>**, ♣KQ, then ♠A. That solves your communication problems

Holding up an ace

1)	♠964 ♥83 ♦76 ♣KQJ942	
♠QJ105 ♥J1072 ♦J432 ♣10	**N** **W E** **S**	♠873 ♥K964 ♦KQ5 ♣A83
	♠AK2 ♥AQ5 ♦A1098 ♣765	

South plays in 3NT, and West leads ♠Q.
There are just 4 Sure Tricks, 2 in spades, 1 in hearts, 1 in diamonds
Declarer hopes to develop 5 extra tricks in clubs
He wins trick one with the ace of spades and plays a club to the king
What should East do?
If he wins this trick South will make 9 tricks – so he ***ducks*** his ace
South naturally continues with another club – and ***East ducks again***
East has to win the third round of clubs – but now there is no entry to the North hand – **<u>the communication is broken.</u>**
East can see there is no outside entry to the North hand, so he should be in no hurry to take his ace

2)	♠AQ4 ♥J85 ♦KJ942 ♣73	
♠J1065 ♥74 ♦76 ♣KQJ82	**N** **W E** **S**	♠97 ♥Q10932 ♦A83 ♣1065
	♠K832 ♥AK6 ♦Q105 ♣A94	

West leads ♣K, top of a sequence, against South's 3NT
There are 6 SureTricks, 3 spades, 2 hearts, 1 club.
4 more can be established in the Work Suit, diamonds.
But the defence have attacked a weak spot: ♣A is our only stopper. It is worth ***holding it up*** for 2 rounds to ***cut the defenders' communication***.
When East wins ♦A he has no club left to lead.

3)	♠97 ♥QJ3 ♦K95 ♣QJ1073	
♠QJ1065 ♥97 ♦Q1087 ♣94	**N** **W E** **S**	♠A43 ♥10862 ♦J4 ♣A652
	♠K82 ♥AK54 ♦A632 ♣K8	

This time West leads ♠Q, and East wins ♠A.
Now there are 6 Sure Tricks, and knocking out ♣A will establish 4 more. (Remember to start with ♣K, the honour in the short hand.)
When East returns a spade at trick 2 South should ***hold up*** ♠K till the third round. Then when East wins ♣A he has no spade to lead.

Ducking to preserve communications

1)

	♠J52 ♥76 ♦A9762 ♣J104	
♠963 ♥K9843 ♦Q10 ♣Q92	N W E S	♠Q1074 ♥J105 ♦J83 ♣K86
	♠AK8 ♥AQ2 ♦K54 ♣A753	

South plays in 3NT.
West leads ♥4, fourth highest of his longest and strongest
There are 7 Sure Tricks: 2 spades, 2 hearts, 2 diamonds and 1 club
East plays ♥10, (Third Hand plays **lower** of **touching high cards**), and South wins ♥Q.
He hopes to develop length tricks in the Work Suit, diamonds
But dummy has no entry outside diamonds. The only way to reach dummy is with ♦A. So he needs to keep it to win the third round.
Declarer leads ♦4 from hand and plays ♦2 from dummy – this is called ***ducking a round of diamonds***
When he regains the lead he can cash ♦K, then win the third round with ♦A. Now there are two more length tricks to cash in dummy.
Notice how cashing the king and ace first would establish the length tricks, but then there would be no way to reach them.

2)

	♠63 ♥853 ♦832 ♣AK973	
♠Q972 ♥J942 ♦J1096 ♣4	N W E S	♠J1054 ♥Q107 ♦K4 ♣QJ65
	♠AK8 ♥AK6 ♦AQ75 ♣1082	

South opens 2NT and North raises to 3NT.
West leads ♦J, top of a sequence
There are 8 Sure Tricks, 2 in each suit
Declarer hopes to establish length tricks in clubs.
There are no **entries** to dummy outside the club suit so he plays ***low cards from both hands*** on the first round.
He wins the return and plays another club – and when West shows out he can **duck** again. There is just one length trick – and an entry to cash it.

3)

	♠62 ♥104 ♦AK9653 ♣943	
♠A9853 ♥Q86 ♦J72 ♣Q7	N W E S	♠J74 ♥J752 ♦Q10 ♣K1085
	♠KQ10 ♥AK93 ♦84 ♣AJ62	

A thin 3NT! West leads ♠5 to ♠J and ♠Q, giving us 6 Sure Tricks. The best chance of more is length tricks in diamonds. There is no outside entry to dummy, so declarer **ducks** the first round. Now when the suit breaks 3-2 there are 5 diamond tricks, and an **entry** in♦A to cash them.

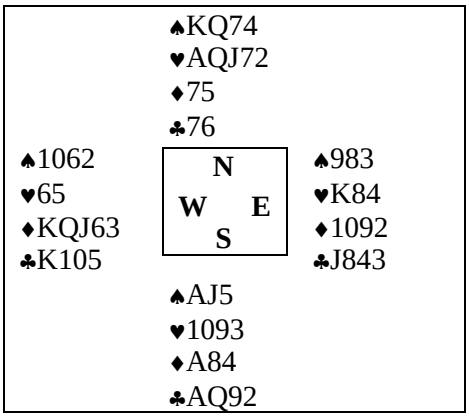
Ducking in a suit contract

	♠85 ♥K1032 ♦K8643 ♣74	
♠AQ4 ♥J76 ♦Q107 ♣QJ93	N W E S	♠93 ♥Q954 ♦A95 ♣K1062
	♠KJ10762 ♥A8 ♦J2 ♣A85	

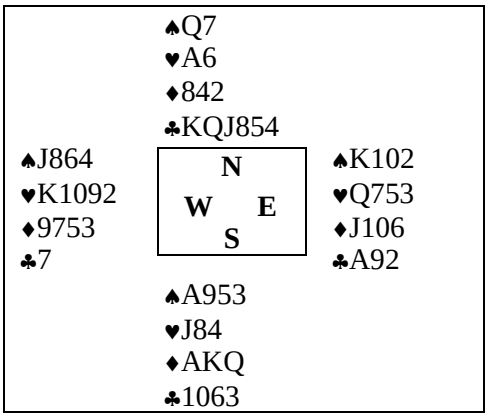
South plays in 2♠ and West leads ♣Q
Obviously South could win and return a club in the hope of ruffing a club in dummy (the short hand) later
But East could win the second round of clubs and lead a spade through, allowing West to play three rounds of trump.
That leaves South with six losers, 2 in trump, 2 in diamonds and 2 in spades. It is better to ***duck*** the queen of clubs.
If West continues clubs you make sure of a ruff in dummy
And if he puts East in with ♦A to lead a trump through you need not lose 2 diamonds. (In fact, you can establish **length tricks** by ruffing diamonds to discard your club losers)

Card Play: Communication

The Hold-Up (withholding an ace to cut opponents' communications)



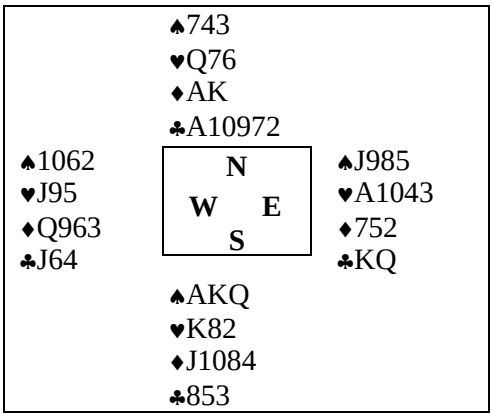
South plays in 3NT and West leads ♦K.
There are 7 Sure Tricks, and the Work Suit is hearts. If South wins trick 1 with ♦A and takes a heart finesse East wins ♥K and returns ♦10. West makes 4 tricks. One down.
If South waits to win the ***third*** round of diamonds East has none left. When he wins ♥K he tries a club but South grabs ♣A and ***cashes out.***



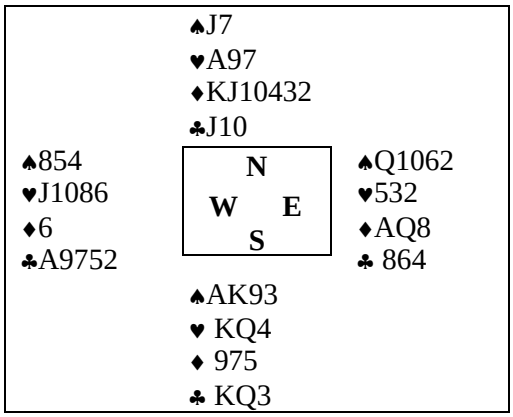
West leads ♥10 against South's 3NT.
South plays low from dummy but East wins ♥Q and returns a heart, removing dummy's ace. South plays on clubs. If East wins the first or second club the defence make ♣A and three heart tricks but declarer has the rest. If East ***holds up*** ♣A till the third round there is no ***entry*** to the North hand- he has ***cut the communication*** between declarer and dummy.

Aces are very important cards. They give you ***control*** of a suit.
<u>Don't grab an ace</u> (unless you can **<u>cash out</u>**, or there is greater danger elsewhere)

The Duck (saving an ace to preserve your communications)



South plays 3NT. West leads ♦3 to dummy's ♦A.
6 Sure Tricks, 2 more can be established in clubs. But dummy's ***entries*** are under attack. If you play ♣A and another East will ***knock out*** ♦K.
A third clubs establishes 2 length tricks, but North has no entry to cash them! The solution? Save ♣A to win the ***third*** round. Now the ***entry*** cannot be removed prematurely. Conceding tricks in a suit while retaining top cards is called ***ducking.***



West leads ♣5 (fourth highest) against South's 3NT.
Dummy plays ♣10, East ♣4 and South ♣Q.
South plays diamonds, East wins ♦Q and returns a club. West knows South still has ♣K (East did not play it at trick 1). His only entry is ♣A, so ***he does not take this trick.*** Now when East wins ♦A he has another club to lead. The defence make 2 diamonds and 3 clubs for one down. Declarer was doubly unlucky: diamonds lay very badly, and the defenders knew about ***ducking.***

Some other combinations where ducking an early round will preserve entries in the suit itself:

a) ♠ AK943
♠ 652

b) ♠ AK9765
♠ 43

c) ♠ A9765
♠ K32

To establish length tricks in these suits you must lose at least one trick. You keep better control by losing the ***first*** trick, not the third.

When a trick* must *be lost in a suit - lose it early

Quiz 45

1) How would you play these suits to make as many tricks as possible?

a) ♣ AQ92
♣ J103

_____
_____

b) ♣ K6
♣ AQ743

_____
_____

c) ♦ AQ
♦ KJ2

_____
_____

d) ♦ AKQ76
♦ 10984

_____
_____

2)

♠ A543 ♥ Q962 ♦ AKQ ♣ 76	**N** **W E** **S**	♠ 62 ♥ AK ♦ J432 ♣ A5432

West plays in 3NT
North leads ♠Q.
You count 9 Sure Tricks, so you win the first trick.
In which order should you cash your winners?

_____
_____

3)

♠ A62 ♥ AJ2 ♦ J98 ♣ A753	**N** **W E** **S**	♠ K43 ♥ 96 ♦ AQ1052 ♣ K84

West plays in 3NT. North leads ♥K.
Can you explain how you put your contract at risk by winning the first trick?

_____
_____

And how you guarantee making your contract by ducking the first trick?

_____
_____

4)

♠ 854
♥ J4
♦ AQJ98
♣ J87

N
W E
S

♠ 1072
♥ A5
♦ K643
♣ Q1032

You are East, defending a contract of 3NT by South.
West leads ♥10.
You win the ace and return ♥5, which South wins with the king.
Now South leads ♦10, partner plays ♦5, and dummy ♦8.
How do you plan the defence?

_____
_____
_____

Lesson 46 Defence: Out for the Count

Aims

- To emphasise the importance of counting – points, playing tricks, winners, losers and distribution
- To point out that defenders need to count also – we must acquire **the Counting Habit** by constant practice

Content

1) As declarer we have to do a lot of counting: in NT contracts we count Sure Tricks, in suit contracts we count losers: in both we count the tricks we can establish from our Work Suit.
We also ***count the distribution*** of our trump suit and our Work Suit.
By noticing when somebody ***shows out*** we can tell when trump are drawn and when our **length tricks** are winners.

2) To defend well, we have to do a lot of counting also.
Good defence is based on a combination of counting and logical inference.
The habit of counting has to be cultivated. It is an acquired skill, not an ability we are born with.
It is hard work - but it brings rewards in the satisfaction of working out what is going on.

3) These are the things we need to count as a defender.

When dummy goes down – count its points.
Add those to the number you can see in your hand, and the number declarer has shown by his bidding. That will tell you how many partner has, more or less accurately (depending on how revealing the bidding has been.)
Of course, opponents' bidding is not always reliable as yours, but some things are sure:

a) If declarer has bid no-trump he usually has the range of HCP his bid has shown (12-14 for 1NT, 15-17 for a 1NT rebid etc)
b) If declarer has opened with a pre-emptive bid he is not strong enough for a 1-opener.
c) If an opponent has passed instead of opening the bidding he has fewer than 13HCP.
d) If responder has passed partner's opening bid he has fewer than 6 HCP.

During play - count the distribution of the cards.
Notice when someone shows out. Make a mental note of how many cards the other players have.

Count Declarer's Tricks
Just as declarer counts his tricks when dummy goes down, so defenders should try to count theirs.
You need 5 tricks to defeat 3NT, 4 for a major suit game, 3 for a minor suit game, 2 for a slam.
Sometimes you can count declarer's tricks.
If he has enough to make his contract you may need to assume partner has a specific card to beat him

4) Introduce the **Count Signal**
(We have already looked at the Attitude Signal, where ***a high card encourages***, and ***a low card discourages.*** We use it when partner has led a high card, an ace, king or queen, or when we discard)
When declarer (or dummy) leads a suit there is no point in showing attitude – you do not want partner to play declarer's Work Suit!
Instead we help partner count the distribution by giving a ***count signal,*** telling him how many cards we hold in the suit led
We play a ***high card*** to show that we hold an ***even*** number of cards in the suit led
a ***low card*** to show an ***odd*** number of cards in the suit led
This information tells partner how many cards ***declarer*** has in the suit: he counts the cards in his hand and dummy, adds the number you have shown, then subtracts from 13.
You may think it will be difficult to know whether partner has 1, 3 or 5 cards in a suit: or 2, 4 or 6
In practice you can usually tell: there are clues from the bidding
The count signal helps partner to count the distribution of a suit – so it is also known as a **distributional signal.**
A high card shows an even number, a low card an odd number
It is best to signal blatantly: with an odd number always play your ***lowest*** card
with an even number play the ***highest card you can afford***

Counting the High Card Points

EW Vul
Dealerr
South

♠953
♥AK
♦KQ84
♣Q642

	N	
W		E
	S	

♠Q7
♥98432
♦AJ3
♣KJ5

West	*North*	*East*	*South*
-	-	-	3♠
Pass	4♠	All Pass	

South opens 3♠ and North raises optimistically to game.
West leads ♥Q, won in dummy with ♥K
Declarer plays a trump to ♠A in his hand, partner following with ♠2
He continues with ♠K on which partner discards ♦2
Now declarer plays a diamond to dummy's ♦K. What should East do?

He pauses to consider what he knows about the hand.
South had ♠AKJ10864 (7 sure tricks)
Dummy has ♥AK for 2 more tricks, and a diamond will make 10 tricks.
To beat 4♠ East must win ♦A and try to make 3 club tricks quickly.
He must play ♣5 to partner's ♣A, and win two more tricks on the club return. How does he know West has ♣A?
South opened with a pre-empt: he cannot have 12HCP!
And if West does not have ♣A you cannot beat this game!

♠95
♥843
♦AQJ106
♣KQJ

♠J8732
♥AQJ7
♦8
♣854

	N	
W		E
	S	

West	*North*	*East*	*South*
-	-	Pass	1NT
Pass	3NT	All Pass	

South opens 1NT (12-14HCP), and North raises to game.
West leads ♠3, fourth highest of his longest suit. East plays ♠K and declarer wins ♠A.
Now South plays ♦9 to your ♦8, dummy's ♦6 and partner's ♦3.
The next card South plays is ♦2. What should West discard?

North has 13HCP, you have 8, South has 12-14, so East has 5-7HCP.
East's ♠K at trick 1 denies ♠Q (Third Hand plays lower of touching cards). So South has ♠AQ.
The missing high cards are ♥K, ♦K and ♣A. Partner must have one of them, hopefully ♦K or ♣A. (Otherwise declarer has 9 tricks)
When he gets in you want him to lead a heart through declarer's king

But he does not know the spade position, so he will return your suit **<u>unless you tell him not to</u>**. Discard a spade on the second diamond!
You would not throw a spade unless you wanted him to lead something else.

Counting the Tricks

♠1098
♥Q9
♦863
♣AKQ108

♠K53
♥J1053
♦KJ94
♣52

	N	
W		E
	S	

West	*North*	*East*	*South*
-	-	-	1♠
Pass	2♣	Pass	2♠
Pass	3♠	Pass	4♠
All Pass			

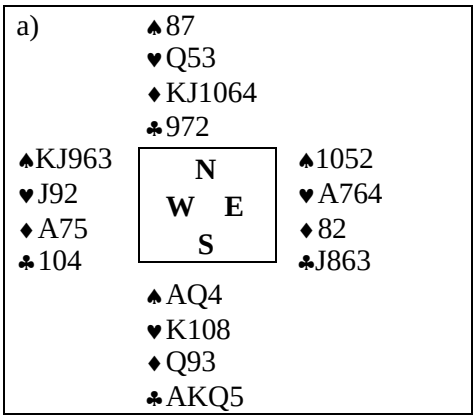
This is the kind of auction where the defence needs to lead an unbid suit before all declarer's losers disappear on dummy's clubs.
So West makes an attacking lead: ♦4.
East wins ♦A and returns ♦2 to South's queen and West's king.
What does West know?
South has shown a minimum opener, his points will be ♠AQ, ♦Q and ♥A or ♥K. He has at least 6 spades, but no other 4-card suit – surely with ♦Q10xx he would prefer to rebid 2♦.
The defence have made 2 diamonds, and West has a certain trick in trump. If South has only 2 diamonds he will trump a third round and play on trump. And East will need to hold ♥A to beat the contract.
West should switch to ♥J at trick 3 in case partner has ♥K.
(East's ♦2 return is a clue: he returns his original fourth highest)

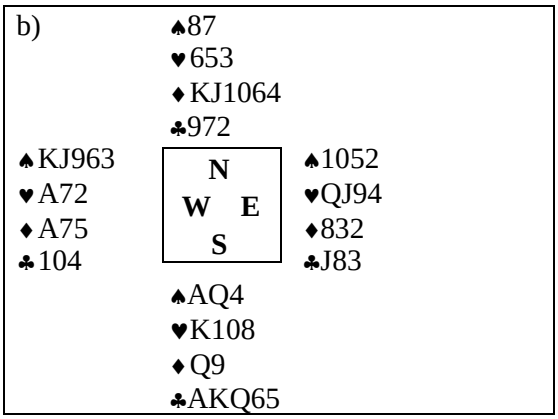
Giving a Count Signal

When South leads ♣10 West ducks.
When East plays ♣3 it must be his lowest card (♣2 is in dummy) So he has an odd number, and South has 3 clubs

If East plays ♣6 West will not know whether he has ♣986 or ♣65 or ♣9863. It costs nothing to play an unambiguous ♣9. ***That cannot be his lowest card***, so he has an even number

The Count Signal

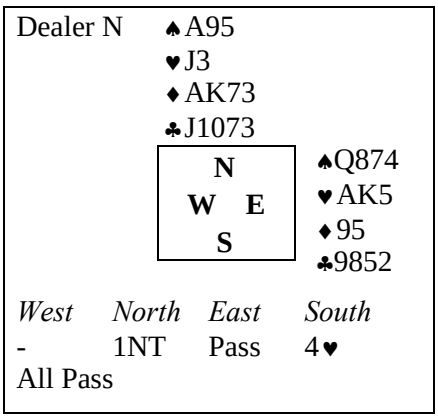




South opens 2NT and North raises to 3NT, hoping his diamonds will provide the tricks required for game.
West leads ♠6, fourth highest of his longest and strongest suit. East plays ♠10 and South wins ♠Q.
South leads ♦Q from his hand in the hope of making 4 diamond tricks. But West knows about ***holding up,*** so he ducks ♦A

In a} East plays ♦8, a high card to show an *even number* of diamonds. This must be 2, not 4, since South has a balanced hand, therefore no singletons.
So South has 3 diamonds (5 in North, 3 in West, 2 in East)
South plays ♦9, and West ducks again.
By ***holding up*** till the third round West cuts the communication to the North hand. When clubs do not break and ♥A lies over ♥Q the game fails

In b) East plays ♦2, a low card to show an *odd number* of diamonds. This is either a singleton or 3, so declarer has 4 or 2.
When South plays ♦9 West wins the trick – no point in holding up when South either has no diamonds left, or two.
(**Note** that if West holds up for an extra round, just to be sure, declarer will make 9 tricks.)



North opens 1NT, showing 12-14HCP
South's 4♥ suggests he has an unbalanced distribution with long hearts
West leads ♠2, low from an honour. How many spades does he have? And South? *(Four and two respectively)*
Declarer wins ♠K in hand and plays ♥2 to ♥4, ♥J and East's king.
How many hearts do you think South has? *(six or seven)*
You have 2 trump tricks. Where will you find 2 more tricks? *(from the minors)*
To check the diamond position you return ♦9 to South's ♦Q.
West plays ♦8. How many diamonds has West? And South? *(four and three: with a singleton South would have taken a discard)*
Declarer plays ♥3 to your king, partner follows with ♥6
What is South's distribution? *(2-6-3-2)*
What now? *(Try a club, maybe partner has ♣AQ.)*

Counting in Defence

The habit of counting is one that all good defenders must acquire. It is hard work - there is a lot to count!

Counting Points

When you pick up your hand you sort it into suits, then you **count your high card points.**
When dummy comes down - count its points also.
The bidding should give you an idea of how many points declarer may have.
Add the total points of these three hands together and partner will have the rest.
This allows you to estimate which high cards you can hope for in partner's hand.
You cannot always rely on opponents' bidding, but some things are certain:

1. If someone bids 1NT or 2NT he usually has the number of points he has shown
2. If someone passes when they had the chance to open the bidding he has fewer than 13 HCP
3. If responder passes an opening bid he has fewer than 6 HCP

Counting Tricks

When you declare a no-trump contract the first thing you do is count your Sure Tricks. In a suit contract you count your losers. When you are a defender you should try to count your tricks also.
You need 5 tricks to defeat 3NT, 4 to defeat 4♥/4♠, 3 to defeat 5♣/5♦, 2 to defeat a small slam.
As the play develops you may be able to count declarer's tricks: this may guide you to the winning defence.

Counting the Distribution

As declarer you keep careful track of your trump suit so that you know when all the trump are drawn.
You also count your Work Suit so that you know how many length tricks you can win with small cards.
When you are defending you should try to keep track of the distribution of the suits also.
Whenever someone shows out you can work out how that suit was distributed among the four hands.
You know how many you had, you saw how many dummy had, and when someone shows out you know how many they had. Add these together and subtract from 13 – that is how many were in the hidden hand
(Say you lead a 5-card heart suit against 3NT. Dummy goes down with three small hearts. You win an early trick and play a second heart. If partner discards he started with just one heart and declarer has four.)

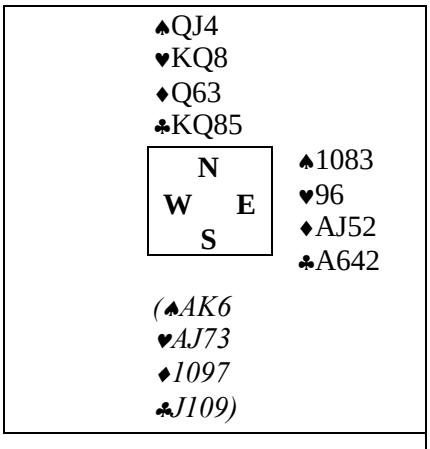
The Count Signal

We looked at the **Attitude Signal** where a high card **encourages** partner to continue the suit he has led.
Or a high discard, which asks partner to lead that suit
When declarer leads a suit Attitude is irrelevant: why encourage partner to play declarer's Work Suit?
Instead we help partner to count the hand by signalling our distribution with a **Count Signal.**
A high card shows an ***even number*** of cards in the suit led***; a low card*** shows ***an odd number***
Signal clearly: play **lowest** from an odd number, the **highest** card you can afford from an even number

Eg ♣832 ♣63 ♣9872 ♣K72 ♣Q1072

Do not try to signal distribution with an honour card: with eg 10x it is best to play the low card.

An example of counting – using clues from the bidding and play to reconstruct a South hand



South opens 1NT and North raises to 3NT.
West leads ♠9. *What does this say?* (He has no honour)
How many HCP has dummy? (15) *Declarer?* (12-14) *Partner?* (2-4)
Which high cards might partner have? (Either ♥A or ♦K)
Declarer plays ♠4 from dummy, you play ♠10 and South wins ♠K.
Declarer plays ♣J, partner plays ♣7, dummy ♣5.
You play ♣6, highest you can afford to show an even number.
Declarer continues with ♣10, partner plays ♣3.
How many clubs has partner? (2) *And declarer?* (3)
How many tricks will South have when you take ♣A?
(At least 9: 3♠s, 3♣s, 3/4♥s.)
If South has ♥AJxx 2 clubs will be enough for game, so win ♣A.
Can you see 5 tricks for the defence? (Only if partner has ♦K)
So you win ♣A and switch to ♦2. On a good day partner wins ♦K and returns a diamond through dummy's queen.

Quiz 46

1) You are defending, and at some point declarer leads ♥A from dummy.
Which card should you play?

a) ♥ A74 ♥ 62

_____

b) ♥ A8 ♥ 762

_____

c) ♥ AK5 ♥ 8742

_____

d) ♥ AKQ9 ♥ 10432

_____

e) ♥ A1094 ♥ K6

_____

f) ♥ A42 ♥ J1098

_____

2) ♠ AK2
♥ 972
♦ KJ1098
♣ Q7

	N	
W		**E**
	S	

♠ Q1075
♥ 1053
♦ A72
♣ 953

North	*South*
-	1NT
3NT	Pass

You are East, defending a contract of 3NT by South on this auction
West leads ♣4.
Declarer plays ♣7 from dummy and wins your ♣9 with ♣A

How many HCP has West? _____

Who has ♣K? _____

Declarer continues by playing ♦Q from his hand.
Partner plays ♦5 and you duck.

Now declarer plays ♦3, partner plays ♦4 and dummy any diamond

How many diamonds has partner? _____

And how many has declarer? _____

You win ♦A.

How many Sure Tricks does declarer have now? _____

How many tricks do you need to defeat 3NT? _____

Which suit could they come from? _____

Can you write down a hand for declarer ♠ _____
which means you can defeat 3NT? ♥ _____
(approximately) ♦ _____
♣ _____

Which card should you play now? _____

Lesson 47 Return to Transfers: Coping with minor suits

Aims

- To develop understanding of the transfer principle.
- To look at the differences between transferring and the 3-level slam try
- To introduce minor suit transfers.

Content

1) Revise major suit transfers: as a weak takeout, and as a method of raising with balanced hands

2) Look at game auctions with unbalanced hands containing a 5-card major
As usual, 'bidding' one suit, then a second suit shows an unbalanced hand with at least 9 cards in the two suits you have bid

3) Look at some hands where we bid a natural suit at the 3-level as a slam try

4) Introduce minor suit transfers
What does 2♠ mean?
It is not necessary to allocate a meaning to 2♠, but in SBUStandard it is a weak takeout into a 6-card minor: 2♠ ***asks opener to bid 3♣,*** which responder can ***pass*** or ***convert to 3♦.*** Opener then passes.

5) Summarise responses to 1NT:

all 2-level bids (except 2NT) are ***conventional***
all 3-level bids are ***natural***, forcing to game, interested in slam

Emphasise that the conventional responses have a meaning allocated by the system.

They are not 'either-or' bids –

2♣ is *Stayman,* **asking** about *4-card* majors
2♦/2♥ are Major suit *Transfers* **showing** a *5+card* major
2♠ is a minor suit transfer, **showing** a *6+card* minor in a weak hand

They say nothing about the suit you have actually bid!

Using major suit transfers

♠J753 ♥A5 ♦A872 ♣K54	**N** **W E** **S**	♠8 ♥QJ987 ♦QJ1093 ♣Q2

West	*East*
1NT	2♦
2♥	Pass

With a weak unbalanced hand East makes a weak takeout into his 5-card major. Playing transfers means you must transfer to do so.

♠AQ95 ♥104 ♦A65 ♣Q832	**N** **W E** **S**	♠K8 ♥KJ976 ♦K42 ♣J109

West	*East*
1NT	2♦
2♥	2NT
Pass	

East shows a balanced invitational raise with 5 hearts. West is minimum with no fit, so passes.

♠QJ74 ♥K5 ♦A942 ♣A95	**N** **W E** **S**	♠9 ♥AQJ987 ♦K7 ♣J1042

West	*East*
1NT	2♦
2♥	3♥
4♥	Pass

With 6 hearts and an unbalanced hand East transfers, then 'raises' to invite game. With a maximum and good controls West bids 4♥.

Using Transfers to help partner decide which game to play

♠3 ♥AQ987 ♦KQ87 ♣Q42	A	♠942 ♥K4 ♦AJ52 ♣AJ63

B	♠AJ105 ♥64 ♦A64 ♣KJ105

You are West. Partner opens 1NT, and you have 13 HCP, enough for game.
If you bid 3♥ partner will reply 3NT with both Hand A and Hand B, since he has only two hearts.
Which game would you like to be in?

Bidding a new suit after a Transfer

♠984 ♥KJ5 ♦J102 ♣AK6	**N** **W E** **S**	♠3 ♥AQ987 ♦KQ87 ♣Q42

West	*East*
1NT	2♦
2♥	3♦
3♥	4♥

East shows game values in an unbalanced hand by transferring to a 5-card major, then bidding a second suit. West is minimum with 3 hearts. He bids 3♥ and East, with no interest in slam, raises to game.

♠AJ105 ♥104 ♦A64 ♣KJ105	**N** **W E** **S**	♠3 ♥AQ987 ♦KQ87 ♣Q42

West	*East*
1NT	2♦
2♥	3♦
3NT	Pass

West is maximum with high cards in the other suits. He bids 3NT. East does not argue

♠AQ74 ♥J2 ♦A942 ♣K65	**N** **W E** **S**	♠3 ♥AQ987 ♦KQ87 ♣Q42

West	*East*
1NT	2♦
2♥	3♦
3♠	3NT

West is unsure where to play, so he shows his values in spades. With some help in clubs East bids 3NT.

♠AJ3 ♥52 ♦AK104 ♣J102	**N** **W E** **S**	♠KQ964 ♥AJ63 ♦3 ♣K54

West	*East*
1NT	2♥
2♠	3♥
4♦	4♠
Pass	

Responder has 13HCP, enough for game
He starts by transferring into spades
When West bids 2♠ he introduces his second suit
West is maximum, and cuebids his diamond control in case East is interested in slam.
East settles for game in the 5-3 fit.

♠Q763 ♥K2 ♦KQ74 ♣K2	**N** **W E** **S**	♠KJ105 ♥AQ943 ♦3 ♣A65

West	*East*
1NT	2♦
2♥	2♠
4♠	Pass

This time East starts with a transfer to hearts.
When he next bids spades he shows 5+hearts and 4+ spades. West bids game in the 4-4 fit
NB: *with both majors always transfer into the longer suit first. With 5-5 transfer into spades, then bid hearts.*

Responding at the 3-level – the single-suited slam try.

♠A95 ♥K542 ♦J2 ♣AJ105	N W E S	♠3 ♥AQJ763 ♦AK7 ♣K63

West	*East*
1NT	3♥
3♠	4♦
5♣	6♥

East shows a hand with 6+ hearts West has a heart fit, and responds by cue-bidding ♠A. East cuebids ♦A in return and when partner . cuebids clubs he can bid slam.

♠KQ92 ♥AJ103 ♦Q4 ♣Q103	N W E S	♠A76 ♥7 ♦K7 ♣AKJ9865

West	*East*
1NT	3♣
3♥	3♠
4♣	6♣

East needs partner to have the right cards. A heart cuebid followed by 4♣ when signing off in 3NT was a possibility shows slam interest, and East can bid slam.

♠KQ74 ♥QJ8 ♦J2 ♣A743	N W E S	♠- ♥A1054 ♦KQ98643 ♣KQ

West	*East*
1NT	3♦
3NT	Pass

This time West is not very keen on playing in diamonds, and he tells partner by bidding 3NT. East does not have enough to insist on slam.

The weak takeout into a minor – at last, a meaning for the 2♠ response

♠Q943 ♥K75 ♦AJ52 ♣A4	N W E S	♠J6 ♥Q64 ♦6 ♣QJ109752

West opens 1NT. East's hand is unlikely to take many tricks unless partner can get at his long club suit, so he takes out into clubs by bidding 2♠, **a minor suit transfer.**
West bids 3♣ and East passes
(Switch the diamond and club suits and East would correct to 3♦ to play there).

Responding to 1NT with a long minor suit

♠Q942 ♥K82 ♦J6 ♣AK75	N W E S	♠3 ♥7 ♦KQ87432 ♣6532

West	*East*
1NT	2♠
3♣	3♦
Pass	

East knows this hand should be played in diamonds, but 3♦ is a strong bid. The only way to make a ***weak takeout into diamonds*** is to go through 2♠, then convert to 3♦ when partner obediently bids 3♣

♠K1095 ♥AK103 ♦Q105 ♣32	N W E S	♠QJ7 ♥Q7 ♦K7 ♣J109865

West	*East*
1NT	Pass

With a semi-balanced hand and some values why try to make 9 tricks instead of 7? If partner has good clubs he can establish the suit, and if not he can establish tricks elsewhere.

♠K974 ♥QJ8 ♦Q2 ♣A743	N W E S	♠A8 ♥54 ♦AK98643 ♣62

West	*East*
1NT	3NT
Pass	

This East hand is too good for a weak takeout. If partner has anything in diamonds East will provide 8 Playing Tricks, and 3NT will be an easy make (unless they can cash 5 fast tricks. tricks!)

Lesson 47 More on NT Bidding

The Transfer Principle

Over opening bids of 1NT or 2NT our responses are ***Stayman*** and ***Transfers.***
2♣ is **Stayman** which **shows** at least one 4-card major and **asks** partner if he has one also.
When partner responds in a major he **shows** 4 cards in that major
2♦ and 2♥ hearts are **Major suit Transfers** which **show** 5-cards in hearts and spades respectively.
Partner must respond by bidding your major.
He has no choice, so his bid tells you nothing.
Do not assume that partner has support for your major just because he has bid it!
Transfers are a way to tell partner about your hand: Stayman is used to ask partner about his.

Major Suit Transfers

1) You can use these as a ***weak takeout into a major.*** Eg 1NT-2♦-2♥-Pass
   NB: when you adopt transfers they are the ***only*** way to make a weak takeout.
   A bid cannot have two meanings: if you bid 2♥ you show **spades**
2) You can use them on balanced 5-3-3-2 hands worth ***a raise to 2NT or more:***
   Eg 1NT-2♦-2♥-2NT 1NT-2♥-2♠-3NT 2NT-3♥-3♠-3NT
   This offers partner a choice of places to play. With a doubleton in your suit he chooses NT, with more he can ***convert*** to your major at the appropriate level
3) You can use them with a 6+card major to ***transfer the declaration*** into partner's hand
   Eg 1NT-2♦-2♥-4♥ 1NT-2♦-2♥-3♥ invites game in a 6+card suit, NOT NT
   (Or you can simply bid 4♥/4♠ to play – these bids make it harder for opponents to enter the auction)
4) Or you can use transfers with ***an unbalanced hand with game values.***
   Describe your distribution by transferring to your 5-card major, then bidding your second suit.
   Eg 1NT-2♦-2♥-3♦ shows 5+hearts and 4+diamonds and enough values for game.
   It may even have slam interest, you can continue with cue-bids to show extra values.

Minor Suit Transfers

Using major suit transfers leaves 2♠ as a bid with no meaning.
And we have no way to make a weak takeout into a minor.
So we use 2♠ as a ***weak takeout into either minor***.
Partner must bid 3♣, and you can Pass, or convert to 3♦.
So far we have no alternative meaning for 2♠: it is always weak, with a 6+card minor in an unbalanced hand.
NB When you transfer into a minor you are contracting to take 9 tricks instead of the 7 you need for 1NT.
With a semi-balanced hand prefer to play in NT.
Transfer into the minor with an unbalanced hand which will not provide tricks in no-trump

Responding to 1NT at the 3-level

Playing transfers all 2-level responses in a suit are ***conventional.*** They say nothing about the suit actually bid
By contrast, all responses at the 3-level are ***natural*** strong slam tries with a 6+card suit.
They suggest slam in your suit or NT – you have no second place to play.
Partner is invited to cue-bid – if he does not like his hand he can ***sign off*** in 3NT.
If you are still interested you can cue-bid (you have no second suit) as a way to set your suit as trump.
A cue-bid agrees your suit: after someone has cuebid either partner can use Blackwood.

Responding to 2NT

You can still use Stayman and Major suit transfers, but at the 3-level instead of the 2-level.
But we do not need a weak takeout for a strong bid, so 3♠ shows interest in playing in the minors and is a slam try. Opener bids a 4-card minor if he has one, otherwise signs off in 3NT.
You can jump to 4♦ as a single-suited slam try, but 4♥ and 4♠ are to play.
(Most play 4♣ as Gerber, but that is a matter for partnership discussion)

Quiz 47

1) Partner opens 1NT (12-14). What do you respond with these hands?

a) ♠ 952
♥ 3
♦ J7
♣ AQ109853

_____

b) ♠ AKQJ97
♥ 8
♦ A94
♣ KQ9

_____

c) ♠ 93
♥ A32
♦ KQJ1043
♣ Q6

_____

d) ♠ 4
♥ 7
♦ QJ98632
♣ J872

_____

2) Partner opens 1NT, and you transfer into your 5-card major. What next?

a) ♠ KJ952
♥ 3
♦ AQJ7
♣ A53

West	*East*
1NT	2♥
2♠	?

_____

b) ♠ KQJ973
♥ 8
♦ AJ4
♣ 953

West	*East*
1NT	2♥
2♠	?

_____

c) ♠ AQJ93
♥ 32
♦ KJ1043
♣ 6

West	*East*
1NT	2♥
2♠	?

_____

d) ♠ AJ984
♥ 732
♦ QJ632
♣ -

West	*East*
1NT	2♥
2♠	?

_____

3) What is your next bid as West in these auctions?

a) ♠ Q2
♥ AJ103
♦ K97
♣ QJ105

West	*East*
1NT	2♥
2♠	3♦
?	

_____

b) ♠ 73
♥ KQ84
♦ K1094
♣ KJ6

West	*East*
1NT	2♥
2♠	3♠
?	

_____

c) ♠ K93
♥ A75
♦ Q983
♣ A64

West	*East*
1NT	2♥
2♠	3♦
3♠	4♦
?	

_____

d) ♠ K9
♥ K32
♦ A632
♣ A1085

West	*East*
1NT	2♥
2♠	3♣

_____

Lesson 48 Return to the takeout double

Aims

- To revise the concept of the takeout double
- To expand its use to other types of hand
- To revise how we respond to the takeout double
- To look at the doubler's rebid

Content

1 Revise the basic requirements for a takeout double:
Opening bid strength, shortage in the suit opened, a hand unsuitable for an overcall of 1NT
no single good suit suitable for an overcall or strong jump overcall

2 Emphasise that *the majors are the most important suits in bridge.*
When we make a takeout double and partner has a 4-card major and a 4-card minor he will usually respond in the major.
Therefore when we make a takeout double we must be prepared for partner to respond in an unbid major. Do not double 1♣ or 1♦ with fewer than three cards in a major
Do not make takeout doubles with a shortage (doubleton, singleton or void) in an unbid major

3 Introduce the exceptions to the Rule:
We can ignore the rule about having length in unbid majors only when we have a **very strong** hand.
A hand too strong for a strong jump overcall may double then jump in its suit.
A balanced hand with more than 18 points, too strong for a 1NT overcall also starts with double
When we do not have the right distribution for a takeout double we need extra values before we can make one.

4 Revise the responses to a takeout double
When Third Hand passes you MUST bid. With a choice prefer a major to a minor
With 8+HCP and a 5-card suit, 10+ and a 4-card suit, make a ***jump response*** to show values.
When Third Hand bids he relieves you of this responsibility – you may pass with nothing
By doubling partner has effectively opened all the unbid suits at once, so if you have enough to raise an opening bid of 1-of-a-suit to the 2-level you should bid.

5 Introduce the ***Responsive Double*** (a return takeout double when RHO has raised partner's suit)
Emphasise that this is quite a rare situation! It only occurs when partner makes a takeout double and Third Hand raises Opener.
Mention the ***cue-bid response***, a bid of their suit, as an artificial game-forcing bid to give you space to investigate the best game. Either partner can cuebid opponents' suit to show extra strength.

6 Doubler's Rebid
Remember - w**hen partner has been compelled to bid (**the bidding starts 1 of a suit - Dbl - Pass) he may make a minimum bid with 0 HCP. You do not need to bid again with a minimum double.
So a single raise shows extra values, and a jump raise shows 18-19HCP
You need 17+HCP and at least 5-cards to bid a new suit.
A jump in a new suit shows a hand suitable for a 2-opener.
With 19-20HCP and a stopper in RHO's suit you can rebid 1NT. With more you might jump to 2NT.

None of these bids are forcing - the only forcing bid is a ***cue-bid*** of opponents' suit.

When partner has volunteered a bid (RHO has bid so he had the option of passing) he shows some values, so you can raise more freely with 4-card support, just as you would after a 1-over-one response to your opening bid.
A new suit still shows a hand too good for a simple overcall - or why did you not overcall?
And 1NT still shows 19-21 since with 16-18 you would overcall 1NT instead of doubling

Examples of the takeout double

♠K1042
♥KQ64
♦KJ52
♣6

A perfect double of a 1♣ opener - minimum points but perfect distribution. With support for all the unbid suits you can afford to double quite light – you almost certainly have an 8-card fit where you can play.

♠Q83
♥AK3
♦Q9754
♣Q7

If RHO opens 1♠ you cannot overcall 2♦ (this (suit is not good enough). You have opening values, but no special length in the unbid suits. With a balanced 12-13HCP it is best to pass.

♠A93
♥AQ8
♦QJ83
♣984

A bad double of 1♣: 4333 shape, no 4- card major, minimum opening points

♠AJ32
♥AQ97
♦J53
♣J4

Much better, with 4-cards in both majors and shorter clubs The relative weakness in diamonds is less important

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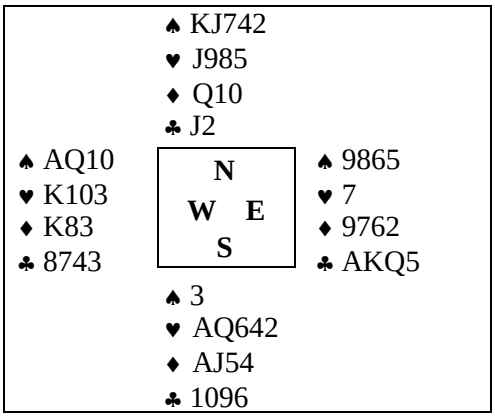


A hand from the World Championships in Chile.
South opened 1♥ and the great Norwegian star Helgemo made a frivolous takeout double.
North made a pre-emptive raise to 3♥
As East Helness decided to bid 4♠, expecting a 4-4 fit.
North doubled for penalties, and that cost 1100.

At the other table in the match the Dutch West passed over 1♥. He did not have four spades, his hand was not short in hearts, and he had only 12 HCP
The Norwegian North-South played in 3♥ and went down

The Takeout double on hands that are too strong for any other action.

♠AKQ965
♥A7
♦AQ3
♣J7

Too strong for a jump overcall to 2♠, showing 6/7 Playing Tricks. Clearly also too strong for a simple overcall of 1♠!
So we start with "double", then bid spades next time. ***Double then bid a new suit shows a strong hand – 17HCP or more.***

♠K6
♥AKQ8764
♦8
♣AK6

Far too strong for any overcall. Start with a double, then jump to game in hearts. A very strong sequence. Note that doubling then bidding a new suit cancels the original meaning of the double - you no longer promise support for all unbid suits.

♠KJ7
♥AQ7
♦AJ103
♣AJ9

You want to bid 1NT, but that shows 16-18HCP, not 20. With a balanced hand too strong for 1NT start with "double", then bid NT at your next turn.
Eg 1♦ - dbl - 1♠ - Pass - 1NT.
Double then 1NT shows 19-21 HCP in a balanced hand.

Responding to the takeout double

A When Third Hand Passes: eg 1♦ - Dble - Pass - ?

♠Q63 ♥95 ♦J6432 ♣762 Horrible! But you must not pass just because you are weak. Bid 1♠, your cheapest 3-card suit	♠K1043 ♥986 ♦K7 ♣Q973 A happy 1♠. With a choice bid a major rather than a minor.	♠AQ965 ♥62 ♦K65 ♣543 The 5-card suit makes this worth a jump to 2♠ - you could be much worse! Imagine partner opened 1♠ and you are raising him.	♠AJ9654 ♥3 ♦K7 ♣10863 Worth a jump to 3♠. If partner does not have support he has a strong hand.

♠K73 ♥96 ♦QJ106 ♣Q943 **1NT.** You have stoppers in diamonds and can rely on partner to stop the majors. 1NT shows 7-10 HCP	♠9 ♥Q63 ♦987 ♣KQJ764 **3♣.** It is rare to jump in a minor, but this suit is well worth bidding.	♠95 ♥K5 ♦KJ6 ♣AQ9753 **3NT.** Diamond stoppers plus a long minor you hope to run. Partner will guard the majors	♠KQ86 ♥KJ86 ♦A984 ♣7 **2♦.** Bidding **<u>their</u>** suit is a ***cuebid,*** showing opening strength and forcing to game. Now you look for the best fit

B When Third Hand Raises eg 1♦ - Dble - 2♦ - ?

RHO has relieved you of your responsibility to bid, so if you do you show some values.

♠K854 ♥96 ♦K62 ♣10943 **2♠.** When you have enough to raise an opening bid of 1♠ to 2♠ you have enough to bid now. By doubling partner has effectively bid both majors at once.	♠K1065 ♥Q1063 ♦987 ♣K4 **Dbl.** If partner opened 1♥ or 1♠ you would raise, but you do not know which is his better major. You can show both majors at once with a ***responsive double***, a return takeout double saying "you choose".	♠K10932 ♥3 ♦86 ♣Q9843 **2♠.** You can afford to add points for distribution when partner has shown length in the majors. Bid spades while you have the chance.

C When Third Hand bids a new suit eg 1♦ - Dble - 1♠ - ?

♠KJ94 ♥96 ♦A832 ♣1054 **Dbl.** This double says "I would have happily bid 1♠ if RHO had not pinched my bid." At least 4 spades and the values to raise an opening bid of 1♠ to 2♠. If everybody passes you will defend, but that rarely happens.	♠65 ♥K1063 ♦J63 ♣K1043 **2♥.** The fact that RHO has bid does not prevent you from making your normal response. You would raise an opening bid of 1♥ to 2♥, so you can bid 2♥ now.	♠92 ♥K3 ♦KJ105 ♣KQ543 **2NT**. In response to a double2NT shows about 12-13 HCP and a double stopper in diamonds. No need to worry about a spade stopper - partner has spades.

Lesson 48 More on the Takeout Double

The takeout double is the most flexible way of entering the bidding when an opponent has opened.

The requirements are: Opening strength
Support for all the unbid suits
A shortage in the suit opened
A hand unsuitable for an overcall, or a jump overcall, or a 1NT overcall

Some examples: RHO opens 1♦

♠KQ87 ♥AJ42 ♦6 ♣K943 Perfect minimum takeout double	♠KJ98 ♥AQ63 ♦98 ♣K104 Less perfect, but 4-4 in the majors makes this OK	♠95 ♥KQJ5 ♦K76 ♣K732 Pass. Double should have support for both majors	♠K53 ♥J86 ♦A984 ♣KQ7 Pass. Too flat. Too many diamonds

Do not make a takeout double unless you can cope with a response in any unbid major

The takeout double with a strong hand

Occasionally you have a hand that must take some action, but it is too strong to overcall or bid 1NT. Balanced hands with 19+HCP, and hands too strong to overcall or jump overcall, start with a takeout double. Doubling then bidding a new suit or no-trump shows a hand too strong for a simple overcall.

♠AKQ87 ♥A62 ♦6 ♣KQ43 Too strong to overcall 1♠. And 2♠ shows a 6+card suit. **Double**, then bid spades	♠9 ♥AKQJ963 ♦A8 ♣KQ4 Too strong to overcall. 4♥ is preemptive. **Double** first, then bid 4♥ at your next turn	♠AQ76 ♥AKQJ65 ♦7 ♣32 **Double**, then raise spades. If partner bids clubs you can bid hearts next.	♠AK ♥K43 ♦AQ84 ♣KJ96 19HCP is too strong to overcall 1NT. **Double** then bid notrump to show 19-21

Responding to a takeout double

Remember ***If RHO passes*** you MUST bid. Even with 0 points.

- Bid your best suit. (Sometimes you have to bid a 3-card suit if opener has bid your longest suit)
- Prefer a major to a minor when there is a choice
- You are 'raising' partner who has effectively bid all the unbid suits at once
- With enough for a limit raise of an opening bid of one of a suit to three - make a jump response
- To bid 1NT you need 8-11 HCP and stoppers in opener's suit (where partner is short)
  (If RHO has bid a new suit partner will have stoppers in that)

If RHO bids he relieves you of your responsibility to take out the double.
Now if you bid you show enough to respond to an opening bid at the 1-level. Your options are:

- Bid an unbid 4+card suit, jumping if you are worth a limit raise to the 3-level.
- Bid no-trump with stoppers in LHO's suit and no 4+card major
- When RHO bids a new suit double is penalty - that is the suit you would have bid yourself
- When RHO raises his partner double is ***responsive,*** showing 2 places to play, letting partner choose

Eg The bidding starts 1♦-Dbl-2♦-?

♠874 ♥92 ♦86432 ♣Q43 **Pass.** Thank goodness you no longer have to bid 1♠, as you would have had to do if RHO had not bid	♠KJ96 ♥K3 ♦9843 ♣J104 Bid **2♠**. You would be happy to raise a 1♠ opener to 2♠.	♠KQ76 ♥QJ65 ♦9764 ♣2 **Double.** Asking partner to bid his better major. Double shows **two places to play.**	♠86 ♥K43 ♦QJ108 ♣KJ96 **1NT.** 8-11HCP with a diamond stopper. Partner will have a stopper in spades.

Quiz 48

1) Right Hand Opponent opens 1♦
What would you bid with these hands?

a) ♠ Q952
♥ A943
♦ K7
♣ K105

_____

b) ♠ KJ1097
♥ 102
♦ A984
♣ K9

_____

c) ♠ K93
♥ A65
♦ Q743
♣ K106

_____

d) ♠ QJ4
♥ AQ2
♦ KJ98
♣ AK7

_____

e) ♠ AKQ986
♥ 8
♦ K6
♣ J1063

_____

f) ♠ KQJ10865
♥ A3
♦ AK4
♣ 7

_____

g) ♠ K105
♥ AQ5
♦ 94
♣ A10953

_____

h) ♠ 10
♥ J1072
♦ KQ986
♣ AQ7

_____

2) The bidding begins like this:

West	*North*	*East*	*South*
1♥	Dbl	1♠	?

What now with these hands?

a) ♠ Q1074
♥ J854
♦ A4
♣ K83

_____

b) ♠ J8
♥ AJ103
♦ 10964
♣ K107

_____

c) ♠ Q8
♥ KJ6
♦ KQJ954
♣ 53

_____

d) ♠ QJ4
♥ 65
♦ J1074
♣ K1065

_____

3) The bidding begins like this:

East	*South*	*West*	*North*
1♥	Dbl	Pass	1♠
Pass	?		

What now with these hands?

a) ♠ KQ74
♥ 8
♦ AK64
♣ KJ103

_____

b) ♠ KJ8
♥ AJ3
♦ KQJ4
♣ AJ7

_____

c) ♠ AK5
♥ -
♦ AQJ1087
♣ KJ42

_____

d) ♠ AJ94
♥ 65
♦ AJ74
♣ K106

_____

Lesson 49 Card Play with a Trump Suit: The Crossruff

Aims

- To develop card play with a trump suit – another type of hand where you postpone drawing trump
- To explain the essential features of crossruff technique
- To emphasise that crossruffing is difficult, and should be adopted only when there is no alternative

Content

1) Revise the reasons for ***drawing trump:*** to prevent opponents from ruffing our winners
Revise Making a Plan at a Suit Contract:

1 Count your losers
2 If there are too many losers look for ways of disposing of them
Check whether you need to take care of your losers before drawing trump –
If they are ***immediate*** taking care of them is urgent: can you afford to draw trump first?
3 If there are not too many losers count your tricks – make sure there are enough.
4 If possible, draw trump and play your Work Suit.
If you need to make winners from the trump suit itself, **postpone drawing trump.**

Remind the class that ***taking ruffs in the*** **longer trump hand** ***does not increase your winners***
Normally it leads to ***losing trump control*** when an opponent has more trump than you.
Which is usually a Very Bad Thing.

2) Introduce the Crossruff, where plain suits are ruffed alternately in declarer's hand and dummy.
The aim is to make all your trump separately.
Which means you deliberately give up trump control, leaving opponents to make the last tricks by trumping each others' winners.
It is the best play when you have ***lots of trump***, ***a short suit in each hand***, and ***no source of tricks*** outside the trump suit. (If there is a side suit you can establish, prefer that, it is easier!)
But there is often a risk that an opponent will ***overruff*** unless your trump cards are very powerful.
He may then damage your chances by playing a round of trump you cannot afford
If you can draw trump before taking your ruffs it is safer to do so

3) Emphasise the importance of **trump quality.**
If you have all the top trump, from ace down, opponents cannot overruff.
This is known as a ***high crossruff***
When you need to make all your trump separately ***take ruffs with small trump early*** while opponents are still following suit

4) Illustrate how the high crossruff allows opponents to discard from other suits
The crossruff deliberately gives up trump control – so you must ***cash your side suit winners before embarking on your crossruff.***

5) A true crossruff is quite rare: it needs shortages in both hands and very good trump.
Much more common is the type of hand where draw two rounds of trump before trying to make the rest of your trump separately. This is known as a **partial crossruff**

6) Emphasise the danger of the overruff. When taking ruffs always ruff with the highest trump you can afford. The defence should seize any opportunity to overruff and lead trump

7) Emphasise the planning required for a crossruff.
You must **count winners** as well as losers.
You need to get from hand to hand - you have to **check your entries.**
Try to run through the play in your mind before you start.
That way you may avoid some of the pitfalls.
Do not embark on a crossruff if there is any alternative line that would succeed!

A Crossruff Hand

All Vul Dealer S	♠7 ♥J1097 ♦AJ864 ♣743	
♠KQ10952 ♥52 ♦73 ♣AJ9	**N** **W E** **S**	♠86 ♥43 ♦KQ1095 ♣Q1062
	♠AJ43 ♥AKQ86 ♦2 ♣K85	

West	*North*	*East*	*South*
-	-	-	1♥
1♠	2♥	Pass	4♥
Pass	Pass	Pass	

When North raises hearts South adds 'fit' points for his singleton, so he has enough to bid game.
West leads ♠K.
South counts 3 losers in spades, and at least 2 losers in clubs.
He can dispose of the spade losers by trumping spades in the dummy. To do this he must ruff three times.
If he starts by drawing trump in two rounds he will make five heart tricks, one spade, one diamond and two ruffs in dummy. But that is only 9 tricks.
To make 10 tricks he must take ruffs in dummy ***before drawing trump.***
He wins the ace of spades and ruffs a spade.
He cashes the ace of diamonds and ruffs a diamond to get back to hand. He ruffs another spade. Then he ruffs another diamond and ruffs his last spade. Now he can play dummy's last heart and overtake it to draw trump.

Note how easy it was to ruff when declarer and dummy had such **<u>solid trump</u>**
There was no danger of an ***overruff*** even though the suits broke badly.

A		
	♠106543 ♥K ♦Q765 ♣K76	
	N **W E** **S**	
	♠AKQJ7 ♥AJ853 ♦- ♣432	

South plays in 4♠. West leads ♦A and South ruffs
The South hand has 3 club losers and 4 heart losers.
One heart goes under dummy's king, and you can ruff the other three. Since you need only 3 trump in dummy you can afford 2 rounds of trump.
Cash ♠A. If everybody follows trump have broken 2-1. Play a second round of trump to Remove all the trump in the EW hands
Now there is no risk that East can overruff dummy.

B		
	♠10984 ♥4 ♦Q7654 ♣K76	
	N **W E** **S**	
	♠AKQJ7 ♥AJ853 ♦- ♣432	

Another 4♠ contract. Again ♦A lead is ruffed.
South has 4 heart losers to ruff in dummy.
He cannot afford to play ***any*** rounds of trump.
So cash ♥A, ruff a heart, ruff a diamond, ruff another heart, ruff a diamond, ruff a third heart, ruff a diamond, ruff the last heart with dummy's last trump. You make a tenth trick with the last trump in your hand.
Note the ***quality of your trump.*** The only card opponents could possibly **<u>overruff</u>** is dummy's four. Hopefully when you ruff the first heart with the low trump West will follow suit. If that goes off successfully you have a ***high crossruff*** where no-one can overruff because their trump are too small.

Planning a Crossruff

All Vul Dealer West	♠AK7 ♥5 ♦J8643 ♣AJ102	
♠J4 ♥KQJ763 ♦AQ ♣853	**N** **W E** **S**	♠Q9862 ♥109 ♦K10972 ♣4
	♠1053 ♥A842 ♦5 ♣KQ976	

West	*North*	*East*	*South*
1♥	Dbl	Pass	3♣
Pass	5♣	All Pass	

West leads ♥K
South counts 1 loser in spades, 1 in diamonds and 3 in hearts.
His only plain winners are ♠AK and ♥A, so he needs 8 trump tricks. Which he can make by ruffing 3 hearts in dummy.
Since he needs only 3 ruffs can he afford to draw 1 round of trump but before he does he must check something. While he is ruffing hearts how will he get back to hand? ***By ruffing diamonds.***
To prepare for diamond ruffs he must ***concede a diamond trick***.
When opponents win the diamond they might lead a trump.
One round of trump is not fatal - but a second round would be.
South should concede a diamond ***before drawing any rounds of trump.*** The play goes: win ♥A and play ♦5

Let us suppose that West wins and plays a trump.
South wins in hand, and starts his crossruff.
He ruffs 3 hearts in dummy, returning to hand twice by ruffing diamonds. He has lost one trick and made seven
The lead is in dummy, and the remaining cards are as shown.
East had only 2 hearts and has made 2 discards while hearts were ruffed. But he has no trump left, so that does not matter.
But West had only 2 diamonds, and he has thrown a spade.
South wants to get back to hand to draw trump, but the only way is by ruffing a diamond.
Which reduces his trump to just one, ***one fewer than West.***
It also gives West the chance to throw his last spade.
South can cash his last trump, but when he tries to take his two spade tricks West ruffs and cashes two hearts. Two down
Was there any way to avoiding this fate?
Cash ♠A and ♠K early **before starting the crossruff**

	♠AK7 ♥ - ♦J8 ♣-	
♠J ♥Q73 ♦ - ♣85	**N** **W E** **S**	♠Q98 ♥ - ♦K10 ♣-
	♠1053 ♥ - ♦ - ♣KQ	

The Partial Crossuff

All Vul Dealer West	♠K6 ♥J1042 ♦A5432 ♣K2	
♠Q1087 ♥75 ♦KQJ8 ♣J75	**N** **W E** **S**	♠J94 ♥KQ9 ♦1076 ♣10963
	♠A532 ♥A863 ♦9 ♣AQ84	

West	*North*	*East*	*South*
-	-	-	1♥
Pass	3♥	Pass	4♥
All Pass			

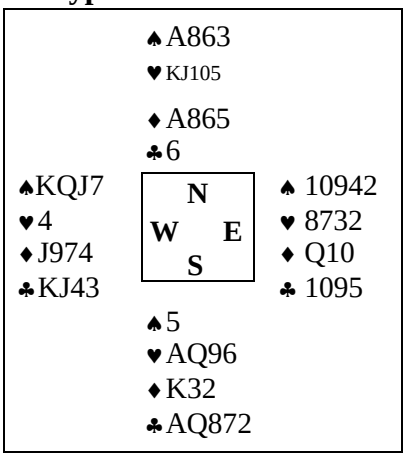
West leads ♦K to North's ace.
South counts 2 spade losers, 1 club, and at least 2 hearts, too many.
Counting winners he has: 2 spades, 1 diamond and 3 clubs, leaving 4 to come from the trump suit.
If he tries to draw trump by playing ace and another East may play a third round. That would leave him with just 3 trump tricks.
So he ***ducks*** the first round of trump.
Whatever East returns South cashes ♥A, leaving just 1 trump out.
Now he cashes all his winners in the black suits.
Finally, he ***crossruffs*** his remaining losers.
East may be able to overruff, but since he has only one trump left he can do no damage by playing a third round of trump.

Card Play with a Trump Suit: The Crossruff

When we play with a trump suit we count our losers. If there are too many we look for ways to reduce them.

We also have to count **winners.**
If there are not enough winners outside the trump suit we may have to make all our trump separately.

A Typical Crossruff



South plays in 6♥. West leads ♠K, taken with dummy's ♠A
Losers in the South hand are: 0 spades, 0 hearts, 1 diamond and 4 clubs
There is nothing to be done about the diamond loser, so to make 12 tricks declarer needs to ruff 4 clubs in dummy
Counting winners, there are 1 spade, 2 diamonds and 1 club, so he needs 8 trump tricks
To make all his trump separately South must score ♥5 and ♥6 early, before a defender can overruff.
Also, he must cash ♦AK before East has the chance to discard a diamond
The play goes: ♠A, ♣A, club ruff with ♥5, spade ruff with ♥6, ♦AK
Now declarer ***crossruffs*** clubs and spades till he runs out of trump.
That makes 12 tricks: East makes trick 13 with a trump, after having to ***underruff*** three times

Typical features of a crossruff

1. Shortages in both hands: a singleton or void in both declarer's hand and dummy
2. No side suit good enough to develop for extra tricks
3. A solid trump suit so that opponents are unlikely to be able to overruff

Crossruff Technique

Crossruffing is a simple concept, but there are many pitfalls.
Ruffing in both hands means that you will soon have fewer trump than one opponent.
There is a danger of losing ***trump control***
If there is an alternative line which allows you to draw trump it is better to go for that.
If you can take some ruffs in one hand, then draw trump in the other, it is better to go for that.
When you can find no other way to make the contract:

1. Try to play the hand through in your head before starting on a crossruff.
2. If you have to give up the lead before the crossruff will work, opponents may play a round of trump. ***Concede any inevitable losers early***, before drawing as many rounds of trump as you can afford
3. ***Cash your outside winners*** **before** ***you start crossruffing.***
   Otherwise defenders may discard enough cards in that suit to ruff your winners

Partial Crossruffing

When you have a 4-4 fit it is often a good idea to draw two rounds of trump, cash winners and then crossruff your four remaining trump. That way an opponent cannot draw two of your trump with 1 of his - he just makes one overruff. With 4-4 fits like this:

1) ♠A943	2) ♠A874	3) ♠K754
♠K652	♠9653	♠Q983
Cash ♠A and ♠K. Then crossruff	Duck a round of trump, then cash ♠A, then crossruff	Lead low to ♠K(or♠Q). If they win ♠A cash ♠Q(or♠K) before crossruffing. If ♠K(or♠Q) scores start crossruffing.

Defending Against a Crossruff

The best defence against a crossruff is to lead trump at every opportunity.
If declarer in a 4-4 fit ducks a trick without drawing trump seize the chance to play a round of trump.
Similarly if you get the chance to overruff take the trick and play a trump.
Maybe that will leave him a trick short.

Quiz 49

1) Plan the play of these contracts.
Which cards will you play from the North and South hands to each trick?

a)

♠ KJ98
♥ QJ5432
♦ AK
♣ 7

N
W E
S

♠ AQ1062
♥ -
♦ 8743
♣ AQ106

Contract: 6♠

West leads ♦Q

b)

♠ KJ1093
♥ A
♦ 9873
♣ AJ7

N
W E
S

♠ AQ872
♥ 96532
♦ A
♣ K6

Contract 7♠

West leads ♥K

	North	*South*	*North*	*South*
Trick 1	_____	_____	_____	_____
Trick 2	_____	_____	_____	_____
Trick 3	_____	_____	_____	_____
Trick 4	_____	_____	_____	_____
Trick 5	_____	_____	_____	_____
Trick 6	_____	_____	_____	_____
Trick 7	_____	_____	_____	_____
Trick 8	_____	_____	_____	_____
Trick 9	_____	_____	_____	_____
Trick 10	_____	_____	_____	_____
Trick 11	_____	_____	_____	_____
Trick 12	_____	_____	_____	_____
Trick13	_____	_____	_____	_____

Lesson 50 Quantitative No-Trump Bidding

Aims

- To revise bidding in no-trump auctions
- To refine hand evaluation of balanced hands
- To introduce the Quantitative NT Raises to 4NT and 5NT and how to bid over them

Content

1) Revise NT auctions based on the point count
When partner opens 1NT or 2NT he shows a balanced hand with a specific point range.
We add our points to partner's to decide the level at which to play
With two balanced hands we estimate our combined resources like this:

We need at least a combined 25 HCP to make game	3NT
We need at least a combined 33 HCP to make a small slam	6NT
We need at least a combined 37 HCP to make a Grand Slam	7NT

So when partner opens 1NT and we have a balanced hand we bid like this:

0-10 HCP	Not enough HCP for game, so **Pass**.
11-12 HCP	Enough for game opposite 14, not enough opposite 12 so **2NT,** an invitational raise
13-18 HCP	Enough for game, not enough for slam, so **3NT**
19-20 HCP	Enough for game, maybe enough for slam if partner has 14, so **4NT,** inviting slam
21-22 HCP	Enough for 6NT, not enough for 7NT, so **6NT**
23-24 HCP	Enough for 6NT, maybe for 7NT, so **5NT,** forcing to 6NT inviting 7NT
25-28 HCP	Opponents do not have much! **7NT**

(Remind the class that you can make the same bids after using Stayman or Major suit transfers.)

2) Introduce the term ***quantitative no-trump bids*** to describe the 4NT and 5NT responses to opening bids of 1(2)NT. Their meaning is "Pass if you are minimum, bid on if you are not minimum"
Emphasise that in 'no fit' no-trump auctions 4NT is NOT Blackwood.

1♥	2♣	1♥	1♠
2NT	**4NT**	2NT	**4NT** .

In auctions where no suit is agreed, opener makes a ***limit rebid*** in NT and responder is unlimited
The jump to 4NT shows a balanced hand with the right points for slam if partner is maximum.
4NT is the Blackwood ace-asking bid only ***when your side has agreed a suit to play in.***
If no suit has been agreed a raise to 4NT is ***quantitative.***

3) Look at Hand Evaluation in no-trump
We have never told the 1NT opener what to do with 13 points: is this minimum or maximum?
When you are middle of the range bid on with

- a source of tricks (a good 5-card suit or two stuffy 4-card suits)
- good ***intermediates*** (tens and nines are useful)

Pass with the barren 4-3-3-3 distribution, scattered unsupported honours, and no intermediate cards

4) Illustrate how you may make slam in a 4-4 fit when you cannot make 12 tricks in NT.
At game level we usually play in 3NT or 4 of a major, because we need just 9 tricks to make 3NT, 10 to make 4 of a major. We are reluctant to play in 5 of a minor, which needs 11 tricks.
When partner opens 1NT we look for an 8-card fit in a major, failing which we usually play in NT.
In a small slam we need 12 tricks no matter what the denomination, so we are prepared to play in 6 of a minor when that is best. How can we find a 4-4 minor suit fit for slam?
By ***bidding 4-card suits upwards*** over the 4NT response.
If opener decides he is not minimum he can bid his cheaper 4-card suit at the 5-level to see whether partner has support for it or not. Responder raises with 4-card support.
Without support responder bids a 4-card suit of his own, or 5NT with no available suit
Either partner can jump to 6 of a 5-card suit in case there is an 8-card fit there

(Exactly the same principles apply after the extremely rare 5NT response, but that is forcing to slam, so pass is not an option.)

Examples of Quantitative No-trump Auctions

♠Q942 ♥K82 ♦Q65 ♣AK5	**N** **W E** **S**	♠AKJ ♥QJ7 ♦AK92 ♣Q92

West	*East*
1NT	4NT
6NT	Pass

East, with 20HCP, ***invites*** slam if partner is maximum. West accepts.

♠AQJ5 ♥AK3 ♦Q105 ♣A32	**N** **W E** **S**	♠K7 ♥Q76 ♦K74 ♣K9865

West	*East*
2NT	4NT
Pass	

East can invite over 2NT also. This time West is minimum and passes.

♠K74 ♥QJ8 ♦Q92 ♣A743	**N** **W E** **S**	♠Q8 ♥AK92 ♦AK43 ♣K102

West	*East*
1NT	2♣
2♦	4NT
Pass	

When West shows no major there is no agreed suit, so 4NT is still **quantitative**

♠Q97 ♥A872 ♦QJ ♣AJ105	**N** **W E** **S**	♠AKJ54 ♥Q7 ♦AK2 ♣Q92

West	*East*
1NT	2♥
3♠	4NT
6♠	Pass

East invites slam after showing a 5-card spade suit via a transfer. He shows a balanced hand with 5-3-3-2 distribution. West is maximum with 3-card support so bids 6♠.

♠AQ95 ♥K3 ♦AK83 ♣KQJ	**N** **W E** **S**	♠KJ ♥AQJ65 ♦754 ♣865

West	*East*
2NT	3♦
3♥	4NT
6NT	Pass

Similarly over 2NT East has just enough to invite slam after his transfer. This sequence shows 5-3-3-2 – with 5-4-2-2 East bids his second suit. So West knows there is no 4-4 fit and settles for 6NT.

♠K4 ♥QJ85 ♦AK87 ♣AJ3	**N** **W E** **S**	♠AJ83 ♥A2 ♦43 ♣KQ1092

West	*East*
1♥	2♣
2NT	4NT
6♣	Pass

When opener rebids NT there is no agreed suit, so 4NT is still **quantitative.** You can only use Blackwood when a suit is agreed.

Hand Evaluation in No-trump

East opens 1NT and West raises to 2NT. Which of hands A, B, C should pass and which should bid on?

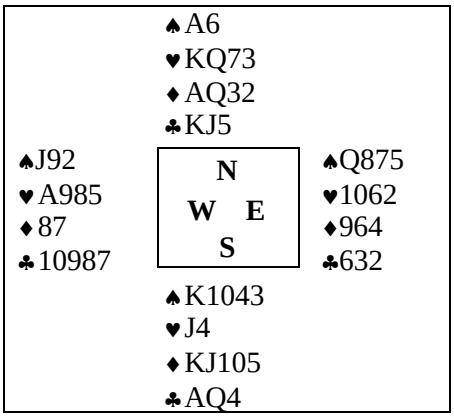
	A	B	C
	♠A742 ♥Q52 ♦K82 ♣KJ5	♠K6 ♥A52 ♦Q42 ♣KJ1054	♠A1093 ♥QJ102 ♦Q109 ♣KJ
♠Q85 ♥K94 ♦AJ65 ♣ Q62			
You can hope for	1/2 spade tricks 1 heart 2/3 diamonds 2 clubs	1 spade trick 2 hearts 2 diamonds 4 clubs	2 spade tricks 3 hearts 3 diamonds 2 clubs

With Hand A — You will lose the lead often, giving the defence plenty of time to establish their Work Suit. 4-3-3-3 distribution is bad - you have no good Work Suit. This hand is minimum, so Pass

With Hand B — You need give up the lead only once to establish your Work Suit, clubs. The stuffy 5-card suit is an asset, so treat the hand as maximum and bid on.

With Hand C — All the tens and nines, the ***intermediate cards*** help establish tricks in your long suits. Also, with two 4-card suits you have two possible sources of tricks. This hand is maximum, bid on.

The Power of the 4-4 fit

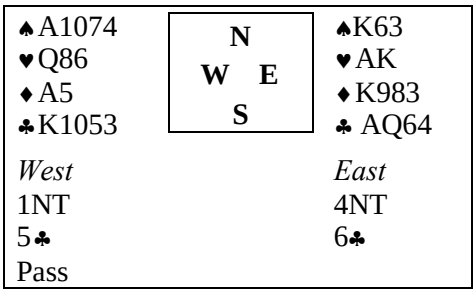


South opens 1NT and with 19HCP North bids 4NT, inviting slam. South has 14, so he bids 6NT.
West looks for a safe lead against a slam, and leads ♣10.
Declarer counts 2 spades, 4 diamonds and 3 clubs.
He plays on hearts, but provided West saves his ace to beat the jack he can establish just two extra tricks there. 11 tricks only, one down

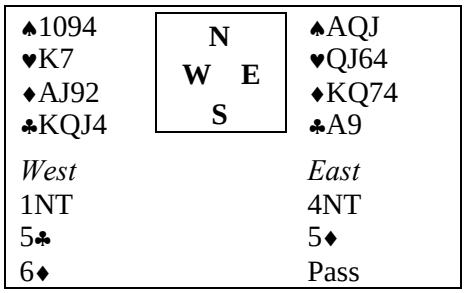
Now imagine we are playing in 6♦
We count 2 spades, 2 hearts, 4 diamonds, 3 clubs - and a spade ruff in the North hand. 12 tricks, slam made.

A 4-4 fit makes just 4 tricks in no-trump
It may make 5 or even 6 tricks in a trump contract

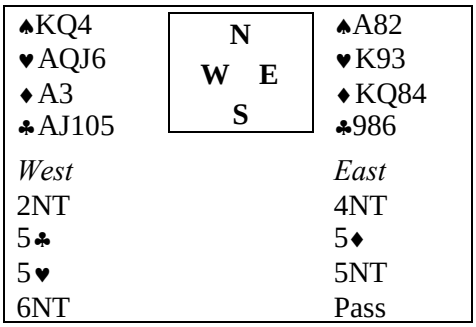
Bidding After the Quantitative 4NT



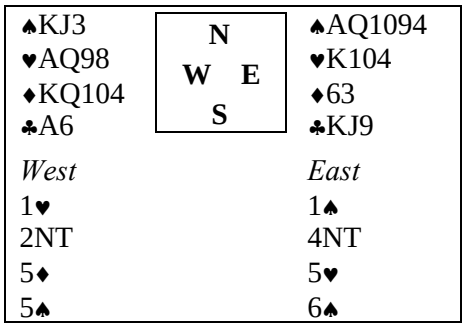
West has 13HCP and two 4-card suits where the high honour is bolstered by a ten, so he bids on. He tries 5♣ to see if there is an 8-card fit, and when East can raise clubs they have reached the best slam.
A diamond ruff in the West hand will produce a 12th trick (provided clubs break 3-2)



You can still bid suits upwards with a 14 count! East, lacking club support, bids his cheapest 4-card suit and the 4-4 fit is uncovered. 6NT may make if the spade finesse works, but in 6♦ you do not need a finesse. Discard spades on clubs and ruff a spade in the East hand.



Opposite a 2NT opener 4NT shows 11-12 HCP.
West starts bidding suits upwards, and East bids his only 4-card suit. West bids his second suit but East has no fit for either suit.
5NT says he has no fit, and not four spades, so he must be 3343. West decides his club intermediates are enough to try 6NT. Which will make 75% of the time when South has one or both of the club honours.



West shows 18-19 balanced, and East a stuffy 13 count. Over 4NT West bids his second suit and East shows his3-card support for hearts.
If West had a fifth heart he might try slam in hearts, but as things are he shows his3-card spade support instead. Now East can bid slam in the 5-3 spade fit.
A club ruff in dummy guarantees 12 tricks without needing any finesses to work, or suits to break.

Quantitative No-trump Bidding

An opening bid of 1NT or 2NT shows a balanced hand with a specific point range. (12-14 or 20-22)
Knowing partner's point count is useful - you immediately know whether to stop in part score (when the partnership has less than 25HCP), or look for game (with 25HCP or more) or slam (33 HCP or more).

When game/slam is possible if partner is maximum but not if he is minimum you make an ***invitational*** bid.

Raising 1NT to 2NT is ***invitational.*** It says "bid 3NT if you are maximum. Pass if minimum"

Raising 1NT to 4NT is also invitational. It says "bid slam if you are maximum, Pass if minimum"

The raise to 4NT is called a ***quantitative*** no-trump bid.

It is **NOT** Blackwood - you can ask for aces ***only when you have agreed a suit to play in.***

NB: you can still make invitational NT raises after looking for a major suit fit via Stayman or a Transfer.

Hand evaluation in No-trump

When you invite partner to bid on he has no problem with a maximum 14HCP, nor with a minimum 12HCP.
What does he do with 13HCP?

A	♠Q32	B	♠AQ	C	♠KJ109	D	♠A3
	♥K432		♥65432		♥A2		♥983
	♦AJ5		♦K42		♦QJ109		♦KQJ106
	♣K62		♣KJ4		♣Q108		♣K97

In A and B the honours are scattered or in short suits. There are no intermediate cards, no good long suit that can be easily established. These are **minimum** hands which should decline an invitation.

In C and D the honours support one another and are supported by ***intermediate cards,*** tens and nines. There are two good 4-card suits, or one 5-card suit, from which tricks can be developed. These are **maximum** and should bid on.

Further bidding after a Quantitative 4NT

When we are wondering which game to play in we choose 3NT or 4 of a major in preference to 5 of a minor. This is because we need only 9 tricks to make 3NT, 10 to make 4♥ or 4♠, but 11 tricks to make 5♣ or 5♦. For a small slam level we need to make 12 tricks, whatever the denomination.
A 4-4 fit is worth only 4 tricks in a no-trump contract, ***but may produce an extra trick or two if it is trump.*** So over a quantitative 4NT it is a good idea to look for a 4-4 fit.

West	*East*	
1NT	4NT	West passes with a minimum opener, 12HCP or a bad 13HCP.
?		With a maximum he can check on alternative strains by ***bidding 4-card suits upwards.***

5♣ shows a 4-card club suit.
With 4-card support East raises to 6♣.
Otherwise he bids 4-card suits upwards in turn - 5♦ with 4 diamonds
5♥ with 4 hearts but not 4 diamonds
5♠ with no 4-card suits except spades

5♦ shows a 4-card diamond suit, denies 4 clubs.
With 4 diamonds East raises to 6♦.
Otherwise he bids a 4-card suit of his own, or 5NT if his only 4-card suit is clubs.
The partners continue to bid 4-card suits upwards until they know there cannot be a fit.
5NT by either player denies support for partner, and says he has no 4-card suits left to bid.
5NT can be passed, so if you want to be in 6NT you just have to bid it.

6♣ When you bid a suit at the 6-level it must be a 5-card suit, offering a choice of slam.
If partner has 3-card support and a doubleton (a ***ruffing value***) he can pass.
With only a doubleton in your suit partner converts to 6NT.

Other Quantitative 4NT Auctions

4NT is quantitative when a natural NT bid is raised to 4NT (no suit is agreed). Auctions like these:

West	*East*	*West*	*East*	*West*	*East*	*West*	*East*
1NT	4NT	2NT	4NT	1NT	2♦	2NT	3♥
				2♥	4NT	3♠	4NT
West	*East*	*West*	*East*	*West*	*East*	*West*	*East*
1♠	2♥	1♣	1♥	1♦	2♠	1♣	3NT
2NT	4NT	2NT	4NT	2NT	4NT	4NT	

Quiz 50

1) You open 1NT with these hands. Partner invites game with a raise to 2NT.
What is your response?

♠ Q95	♠ K1098	♠ K3	♠ Q109
♥ A943	♥ QJ102	♥ A65	♥ QJ2
♦ K72	♦ A4	♦ A8743	♦ 98
♣ KJ5	♣ QJ9	♣ Q53	♣ AKJ107
_____	_____	_____	_____

2) How should these pairs of hands be bid? West is dealer.

West	*East*	*West*	*East*
♠ A95	♠ KJ2	♠ AQ96	♠ J107
♥ A1092	♥ KQ63	♥ Q96	♥ AK42
♦ 97	♦ KQJ8	♦ AJ87	♦ KQ6
♣ KQ84	♣ A6	♣ J3	♣ AQ7
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

3) What is the meaning of the final 4NT bid in these auctions? Is it quantitative or Blackwood?

West	*East*	*West*	*East*	*West*	*East*	*West*	*East*
2NT	4NT	1♠	2♦	1♥	2♦	1NT	2♥
		2NT	4NT	2NT	3♥	2♠	3♥
				4♥	4NT	4♠	4NT
_____		_____		_____		_____	

Answers to Quizzes

Quiz 41

1a) 1♠ b) 2♠ c) Pass
2a) 2♣ b) 2♣ c) 3♦ (game try)
3a) 1♥ b) 2♣ c) Pass
4a) 2♠ b) 4♠ c) 2♠
5a) Pass b) 3NT
6a) 2NT b) 3NT

Quiz 42

1) 3NT 2) 2♥ 3) Pass 4) 2NT 5) 2♥ 6) 3♥
7) 4♥ 8) Pass 9) Pass 10) 4♥

Quiz 43

1) 4♦ (cuebid agreeing clubs) 2) 4♦ 3) 4♥ 4) 4♠ 5) 5♥ 6) Pass

Quiz 44

1) 4♣ (no Blackwood wit a small doubleton) 2) 3♥ (set the trump suit first) 3) 4♠ (not enough for slam)
4)

West	*East*
2♣	2♥
2♠	3♠
4NT	5♦
6♠	Pass

Quiz 45

1a) Run ♣J, then ♣10 b) ♣K, then ♣AQ, concede fourth round if necessary. c) Cash ♦A, overtake ♦Q
d) Cash ♦AKQ *unblocking* 1098 from hand
2 ♥AK, ♦AKQ, ♥Q, ♣A, ♦J
3 If South has ♦K he can lead a heart through your remaining ♥J2.
If you hold up and North plays another heart you have 2 heart tricks, if he plays anything else you retain your stopper
4 Duck. If partner produces a second diamond win the second time. If he shows out on the second round duck again.

Quiz 46

1a) ♥6 b) ♥2 c) ♥8 4) ♥4 5) ♥6 6) ♥J
2 West has 7-9HCP. South has ♣K – he would play ♣Q from dummy at trick 1 if he did not have ♣K
Partner has 2 diamonds, declarer 3.
Declarer has 2 spades, 4 diamonds, at least 3 clubs.
You need 5 tricks to beat 3NT. You need 4 of them from hearts. Try ♥10 in case partner has AQJx
South has ♠ J964
♥ K42
♦ Q63
♣ AK4

Quiz 47

1a) 2♠ b) 3♠ c) 3NT d) 2♠
2a) 3♦ b) 3♠ c) 3♦ d) Pass
3a) 3NT b) Pass c) 4♥ (cue) d) 3♦ (advance cue)

Quiz 48

1a) Double b) 1♠ c) Pass d) Double
e) 2♠ f) Double g) Double h) Pass
2a) Double b) 1NT c) 3♦ d) Pass
3a) 2♠ b) 1NT c) 2♦ d) Pass

Quiz 49

1) ♦A, ♦3. 2) ♦K ♦4 3) ♥2, ♠2 4) ♣A, ♣7 5) ♣6, ♠8 6) ♥3, ♠6
7) ♦7, ♠9 8) ♥4, ♠10 9) ♦8, ♠J 10) ♥5, ♠Q 11) ♣10, ♠K 12) ♥J, ♠A 13) ♣Q ♥Q

Quiz 50

1a) Pass b) 3NT c) Pass d) 3NT
2a)

West	*East*	*West*	*East*
1NT	4NT	1NT	4NT
5♣	5♦	5♦	5♥
5♥	6♥	5♠	5NT
Pass		6NT	

Lesson 41 Hands to play

Deal 41.1

None Vul
Dealer North

	♠ J862 ♥ AQJ10 ♦ K9 ♣ A72	
♠ K ♥ 975432 ♦ Q82 ♣ 983	N W E S	♠ Q743 ♥ - ♦ J765 ♣ KQ1054
	♠ A1095 ♥ K86 ♦ A1043 ♣ J6	

West	North	East	South
-	1♥	Pass	1♠
Pass	2♠	Pass	4♠

Lead: ♥7 *(high denies honour, hoping E can ruff)*

The ruff is nasty but do not panic. Win ♣K switch and play ♠A and another to stop more ruffs. Draw the last trump asap for 10 tricks.

Deal 41.2

NS Vul
Dealer East

	♠ 98642 ♥ A104 ♦ 10 ♣ AQ63	
♠ Q5 ♥ 7 ♦ AK97632 ♣ J82	N W E S	♠ AKJ7 ♥ KQ965 ♦ QJ4 ♣ 9
	♠ 103 ♥ J832 ♦ 85 ♣ K10754	

West	North	East	South
-	-	1♥	Pass
2♦	Pass	2♠	Pass
3♦	Pass	5♦	All Pass

Lead: ♣A *(unbid suit, do not underlead aces)*

East reverses, then raises partner's rebid suit. If North does not cash his other ace West discards his heart and makes 12 tricks.

Deal 41.3

EW Vul
Dealer South

	♠ AK1096 ♥ A1054 ♦ 7 ♣ AK7	
♠ J852 ♥ Q8 ♦ J983 ♣ Q83	N W E S	♠ Q3 ♥ J73 ♦ KQ1042 ♣ J65
	♠ 74 ♥ K962 ♦ A65 ♣ 10942	

West	North	East	South
-	-	-	Pass
Pass	1♠	Pass	1NT
Pass	3♥	Pass	4♥

Lead ♦K *(top of a sequence)*

North's jump to 3♥ is game-forcing. With 4-card support South has an easy raise. Draw 2 trump then ruff 2 spades.

Deal 41.4

All Vul
Dealer West

	♠ 853 ♥ 64 ♦ A972 ♣ AKJ6	
♠ KQJ10 ♥ AK9875 ♦ 103 ♣ 2	N W E S	♠ A42 ♥ J10 ♦ KJ864 ♣ Q43
	♠ 976 ♥ Q32 ♦ Q5 ♣ 109875	

West	North	East	South
1♥	Pass	2♦	Pass
2♥	Pass	2NT	Pass
3♠	Pass	4♥	All Pass

Lead ♣A. *(A from AK)*

West is not strong enough to reverse but when East invite game he can show his 6-4 shape. 4♥ is better than 3NT

Deal 41.5

NS Vul
Dealer North

	♠ K65 ♥ 108 ♦ J72 ♣ QJ1086	
♠ AJ82 ♥ AJ973 ♦ A4 ♣ A3	N W E S	♠ Q974 ♥ K6 ♦ KQ986 ♣ 42
	♠ 103 ♥ Q542 ♦ 1053 ♣ K975	

West	North	East	South
-	Pass	Pass	Pass
1♥	Pass	2♦	Pass
2♠	Pass	4♠	All Pass

Lead: ♣Q *(top of a sequence)*

West is strong enough to reverse into 2♠: partner can still have 4cards in spades, and you can stand preference to 3 ♥.

Deal 41.6

EW Vul
Dealer East

	♠ Q72 ♥ K432 ♦ 103 ♣ AKQJ	
♠ A85 ♥ Q765 ♦ K84 ♣ 1053	N W E S	♠ K1094 ♥ J108 ♦ Q5 ♣ 9764
	♠ J63 ♥ A9 ♦ AJ9762 ♣ 82	

West	North	East	South
-	-	Pass	Pass
Pass	1♥	Pass	2♦
Pass	2NT	Pass	3NT

Lead: ♠10 *(top of an interior sequence)*

North has 15HCP opposite 10+ and rebids 2NT. With a semi-balanced hand South bids 3NT. Take the double diamond finesse.

Deal 41.7

All Vul
Dealer South

	♠ J986 ♥ KJ52 ♦ 1084 ♣ K2	
♠ AK4 ♥ A97 ♦ 965 ♣ Q963	N W E S	♠ 1072 ♥ Q10643 ♦ A73 ♣ 87
	♠ Q53 ♥ 8 ♦ KQJ2 ♣ AJ1054	

West	North	East	South
-	-	-	1♣
Pass	1♥	Pass	2♣
All Pass			

Lead ♠A *(ace from ace-king)*

South is not worth a reverse into 2♦ which might force his side to the 3-level. North has nothing to add, nowhere to go.

Deal 41.8

None Vul
Dealer West

	♠ 953 ♥ 75 ♦ K75432 ♣ 95	
♠ KJ10 ♥ KQ84 ♦ - ♣ AKJ843	N W E S	♠ Q82 ♥ J963 ♦ AQ6 ♣ 1072
	♠ A764 ♥ A102 ♦ J1098 ♣ Q6	

West	North	East	South
1♣	Pass	1♥	Pass
4♥	All Pass		

Lead ♦J *(top of a sequence)*

When East bids hearts West becomes can add several 'fit' points, enough to make his hand worth game.

Lesson 42 Hands to play

Deal 42.1 — None Vul, Dealer North

	♠ A7 ♥ K6 ♦ AK73 ♣ KQ754	
♠ J62 ♥ A83 ♦ 96 ♣ AJ1062	N W E S	♠ Q109543 ♥ 1052 ♦ QJ ♣ 83
	♠ K8 ♥ QJ974 ♦ 108542 ♣ 9	

West	North	East	South
-	1♣	Pass	1♥
Pass	2♦	Pass	3♦
Pass	3NT	All Pass	

Lead ♠5 *(unbid suit, fourth highest)*

South responds in the higher of two 5-card suits then raises partner's second suit. With 19HCP North tries 3NT – (5 ♦ makes also)

Deal 42.2 — NS Vul, Dealer East

	♠ 10652 ♥ K64 ♦ 97 ♣ A975	
♠ AKQ ♥ J52 ♦ 108653 ♣ 82	N W E S	♠ 873 ♥ Q8 ♦ KQ42 ♣ 10643
	♠ J94 ♥ A10973 ♦ AJ ♣ KQJ	

West	North	East	South
-	-	Pass	1♥
Pass	1♠	Pass	1NT
All Pass			

Lead ♦5 *(fourth highest, longest suit)*

South shows 15-17HCP, North knows there is no game. Win the lead, cash the high clubs, in the short hand, cross to ♥K for ♣A.

Deal 42.3 — EW Vul, Dealer South

	♠ J73 ♥ 865 ♦ K976 ♣ K94	
♠ AK42 ♥ Q2 ♦ Q10542 ♣ A5	N W E S	♠ Q106 ♥ A1097 ♦ J8 ♣ Q1062
	♠ 985 ♥ KJ43 ♦ A3 ♣ J873	

West	North	East	South
-	-	-	Pass
1♦	Pass	1♥	Pass
1♠	Pass	1NT	All Pass

Lead ♣3 *(unbid suit, low from an honour)*

With no special fit for partner East rebids 1NT. West has no reason to bid on.

Deal 42.4 — All Vul, Dealer West

	♠ A92 ♥ K985 ♦ 86 ♣ K1085	
♠ K10 ♥ 1062 ♦ AK10954 ♣ A2	N W E S	♠ Q7643 ♥ QJ4 ♦ 3 ♣ QJ64
	♠ J85 ♥ A73 ♦ QJ72 ♣ 973	

West	North	East	South
1♦	Pass	1♠	Pass
2♦	All Pass		

Lead ♥5. *(low from an honour)*

With a minimum misfitting hand East gives up before things get worse.

Deal 42.5 — NS Vul, Dealer North

	♠ KQJ743 ♥ 9 ♦ 103 ♣ J532	
♠ 62 ♥ KJ732 ♦ A854 ♣ K6	N W E S	♠ A985 ♥ 106 ♦ J76 ♣ A987
	♠ 10 ♥ AQ854 ♦ KQ92 ♣ Q104	

West	North	East	South
-	Pass	Pass	1♥
Pass	1♠	Pass	2♦
Pass	2♠	All Pass	

Lead: ♣A *(unbid suit, do not underlead aces)*

North has no fit for either of partner's suits, but he can rebid his own good suit to play

Deal 42.6 — EW Vul, Dealer East

	♠ AK85 ♥ 1064 ♦ Q5 ♣ J763	
♠ Q109743 ♥ KQ2 ♦ 64 ♣ 94	N W E S	♠ 6 ♥ AJ873 ♦ AK983 ♣ A2
	♠ J2 ♥ 95 ♦ J1072 ♣ KQ1085	

West	North	East	South
-	-	1♥	Pass
1♠	Pass	2♦	All Pass
2♥	Pass	3♦	Pass
4♥	All Pass		

Lead: ♣K *(top of a sequence)*

West starts with simple preference but when East makes a try for game he is worth 4♥

Deal 42.7 — All Vul, Dealer South

	♠ A1043 ♥ Q5 ♦ 1052 ♣ Q1093	
♠ KJ652 ♥ J862 ♦ Q7 ♣ 82	N W E S	♠ Q97 ♥ 73 ♦ A984 ♣ KJ65
	♠ 8 ♥ AK1094 ♦ KJ63 ♣ A74	

West	North	East	South
-	-	-	1♥
Pass	1♠	Pass	2♦
Pass	2♥	All Pass	

Lead ♣8 *(top of a doubleton, unbid suit)*

North is weak and has nowhere better to play than hearts – so 'false preference'

Deal 42.8 — None Vul, Dealer West

	♠ Q862 ♥ 754 ♦ J8 ♣ KJ106	
♠ AK97 ♥ K6 ♦ KQ5432 ♣ 7	N W E S	♠ 10543 ♥ AQ108 ♦ A ♣ 8432
	♠ J ♥ J932 ♦ 10976 ♣ AQ95	

West	North	East	South
1♦	Pass	1♥	Pass
1♠	Pass	3♠	Pass
4♠	All Pass		

Lead ♣J *(unbid suit, top of an interior sequence)*

East makes a limit raise of the second suit. Cash just 2 trump, then outside winners and crossruff.

Lesson 43 Hands to play

Deal 43.1 — None Vul, Dealer North

	♠ AK875 ♥ K1084 ♦ 65 ♣ A6	
♠ 3 ♥ J62 ♦ Q94 ♣ Q98752	N W E S	♠ J42 ♥ Q973 ♦ 72 ♣ KJ103
	♠ Q1096 ♥ A5 ♦ AKJ1083 ♣ 4	

West	North	East	South
-	1♠	Pass	3♦
Pass	3♥	Pass	3♠
Pass	4♣	Pass	4♦
Pass	4♠	Pass	5♥
Pass	6♠	All Pass	

Lead ♣J *(top of an interior sequence)*
The jump shift followed by support sets trump
Establish diamonds by ruffing

Deal 43.2 — NS Vul, Dealer East

	♠ KQJ9 ♥ 103 ♦ K54 ♣ J752	
♠ A63 ♥ KQ762 ♦ Q76 ♣ A6	N W E S	♠ 8 ♥ AJ98 ♦ A10983 ♣ KQ9
	♠ 107542 ♥ 54 ♦ J2 ♣ 10843	

West	North	East	South
-	-	1♦	Pass
1♥	Pass	3♥	Pass
3♠	Pass	4♦	Pass
5♣	Pass	6♥	All Pass

Lead ♠K *(top of a sequence)*
When West cuebids twice East knows there must be enough values for slam

Deal 43.3 — EW Vul, Dealer South

	♠ A103 ♥ A83 ♦ 952 ♣ K832	
♠ 95 ♥ J9 ♦ AK864 ♣ J964	N W E S	♠ 8 ♥ 1076542 ♦ J107 ♣ 1075
	♠ KQJ7642 ♥ KQ ♦ Q3 ♣ AQ	

West	North	East	South
-	-	-	2♠
Pass	3♠	Pass	4♣
Pass	4♥	Pass	4♠
All Pass			

Lead ♦A *(ace from ace-king)*
Nobody has a diamond control, so stay out of slam.

Deal 43.4 — All Vul, Dealer West

	♠ J82 ♥ 10652 ♦ 72 ♣ 10853	
♠ AQ1096 ♥ A73 ♦ J86 ♣ 94	N W E S	♠ K5 ♥ 98 ♦ AKQ1093 ♣ AKQ
	♠ 743 ♥ KQJ4 ♦ 54 ♣ J762	

West	North	East	South
Pass	Pass	2♦	Pass
2♠	Pass	3♦	Pass
4♦	Pass	5♣	Pass
5♥	Pass	7♦	All Pass

Lead . ♥K *(top of a sequence)*
West promises 5 spades to 2 honours, diamond support and ♥A – enough!

Deal 43.5 — NS Vul, Dealer North

	♠ AKQ54 ♥ AJ63 ♦ 743 ♣ 9	
♠ 102 ♥ 109 ♦ Q1082 ♣ KQ1072	N W E S	♠ J763 ♥ 85 ♦ 96 ♣ AJ643
	♠ 98 ♥ KQ742 ♦ AKJ5 ♣ 85	

West	North	East	South
-	1♠	Pass	2♥
Pass	4♥	Pass	5♦
Pass	6♥	All Pass	

Lead: ♣K *(top of a sequence)*
When South volunteers a cue-bid North realises his second round club control is very important.

Deal 43.6 — EW Vul, Dealer East

	♠ K75 ♥ K97 ♦ QJ103 ♣ 862	
♠ A ♥ AJ8432 ♦ AK74 ♣ 97	N W E S	♠ QJ104 ♥ Q1065 ♦ 96 ♣ KQ3
	♠ 98632 ♥ - ♦ 852 ♣ AJ1054	

West	North	East	South
-	-	Pass	Pass
1♥	Pass	3♥	Pass
3♠	Pass	4♥	All Pass

Lead: ♦Q *(top of a sequence)*
East might have the right cards - ♣A and ♥K But one slam try is enough for West.

Deal 43.7 — All Vul, Dealer South

	♠ 10 ♥ AQJ842 ♦ A8 ♣ KQ83	
♠ J642 ♥ 76 ♦ K93 ♣ J952	N W E S	♠ KQ97 ♥ 105 ♦ J642 ♣ 1074
	♠ A853 ♥ K93 ♦ Q1075 ♣ A6	

West	North	East	South
-	-	-	1NT
Pass	3♥	Pass	3♠
Pass	4♦	Pass	5♣
Pass	6♥	Pass	Pass

Lead ♠K *(K from KQ)*
North's 3♥ is a slam try, so South should cooperate by cuebidding when he can.

Deal 43.8 — None Vul, Dealer West

	♠ 652 ♥ 9 ♦ KQ1092 ♣ Q832	
♠ 104 ♥ A873 ♦ 5 ♣ AKJ964	N W E S	♠ A97 ♥ KQJ1064 ♦ A63 ♣ 5
	♠ KQJ83 ♥ 52 ♦ J874 ♣ 107	

West	North	East	South
1♣	Pass	2♥	Pass
3♥	Pass	3♠	Pass
4♣	Pass	4♦	Pass
5♣	Pass	6♥	All Pass

Lead ♠K *(top of a sequence)*
When East bids hearts West becomes excited and cooperates enthusiastically

Lesson 44 Hands to play

Deal 44.1 — None Vul, Dealer North

	♠ K98652 ♥ AK ♦ KQJ5 ♣ 9	
♠ J4 ♥ Q1097 ♦ A732 ♣ J76	N W E S	♠ - ♥ J6432 ♦ 10964 ♣ A852
	♠ AQ1073 ♥ 85 ♦ 8 ♣ KQ1043	

West	North	East	South
-	1♠	Pass	4♠
Pass	4NT	Pass	5♦
Pass	5♠	All Pass	

Lead ♦10 *(top of a sequence)*
A sore disappointment for North but at least Blackwood saves him from a slam off two aces

Deal 44.2 — NS Vul, Dealer East

	♠ 4 ♥ 532 ♦ KQ108 ♣ J8643	
♠ K86 ♥ KQJ98 ♦ A964 ♣ 7	N W E S	♠ AQ1053 ♥ A1074 ♦ 53 ♣ AQ
	♠ J972 ♥ 6 ♦ J72 ♣ K10952	

West	North	East	South
-	-	1♠	Pass
2♥	Pass	4♥	Pass
4NT	Pass	5♠	Pass
6♥	Pass	Pass	Pass

Lead ♦K *(top of a sequence)*
There is an inevitable diamonds loser, and you must ruff a spade to establish the suit.

Deal 44.3 — EW Vul, Dealer South

	♠ J74 ♥ A32 ♦ AJ10832 ♣ 7	
♠ 1093 ♥ 964 ♦ 65 ♣ A8542	N W E S	♠ KQ852 ♥ J10875 ♦ - ♣ J103
	♠ A6 ♥ KQ ♦ KQ974 ♣ KQ96	

West	North	East	South
-	-	-	1♦
Pass	3♦	Pass	4NT
Pass	5♥	Pass	6♦

Lead ♠10 *(top of touching cards)*
South has the ideal hand for Blackwood All he needs to know is how many aces?

Deal 44.4 — All Vul, Dealer West

	♠ A8642 ♥ 4 ♦ KJ862 ♣ 105	
♠ 93 ♥ AK1096 ♦ A3 ♣ J832	N W E S	♠ K7 ♥ Q875 ♦ 5 ♣ AKQ964
	♠ QJ105 ♥ J32 ♦ Q10974 ♣ 7	

West	North	East	South
1♥	Pass	3♣	Pass
4♣	Pass	4NT	Pass
5♥	Pass	6♣	

Lead ♠Q. *(top of a sequence)*
East has no cuebid. If partner has only 1 ace he is too high but risk is inevitable.

Deal 44.5 — NS Vul, Dealer North

	♠ 86 ♥ 95 ♦ AK3 ♣ AKQ876	
♠ Q10742 ♥ 83 ♦ QJ1052 ♣ 10	N W E S	♠ KJ953 ♥ Q1064 ♦ 764 ♣ 9
	♠ A ♥ AKJ72 ♦ 98 ♣ J5432	

West	North	East	South
-	1♣	Pass	1♥
Pass	3♣	Pass	4♣
Pass	4♦	Pass	4NT
Pass	5♥	Pass	5NT
Pass	6♥	Pass	7♣

Lead: ♠5 *(low from an honour)*
South sets trump, then takes charge.

Deal 44.6 — EW Vul, Dealer East

	♠ 103 ♥ 73 ♦ KQJ84 ♣ 10652	
♠ KQ642 ♥ K5 ♦ 63 ♣ A973	N W E S	♠ AJ75 ♥ AQJ84 ♦ A95 ♣ 8
	♠ 98 ♥ 10962 ♦ 1072 ♣ KQJ4	

West	North	East	South
-	-	1♥	Pass
1♠	Pass	3♠	Pass
4♣	Pass	4♦	Pass
4NT	Pass	5♠	Pass
6♠	All Pass		

Lead: ♦K *(top of a sequence)*
You can use Blackwood after a few cuebids

Deal 44.7 — All Vul, Dealer South

	♠ J865 ♥ K10532 ♦ 64 ♣ A7	
♠ 10 ♥ 764 ♦ J852 ♣ Q10852	N W E S	♠ 97 ♥ AQJ8 ♦ 107 ♣ KJ643
	♠ AKQ432 ♥ 9 ♦ AKQ93 ♣ 9	

West	North	East	South
-	-	-	2♠
Pass	3♠	Pass	4NT
Pass	5♦	Pass	6♠
Pass	Pass	Pass	

Lead ♣5 *(low from an honour)*
5/6/7 depends simply on North's aces.

Deal 44.8 — None Vul, Dealer West

	♠ 8 ♥ AK742 ♦ J632 ♣ 872	
♠ AJ107 ♥ 986 ♦ A9 ♣ J1054	N W E S	♠ KQ543 ♥ 3 ♦ KQ874 ♣ AK
	♠ 962 ♥ QJ105 ♦ 105 ♣ Q963	

West	North	East	South
Pass	Pass	1♠	Pass
3♠	Pass	4NT	Pass
5♥	Pass	6♠	Pass
Pass	Pass		

Lead ♥Q *(top of a sequence)*
Do not mess about for no good reason

Lesson 45 Hands to play

Deal 45.1 — None Vul, Dealer North

	♠ K96 ♥ A32 ♦ KQ4 ♣ AK62	
♠ J1084 ♥ J1097 ♦ A76 ♣ J8	N W E S	♠ AQ75 ♥ 864 ♦ 85 ♣ Q1097
	♠ 32 ♥ KQ5 ♦ J10932 ♣ 543	

West	North	East	South
-	1♣	Pass	1♦
Pass	2NT	Pass	3NT
All Pass			

Lead ♠5 *(fourth highest strongest unbid suit)*
When West plays ♠10 this is not the time to hold up! West returns a spade and you lose 5 tricks
You must win ♠K and hope they break 4-4

Deal 45.2 — NS Vul, Dealer East

	♠ J10982 ♥ J63 ♦ KQ ♣ K107	
♠ AK6 ♥ AK7 ♦ 642 ♣ AQ98	N W E S	♠ Q4 ♥ 8542 ♦ A10753 ♣ 42
	♠ 753 ♥ Q109 ♦ J98 ♣ J653	

West	North	East	South
-	-	Pass	Pass
2NT	Pass	3♣	Pass
3♦	Pass	3NT	All Pass

Lead ♠J *(top of a sequence)*
Develop length tricks in diamonds, keeping ♦A as the entry to cash them. Duck the first 2 rounds.

Deal 45.3 — EW Vul, Dealer South

	♠ 542 ♥ 73 ♦ AK75 ♣ QJ103	
♠ KJ87 ♥ 1065 ♦ 643 ♣ 752	N W E S	♠ Q96 ♥ AKQ92 ♦ 82 ♣ 986
	♠ A103 ♥ J84 ♦ QJ109 ♣ AK4	

West	North	East	South
-	-	-	1♦
Pass	3♦	Pass	3NT
All Pass			

Lead ♠7 *(fourth highest)*
East was not strong enough to bid 3♥ for the lead, but if you duck ♠Q he will surely find the switch! Do not hold up pointlessly

Deal 45.4 — All Vul, Dealer West

	♠ 96 ♥ AQ9 ♦ KJ106 ♣ K842	
♠ AKJ ♥ K62 ♦ AQ754 ♣ Q7	N W E S	♠ Q87 ♥ J108743 ♦ 9 ♣ A53
	♠ 105432 ♥ 5 ♦ 832 ♣ J1096	

West	North	East	South
1♦	Pass	1♥	Pass
2NT	Pass	3♥	Pass
4♥	All Pass		

Lead ♣J. *(top of a sequence)*
Try ♣Q from dummy but when North plays ♣K duck ♣A to ensure a ruff in dummy.
(If S gets in he can play trump to stop the ruff)

Deal 45.5 — NS Vul, Dealer North

	♠ AKQ ♥ AJ106 ♦ KJ5 ♣ K74	
♠ J9643 ♥ Q9 ♦ A74 ♣ QJ2	N W E S	♠ 87 ♥ K742 ♦ 109832 ♣ 108
	♠ 1052 ♥ 853 ♦ Q6 ♣ A9653	

West	North	East	South
-	2NT	Pass	3NT
All Pass			

Lead: ♦10 *(top of a sequence)*
West wins ♦A and returns the suit, removing dummy's side entry. You must duck a ♣ early to keep ♣A as an entry to the length tricks

Deal 45.6 — EW Vul, Dealer East

	♠ Q1087 ♥ K96 ♦ J74 ♣ A32	
♠ A64 ♥ 73 ♦ A832 ♣ K654	N W E S	♠ K3 ♥ A42 ♦ K65 ♣ QJ1098
	♠ J952 ♥ QJ1085 ♦ Q109 ♣ 7	

West	North	East	South
-	-	1♣	Pass
3♣	Pass	3NT	All Pass

Lead: ♥Q *(top of a sequence)*
You have to give up the lead to ♣A. So hold up ♥A till the third round in case ♣A is in the hand with shorter hearts

Deal 45.7 — All Vul, Dealer South

	♠ 953 ♥ 104 ♦ 93 ♣ AK9432	
♠ Q8642 ♥ A5 ♦ Q852 ♣ J7	N W E S	♠ J7 ♥ J9863 ♦ 1076 ♣ Q106
	♠ AK10 ♥ KQ72 ♦ AKJ4 ♣ 85	

West	North	East	South
-	-	-	2NT
Pass	3NT	All Pass	

Lead ♠4 *(fourth highest, longest suit)*
To get at the length tricks in clubs you must concede the first round, then you have 5 club. tricks. Lose the inevitable trick early

Deal 45.8 — None Vul, Dealer West

	♠ KQJ109 ♥ 987 ♦ 542 ♣ 98	
♠ A54 ♥ K632 ♦ Q3 ♣ A632	N W E S	♠ 32 ♥ A54 ♦ AJ1098 ♣ K54
	♠ 876 ♥ QJ10 ♦ K76 ♣ QJ107	

West	North	East	South
1NT	Pass	3NT	Pass
All Pass			

Lead ♠K *(top of a sequence)*
By finessing in diamonds you can avoid losing the lead to North. Hold up ♠A twice till South has no more spades to lead

Lesson 46 Hands to play

Deal 46.1 — None Vul, Dealer North

	♠ AK63 ♥ Q1075 ♦ AKQ ♣ 85	
♠ 92 ♥ A42 ♦ 98764 ♣ A76	N W E S	♠ QJ1085 ♥ J98 ♦ 105 ♣ 943
	♠ 74 ♥ K63 ♦ J32 ♣ KQJ102	

West	North	East	South
-	1♥	Pass	2♣
Pass	2NT	Pass	3NT

Lead ♠Q *(top of a sequence)*
N holds up once in spades, then tackles clubs. E plays ♣3 on the first round, so W wins the second to kill dummy's club suit.

Deal 46.2 — NS Vul, Dealer East

	♠ 105 ♥ AJ732 ♦ J854 ♣ 42	
♠ KQ8 ♥ KQ9 ♦ A109 ♣ 10983	N W E S	♠ AJ76 ♥ 86 ♦ KQ ♣ KQJ76
	♠ 9432 ♥ 1054 ♦ 7632 ♣ A5	

West	North	East	South
-	-	1♣	Pass
3NT	All Pass		

Lead ♥3 *(fourth highest)*
Not the time to hold up! S knows N can't have much but he just might have 4 heart tricks. Win ♣A and return partner's suit

Deal 46.3 — EW Vul, Dealer South

	♠ 643 ♥ 873 ♦ KJ109 ♣ A74	
♠ 9 ♥ KJ92 ♦ 8762 ♣ J1095	N W E S	♠ 1085 ♥ Q1054 ♦ AQ4 ♣ Q83
	♠ AKQJ72 ♥ A6 ♦ 53 ♣ K62	

West	North	East	South
-	-	-	1♠
Pass	1NT	Pass	3♠
Pass	4♠	All Pass	

Lead ♣J *(top of a sequence)*
S wins ♣K, draws trump and plays on ♦s. W shows 4 with ♦8 so E wins and returns ♣Q to remove the entry. Hearts can wait

Deal 46.4 — All Vul, Dealer West

	♠ 643 ♥ Q1073 ♦ J1096 ♣ 72	
♠ KJ10 ♥ AKJ2 ♦ AK7 ♣ K95	N W E S	♠ Q95 ♥ 96 ♦ 843 ♣ QJ1084
	♠ A872 ♥ 854 ♦ Q52 ♣ A63	

West	North	East	South
2NT	Pass	3NT	All Pass

Lead. ♦J *(Top of a sequence)*
N's ♣7 on the first round tells S to hold up till the third round. Then he saves ♠A to kill ♠Q, the only possible entry.

Deal 46.5 — NS Vul, Dealer North

	♠ AK6 ♥ Q104 ♦ 1064 ♣ A1043	
♠ 954 ♥ K63 ♦ AJ52 ♣ KQJ	N W E S	♠ QJ1072 ♥ 95 ♦ K97 ♣ 987
	♠ 83 ♥ AJ872 ♦ Q83 ♣ 652	

West	North	East	South
-	1NT	Pass	2♦
Pass	2♥	All Pass	

Lead: ♠Q *(top of a sequence)*
West counts declarer's HCP. ♠Q lead means he has ♠AK. He plays ♥Q to draw trump. He produces ♣A - so he has nothing in diamonds.

Deal 46.6 — EW Vul, Dealer East

	♠ J943 ♥ 7 ♦ Q86 ♣ AQ1096	
♠ A52 ♥ J63 ♦ AJ52 ♣ 873	N W E S	♠ 1086 ♥ AKQ1084 ♦ K73 ♣ K
	♠ KQ7 ♥ 952 ♦ 1094 ♣ J542	

West	North	East	South
-	-	1♥	Pass
2♦	Pass	2♥	Pass
4♥	All Pass		

Lead: ♠K *(top of touching honours)*
North, happy with the lead, should encourage blatantly with ♠9. If spades are not continued East discards one on the long diamond

Deal 46.7 — All Vul, Dealer South

	♠ J6 ♥ J9752 ♦ J64 ♣ A108	
♠ 108753 ♥ K63 ♦ A92 ♣ 75	N W E S	♠ KQ4 ♥ Q104 ♦ 75 ♣ J9643
	♠ A92 ♥ A8 ♦ KQ1083 ♣ KQ2	

West	North	East	South
-	-	-	1♦
Pass	1♥	Pass	2NT
Pass	3NT	All Pass	

Lead ♠5 *(fourth highest, longest suit)*
East plays ♠Q. then ♠K and South holds up West's ♠3 shows a 5-card suit so East plays a third round to establish partner's suit

Deal 46.8 — None Vul, Dealer West

	♠ KQ10 ♥ 732 ♦ QJ6 ♣ 8653	
♠ AJ983 ♥ AQJ5 ♦ 5 ♣ J104	N W E S	♠ 52 ♥ K109 ♦ A1087 ♣ AQ92
	♠ 764 ♥ 864 ♦ K9432 ♣ K7	

West	North	East	South
1♠	Pass	2♣	Pass
2♥	Pass	3NT	All Pass

Lead ♦3 *(fourth highest)*
North plays ♦J and East wins ♦A. South realises North must have ♦Q and leads ♦2 when he wins ♣K

Lesson 47 Hands to play

Deal 47.1 — None Vul, Dealer North

	♠ KJ75 ♥ K104 ♦ 65 ♣ AQ106	
♠ A103 ♥ QJ92 ♦ Q94 ♣ 982	N W E S	♠ 842 ♥ A763 ♦ K ♣ KJ753
	♠ Q96 ♥ 85 ♦ AJ108732 ♣ 4	

West	North	East	South
-	1NT	Pass	2♠
Pass	3♣	Pass	3♦
All Pass			3♥
		5♣	Pass	6♥

Lead ♥Q *(top of touching honours)*
South removes to a long minor which should play better than 1NT, where declarer cannot get at dummy's diamond suit.

Deal 47.2 — NS Vul, Dealer East

	♠ Q9 ♥ 103 ♦ KQJ54 ♣ 7542	
♠ AKJ63 ♥ KQ72 ♦ 6 ♣ A86	N W E S	♠ 85 ♥ AJ98 ♦ A1083 ♣ KJ9
	♠ 10742 ♥ 654 ♦ 972 ♣ Q103	

West	North	East	South
-	-	1NT	Pass
2♥	Pass	2♠	Pass
Pass	4♥	Pass	Pass	3♥
All Pass	Pass	6♣	All Pass

Lead ♦K *(top of a sequence)*
West shows both suits, and makes a slam try when he finds a 4-4 fit. East is very suitable, so bids slam.

Deal 47.3 — EW Vul, Dealer South

	♠ 3 ♥ A5 ♦ KQ52 ♣ AKJ754	
♠ 985 ♥ KJ9 ♦ J9864 ♣ 62	N W E S	♠ KQ1064 ♥ 107632 ♦ 107 ♣ 10
	♠ AJ72 ♥ Q84 ♦ A3 ♣ Q983	

West	North	East	South
-	-	-	1NT
Pass	3♣	Pass	3♦
Pass	3♠	3NT	All Pass

Lead ♠K *(king from king-queen)*
South turns up with 2 useful aces and slam interest, so North bids slam.
A diamond ruff in dummy brings 12 tricks.

Deal 47.4 — All Vul, Dealer West

	♠ J82 ♥ Q102 ♦ A72 ♣ J1083	
♠ A1096 ♥ K7 ♦ J86 ♣ KQ94	N W E S	♠ K75 ♥ AJ983 ♦ KQ1093 ♣ -
	♠ Q43 ♥ 654 ♦ 54 ♣ A7652	

West	North	East	South
1NT	Pass	2♦	Pass
2♥	Pass	3♦	Pass

Lead ♣J *(top of a sequence)*
West shows values in the other suits – if his stoppers were weaker he could bid 3♥ as a sort of waiting bid.

Deal 47.5 — NS Vul, Dealer North

	♠ K54 ♥ Q10973 ♦ A43 ♣ K6	
♠ 832 ♥ ♦ Q1082 ♣ QJ10872	N W E S	♠ AQ76 ♥ K865 ♦ KJ6 ♣ 43
	♠ J109 ♥ AJ42 ♦ 975 ♣ A95	

West	North	East	South
-	Pass	1NT	Pass
2♠	Pass	3♣	All Pass

Lead: ♠J *(top of a sequence)*
West can be pretty sure that 3♣ will be a better contract than 1NT, so he transfers via 2♠

Deal 47.6 — EW Vul, Dealer East

	♠ 75 ♥ Q10974 ♦ AJ103 ♣ 82	
♠ 832 ♥ 8 ♦ K8765 ♣ 10975	N W E S	♠ QJ1064 ♥ A65 ♦ 9 ♣ KQ63
	♠ AK9 ♥ KJ32 ♦ Q42 ♣ AJ4	

West	North	East	South
-	-	1♠	1NT
Pass	2♦	Pass	2♥
Pass	3♦	Pass	4♥

Lead: ♠8 *(partner's suit, high denies honour)*
North uses transfers opposite partner's 1NT overcall just as he would after a 1NT opener

Deal 47.7 — All Vul, Dealer South

	♠ QJ105 ♥ J864 ♦ A8 ♣ Q86	
♠ A942 ♥ A7 ♦ K932 ♣ KJ2	N W E S	♠ K7 ♥ KQ1052 ♦ Q5 ♣ A1074
	♠ 863 ♥ 93 ♦ J10764 ♣ 953	

West	North	East	South
-	-	-	Pass
1NT	Pass	2♦	Pass
2♥	Pass	3♣	Pass
3♥	Pass	3NT	All Pas

Lead: ♠Q *(top of a sequence*
East shows both suits and West waits with 3♥. East's 3NT shows what he has

Deal 47.8 — None Vul, Dealer West

	♠ K65 ♥ QJ93 ♦ A2 ♣ QJ82	
♠ J1042 ♥ A87 ♦ 985 ♣ K94	N W E S	♠ A97 ♥ K1064 ♦ 63 ♣ 10653
	♠ Q83 ♥ 52 ♦ KQJ1074 ♣ A7	

West	North	East	South
Pass	1NT	Pass	3NT
All Pass			

Lead: ♥4 *(fourth highest, longest suit)*
South is too strong to transfer as a weak takeout and too weak for a slam try. Just bid 3NT!

Lesson 48 Hands to play

Deal 48.1 — None Vul, Dealer North

	♠ 43 ♥ AQJ74 ♦ KQ62 ♣ A5	
♠ AJ872 ♥ K105 ♦ 104 ♣ QJ8	N W E S	♠ KQ65 ♥ 8 ♦ AJ83 ♣ K1032
	♠ 109 ♥ 9632 ♦ 975 ♣ 9764	

West	North	East	South
-	1♥	Dbl	Pass
2♠	Pass	3♠	Pass
4♠	All Pass		

Lead: ♦K *(higher of touching honours)*

West has much more than he might have, so makes a jump response. With 4-card support East raises. Draw trump and establish clubs

Deal 48.2 — NS Vul, Dealer East

	♠ QJ73 ♥ QJ6 ♦ 1076 ♣ 985	
♠ 109642 ♥ 10753 ♦ 5 ♣ 632	N W E S	♠ 5 ♥ A942 ♦ AQ842 ♣ KQ7
	♠ AK8 ♥ K8 ♦ KJ93 ♣ AJ104	

West	North	East	South
-	-	1♦	Dbl
Pass	1♠	Pass	1NT
Pass	3NT	All Pass	

Lead: ♦5 *(partner's suit)*

South's 1NT rebid shows a hand too strong for a 16-18 1NT overcall. So North has enough to raise to game.

Deal 48.3 — EW Vul, Dealer South

	♠ 1085 ♥ 652 ♦ J762 ♣ 763	
♠ AKQ764 ♥ 8 ♦ AQ ♣ QJ102	N W E S	♠ 93 ♥ QJ104 ♦ 109543 ♣ K5
	♠ J2 ♥ AK973 ♦ K8 ♣ A984	

West	North	East	South
-	-	-	1♥
Dbl	Pass	2♦	Pass
2♠	Pass	3NT	All Pass

Lead: ♥7 *(fourth highest, longest suit)*

When West shows a strong hand with spades East has enough for game, and the heart stoppers suggest 3NT.

Deal 48.4 — All Vul, Dealer West

	♠ AKJ843 ♥ A7 ♦ 10943 ♣ 6	
♠ 10 ♥ KJ5 ♦ KQ87 ♣ KQJ32	N W E S	♠ 752 ♥ Q84 ♦ J52 ♣ 10987
	♠ Q96 ♥ 109632 ♦ A6 ♣ A54	

West	North	East	South
1♣	2♠	Pass	4♠
All Pass			

Lead: ♣10 *(partner's suit)*

North has a classic jump overcall, and South, with 3-card support and two aces, has plenty to raise to game Play diamonds early to establish ruffs in dummy

Deal 48.5 — NS Vul, Dealer North

	♠ 10932 ♥ 2 ♦ 9865 ♣ 9762	
♠ QJ65 ♥ 10876 ♦ J10 ♣ AQ8	N W E S	♠ A7 ♥ A954 ♦ KQ43 ♣ K54
	♠ K84 ♥ KQJ3 ♦ A72 ♣ J103	

West	North	East	South
-	Pass	1♥	Pass
3♥	Pass	4♥	All Pass

Lead: ♣J: *(top of a sequence)*

South should not double with a minimum flat hand, particularly vulnerable opposite a passed partner.

Deal 48.6 — EW Vul, Dealer East

	♠ J965 ♥ 86 ♦ J1064 ♣ 963	
♠ 74 ♥ J1092 ♦ Q7 ♣ Q10872	N W E S	♠ A1082 ♥ K74 ♦ AK852 ♣ A
	♠ KQ3 ♥ AQ53 ♦ 93 ♣ KJ54	

West	North	East	South
-	-	1♦	Dbl
Pass	1♠	All Pass	

Lead: ♦A *(ace from ace-king)*

South has 15HCP, but without 4-card support for a partner who may have nothing he should not bid on.

Deal 48.7 — All Vul, Dealer South

	♠ KQJ ♥ AJ1073 ♦ K542 ♣ K	
♠ 987632 ♥ 62 ♦ 6 ♣ 9654	N W E S	♠ A5 ♥ KQ84 ♦ AQ7 ♣ AJ103
	♠ 104 ♥ 95 ♦ J10983 ♣ Q872	

West	North	East	South
-	-	-	Pass
Pass	1♥	Dbl	Pass
1♠	Pass	1NT	Pass
2♠	All Pass		

Lead: ♥9 *(top of doubleton in partner's suit)*

West knows East has 19-21HCP, so 2♠ is a weak takeout. He could bid 3♠ (or 4♠) if he were interested in game.

Deal 48.8 — None Vul, Dealer West

	♠ K7642 ♥ 109 ♦ 8432 ♣ K7	
♠ J103 ♥ 843 ♦ J65 ♣ 8532	N W E S	♠ 9 ♥ AQ62 ♦ AKQ107 ♣ J96
	♠ AQ85 ♥ KJ75 ♦ 9 ♣ AQ104	

West	North	East	South
Pass	Pass	1♦	Dbl
Pass	1♠	Pass	2♠
Pass	4♠	All Pass	

Lead: ♦A *(ace from ace-king)*

North is far stronger than he might be for a 1♠ response, so when South shows a good raise he is worth game

Lesson 49 Hands to play

Deal 49.1 — None Vul, Dealer North

	♠ AK98 ♥ Q7642 ♦ A43 ♣ 4	
♠ 10543 ♥ A3 ♦ Q6 ♣ KQJ32	N W E S	♠ 2 ♥ KJ1085 ♦ J10952 ♣ 108
	♠ QJ76 ♥ 9 ♦ K87 ♣ A9765	

West	North	East	South
-	1♥	Pass	1♠
Pass	2♠	Pass	4♠
All Pass			

Lead: ♣K *(top of a sequence)*

Only 3 winners outside trump, so we must try a crossruff. Lead a heart a trick 2,cash ♦AK make 2 low ruffs then crossruff high.

Deal 49.2 — NS Vul, Dealer East

	♠ AQ954 ♥ 10 ♦ AJ83 ♣ KQ5	
♠ 72 ♥ KQ6543 ♦ 4 ♣ 10643	N W E S	♠ 83 ♥ J9 ♦ KQ109762 ♣ 72
	♠ KJ106 ♥ A872 ♦ 5 ♣ AJ98	

West	North	East	South
-	-	3♦	Dbl
Pass	6♥	All Pass	

Lead: ♦K *(top of a sequence)*

It is possible to crossruff this hand but there is no need to take the risk. When you can afford to draw trump – do so

Deal 49.3 — EW Vul, Dealer South

	♠ Q102 ♥ 10874 ♦ 65 ♣ Q1095	
♠ A974 ♥ AK2 ♦ Q ♣ J8643	N W E S	♠ K853 ♥ QJ9 ♦ 98742 ♣ 7
	♠ J6 ♥ 653 ♦ AKJ103 ♣ AK2	

West	North	East	South
-	-	-	1♦
Dbl	Pass	1♠	Pass
2♠	Pass	4♠	All Pass

Lead: ♦A *(ace from ace-king)*

Ruff the second diamond and play a club to set up the crossruff. Cash the heart winners before crossruffing in the minors

Deal 49.4 — All Vul, Dealer West

	♠ 6532 ♥ J6 ♦ 102 ♣ QJ1097	
♠ AQ98 ♥ 542 ♦ AQ763 ♣ 8	N W E S	♠ KJ107 ♥ AK73 ♦ 4 ♣ A652
	♠ 4 ♥ Q1098 ♦ KJ985 ♣ K43	

West	North	East	South
1♦	Pass	1♥	Pass
1♠	Pass	4♣	Pass
4♦	Pass	6♠	All Pass

Lead ♣Q *(top of a sequence)*

You can make all eight trump separately by ruffing diamonds, then clubs. Remember to cash ♥AK early before the defenders discard hearts

Deal 49.5 — NS Vul, Dealer North

	♠ 64 ♥ K10 ♦ A93 ♣ AK8432	
♠ AK873 ♥ A7632 ♦ - ♣ J76	N W E S	♠ QJ1092 ♥ 5 ♦ Q10762 ♣ Q5
	♠ 5 ♥ QJ984 ♦ KJ854 ♣ 109	

West	North	East	South
-	1♣	Pass	1♥
2♠	2♣	4♠	All Pass

Lead: ♣A *(ace from ace-king)*

North leads ♣AK and another. Ruff high to stop South making a cheap trump trick. If you draw trump you are a trick short, so crossruff

Deal 49.6 — EW Vul, Dealer East

	♠ KQ4 ♥ 5 ♦ Q7432 ♣ AQ103	
♠ J10753 ♥ Q10873 ♦ 1096 ♣ -	N W E S	♠ A9 ♥ 94 ♦ AKJ85 ♣ 9542
	♠ 862 ♥ AKJ62 ♦ - ♣ KJ876	

West	North	East	South
-	-	1♦	1♥
Pass	1NT	Pass	2♣
Pass	4♣	Pass	5♣

Lead: ♦10 *(partner's suit, top of sequence)*

North bids just 1NT, but catches up when he likes partner's second suit. Establish a spade trick, then cash ♥AK, then crossruff

Deal 49.7 — All Vul, Dealer South

	♠ A532 ♥ AKQ963 ♦ 7 ♣ 94	
♠ KJ4 ♥ 875 ♦ A1085 ♣ Q108	N W E S	♠ Q1096 ♥ 4 ♦ KQJ9 ♣ J765
	♠ 87 ♥ J102 ♦ 6432 ♣ AK32	

West	North	East	South
-	-	-	Pass
Pass	1♥	Pass	1NT
Pass	3♥	Pass	4♥

Lead: ♦K *(top of a sequence)*

North adds some distribution points! He must duck a round of spades before playing trump to ensure ruffs in dummy.

Deal 49.8 — None Vul, Dealer West

	♠ K872 ♥ 5 ♦ KQJ2 ♣ Q1097	
♠ A105 ♥ K1072 ♦ 4 ♣ AK653	N W E S	♠ J ♥ AQJ93 ♦ A8653 ♣ J4
	♠ Q9643 ♥ 864 ♦ 1097 ♣ 82	

West	North	East	South
1♣	Pass	1♥	Pass
3♥	Pass	4♦	Pass
4♠	Pass	6♥	All Pass

Lead: ♦K *(top of a sequence)*

You need to ruff three diamonds in dummy so do not draw trump. Ruff a diamond, cash ♣AK, then crossruff

Lesson 50 Hands to play

Deal 50.1 — None Vul, Dealer North

	♠ K54 ♥ Q1095 ♦ AJ107 ♣ K8	
♠ A1097 ♥ A762 ♦ Q8 ♣ Q72	N W E S	♠ J86 ♥ 83 ♦ K5432 ♣ 1053
	♠ Q32 ♥ KJ4 ♦ 96 ♣ AJ964	

West	North	East	South
-	1NT	Pass	2NT
Pass	3NT	All Pass	

Lead: ♦3 *(fourth highest, longest suit)*
North accepts the invitation because of his intermediates and two 4-card suits. The lead gives 3 diamonds tricks, play on the red suits

Deal 50.2 — NS Vul, Dealer East

	♠ 107643 ♥ 982 ♦ 83 ♣ K102	
♠ A9 ♥ K653 ♦ AJ2 ♣ AQJ3	N W E S	♠ KJ5 ♥ A4 ♦ KQ1064 ♣ 864
	♠ Q82 ♥ QJ107 ♦ 975 ♣ 975	

West	North	East	South
-	-	1NT	Pass
4NT	Pass	6♦	All Pass

Lead: ♥Q *(top of a sequence)*
East bids on because of his good 5-card suit. (5♦ would show a 4-card suit) West should convert to 6NT with a doubleton diamond.

Deal 50.3 — EW Vul, Dealer South

	♠ Q32 ♥ KJ4 ♦ 96 ♣ AJ964	
♠ J86 ♥ 93 ♦ K10753 ♣ 1053	N W E S	♠ A1097 ♥ A1072 ♦ Q84 ♣ Q7
	♠ K54 ♥ Q865 ♦ AJ2 ♣ K82	

West	North	East	South
-	-	-	1NT
Pass	2NT	All Pass	

Lead: ♦5 *(fourth highest, longest suit)*
Very like Board1? South turns down the invitation because he is 4333 with no useful intermediates.

Deal 50.4 — All Vul, Dealer West

	♠ 109854 ♥ 92 ♦ Q93 ♣ 1062	
♠ K32 ♥ A874 ♦ A65 ♣ Q84	N W E S	♠ AQJ ♥ KJ65 ♦ KJ7 ♣ AJ3
	♠ 76 ♥ Q103 ♦ 10842 ♣ K975	

West	North	East	South
1NT	Pass	4NT	All Pass

Lead: ♠10 *(top of a sequence)*
West turns down the slam invitation because he is 4333, with no good features. Slam has no chance in spite of the combined 33HCP.

Deal 50.5 — NS Vul, Dealer North

	♠ AK7 ♥ KQ95 ♦ AQ104 ♣ A3	
♠ J532 ♥ 73 ♦ 762 ♣ Q962	N W E S	♠ Q109 ♥ J10842 ♦ 95 ♣ J85
	♠ 864 ♥ A6 ♦ KJ83 ♣ K1074	

West	North	East	South
-	2NT	Pass	4NT
Pass	5♦	Pass	6♦
All Pass			

Lead: ♠J *(top of a sequence)*
Even though North is maximum he still looks For the 4-4 fit. 6♦ makes easily, but 6NT has only 11 top tricks.

Deal 50.6 — EW Vul, Dealer East

	♠ J87 ♥ K832 ♦ 93 ♣ K943	
♠ K1054 ♥ A965 ♦ J7 ♣ A62	N W E S	♠ A2 ♥ J104 ♦ KQ1065 ♣ QJ7
	♠ Q963 ♥ Q7 ♦ A842 ♣ 1085	

West	North	East	South
-	-	1NT	Pass
2♣	Pass	2♦	Pass
2NT	Pass	3NT	All Pass

Lead: ♠3 *(fourth highest, longest suit)*
East bids game because of his nice 5-card suit. It is easy to establish the Work Suit and make 9 tricks, perhaps more.

Deal 50.7 — All Vul, Dealer South

	♠ A653 ♥ K8 ♦ AK5 ♣ KQ75	
♠ J1094 ♥ J97 ♦ 632 ♣ 632	N W E S	♠ 82 ♥ Q5432 ♦ 987 ♣ A84
	♠ KQ7 ♥ A106 ♦ QJ104 ♣ J109	

West	North	East	South
-	-	-	1NT
Pass	4NT	Pass	6NT
All Pass			

Lead: ♠J *(top of a sequence)*
With outstanding intermediates South must bid on. His values and distribution do not look right for suit play, so he just bids 6NT.

Deal 50.8 — None Vul, Dealer West

	♠ Q963 ♥ Q7 ♦ KQ42 ♣ 1085	
♠ AJ ♥ J42 ♦ A8653 ♣ QJ6	N W E S	♠ K1054 ♥ A965 ♦ J7 ♣ A72
	♠ 872 ♥ K1083 ♦ 109 ♣ K943	

West	North	East	South
1NT	Pass	2♣	Pass
2♦	Pass	2NT	All Pass

Lead: ♠3 *(fourth highest, longest suit)*
Compare Board 6. This 5-card suit lacks stuffing and takes too long to establish. West should turn down the game invitation

Lesson 51 Opener's Strong Rebid

Aims

- To revise opener's first rebid
- To develop the auction after opener rebids in no-trump
- To develop the auction after other strong rebids – new suits jumps and reverses
- To emphasise that you should not strain to jump to show strength – finding a fit is more important

Content

1) Revise opener's rebid in order of preference:
    a) Raise partner's major with 4-card support
    b) Rebid NT with a balanced hand
    c) Rebid a new suit with an unbalanced hand
    d) Rebid your own suit

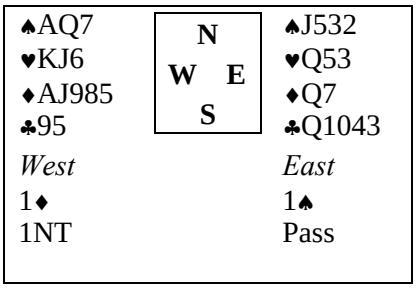
2) Develop further bidding after NT rebids:
    weak takeouts after 1NT
    jump new suits forcing
    the game-forcing 2NT rebid

3) Revise reverses (See Lesson 41)
    Jumps in new suits are forcing to game, so emphasise that these are very strong bids.

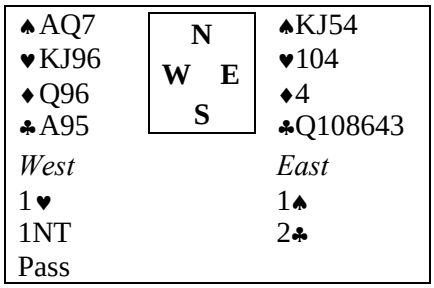
4) Revise rebids in your own suit.
    These promise 6-card suits with two exceptions:
    a) You chose to open a 5-3-3-2 hand in your 12-14 no-trump range with one of a major because you have a very good major and little outside. If partner bids a new suit you cannot rebid 1NT showing 15-17, you can only rebid your major.
    b) Your second suit is higher-ranking than your first and partner has by-passed it, so that bidding it would be a **reverse.** With an unbalanced 12-14 you are not strong enough to reverse, so you may have to rebid your 4-card suit.
    You need a good excuse to rebid a 5-card suit!

5) Explain the differences when responder makes a 2-over-1.
    Now 2NT, a reverse and a jump rebid, all the bids that show extra values, are forcing to game
    After a 1-over-1 1NT and a jump rebid are not forcing, and a reverse is forcing for 1 round only

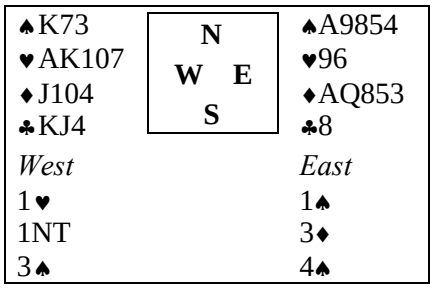
Examples of Opener's Rebid with a Strong Balanced Hand



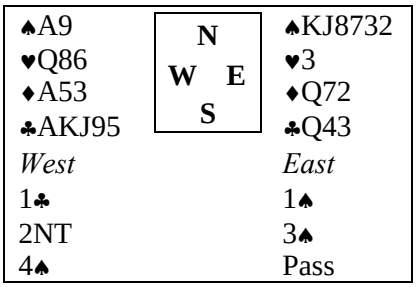
West shows 15-17 HCP balanced. This does not mean that the final contract must be in NT! Do not be put off by the doubleton club. Any other rebid is a lie - ***balanced hands bid NT.***



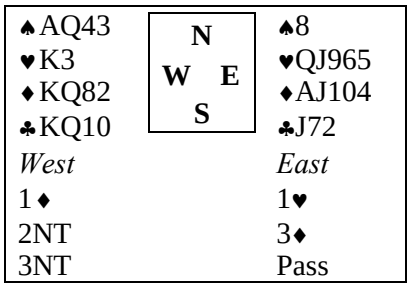
West describes his hand, but East still has a say. He was too weak for a 2-over-1 response, but he can bid his concealed 6-card suit now. 2♣is a **weak takeout** – an attempt to improve the partscore.



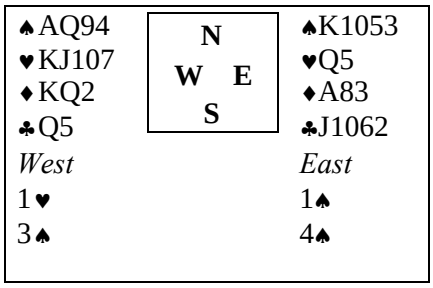
East has enough for game, but which game? His jump in a new suit is **forcing to game** and shows at least 5-4 distribution. West shows his 3-card support for the first suit.



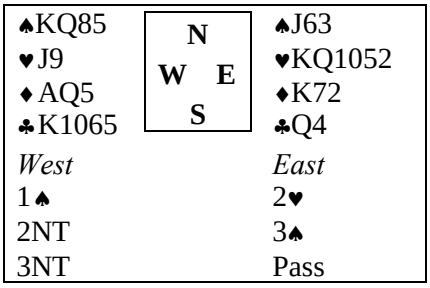
The jump to 2NT shows 18-19HCP and is virtually **forcing to game.** When East rebids his suit he shows an unbalanced hand. He would bid a second suit if he had one, so he must have 6 spades.



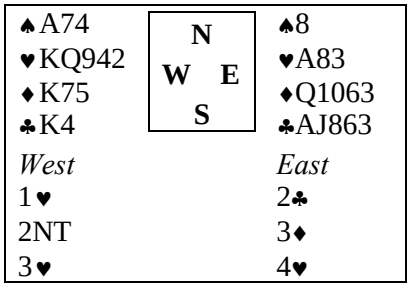
Again, East is unbalanced. This time he bids a second suit. West knows there is no 8-card heart fit, and he has good stoppers in the black suits so he chooses the 9-trick game rather than climb to the 5-level.



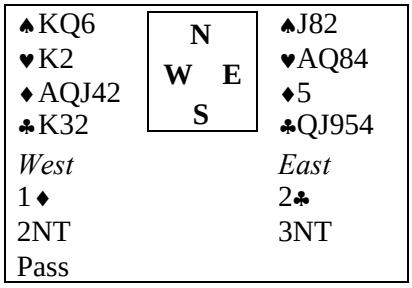
The only time not to rebid NT with a balanced hand is when you have 4-card support for partner's major. With 15-17 HCP make a **jump raise**



East's 2♥ response promises a 5-+card suit. After a 2-over-1 response West's 2NT is 15+HCP, and is **forcing to game**
East shows 3-card spade support in case 4♠ is better than 3NT. West could bid 4♥ with 3 hearts, but with no extra length in the majors he settles in 3NT.



When East bids both minors West realises there may be a weakness in spades. He rebids his 5-card major and East can raise. Note that 3NT may fail on a spade lead.
East ***bids out his shape*** because of weakness in an unbid suit. The forcing 2NT rebid leaves room for the partnership to investigate the best available game.



With a minimum 2-over-1 East simply raises to 3NT. There is no need to worry about a singleton in partner's suit – he has at least 4 cards. And you can infer that partner does not have 4 hearts: with 4432 he would open 1♥, with 4 hearts and longer diamonds he might reverse into 2♥.

Examples of opener's strong rebid with an unbalanced hand

1) The jump rebid in a new suit

♠5 ♥AK865 ♦AQJ3 ♣AJ5	**N** **W E** **S**	♠Q1097 ♥Q42 ♦107 ♣Q943

West	*East*
1♥	1♠
3♦	3♥
3NT	4♥

West does not open 2♥ because there are too many possible places to play. When partner has enough to respond he must force to game. The ***jump rebid in a new suit*** shows at least 5-4 distribution and 18-19 HCP, and it is **forcing to game.**
East gives preference to the first suit, West shows his club values and East chooses the 8-card major suit fit.

♠A4 ♥Q7 ♦AKJ82 ♣KQ95	**N** **W E** **S**	♠985 ♥KJ10953 ♦5 ♣A62

West	*East*
1♦	1♥
3♣	3♥
4♥	Pass

Again, West has a maximum 1-opener. When partner responds he forces to game with a jump in his second suit. East has no support for the first suit, and should not support the second suit with less than four cards, so he rebids his own suit. A doubleton honour is enough to raise a 6-card suit, and Ax not enough of a stopper in the unbid suit for 3NT, so West raises to 4♥.

2) The Reverse

♠9 ♥KQJ8 ♦AQ953 ♣KQ5	**N** **W E** **S**	♠KQJ1063 ♥93 ♦106 ♣A93

West	*East*
1♦	1♠
2♥	2♠
2NT	3NT

West has the 16+HCP required for a ***reverse*** (a **new suit** at the **2-level** which partner bypassed with his first response and **higher-ranking** than your first suit)
The reverse is **forcing for one round –** East must bid once more, but the auction can still stop out of game. East rebids his good suit, West shows club stoppers and East has enough for game. (3NT is easy if you establish spades while ♣A is an entry. Why risk a ruff?)

♠10 ♥AQ74 ♦AKJ95 ♣A106	**N** **W E** **S**	♠K85 ♥K53 ♦82 ♣KQ943

West	*East*
1♦	2♣
2♥	2NT
3♣	4NT
5♠	6♣

After a 2-level response (10+) the reverse (15+) is **forcing to game**. East temporises with 2NT and West shows his 3-card support for partner's clubs. East visualises a singleton spade, ♥AQ, ♦AK and ♣A. After checking with Blackwood he bids the slam.

3) The Jump Rebid of your first suit

♠AKQ865 ♥9 ♦A83 ♣K95	**N** **W E** **S**	♠1074 ♥65 ♦KJ4 ♣AQ943

West	*East*
1♠	2♣
3♠	4♠
Pass	

East's 2-level response promises 10+HCP, so West knows there are enough values for game. His jump rebid shows 15+HCP and 6+spades, and after the 2-over-1 it is **forcing to game.** East is minimum and can raise the known 6-card suit with a doubleton.

♠K4 ♥97 ♦AKJ1082 ♣A95	**N** **W E** **S**	♠A853 ♥KQJ105 ♦Q73 ♣2

West	*East*
1♦	1♥
3♦	4NT
5♥	6♦

After a 1-level response the jump rebid is **not forcing**. But ***if East bids again*** the auction is **forcing to game.** East might cue-bid spades, but Blackwood looks like the obvious way forward.

Opener's Rebid with a Strong Hand

The ***opening bid*** of one of a suit is quite wide-ranging: 12-19 HCP
A ***response*** in a new suit at the 1-level is even more wide-ranging: 6-28 HCP
Opener's rebid may be the first ***limit bid*** in such auctions, which makes it very important.
When you have a better than minimum hand you must not make a minimum rebid.
If you have 18-19 HCP, and partner has 6+, you want to be in game, and it is up to you to see you get there.
You can do this in two ways:

1) ***Bid game yourself***
   You should do this only when you known you have found a good place to play

♠ KQ843	W*est*	*East*	♠ AQ98	*West*	*East*
♥ K8	1♠	2♠	♥ AKJ87	1♥	1♠
♦ AQ	?		♦ -	?	
♣ KQ64	Bid 4♠ - game in the 5-4 fit. Slam is unlikely opposite a weak response (partner is ***limited***)		♣ K754	Bid 4♠ with 18-19HCP (including 'fit' points). Partner is ***unlimited,*** and may bid on with 12+HCP	

2) ***Make a game-forcing bid***
   Once the auction is forcing to game you have room and time to investigate the best place to play

Strong Rebids

With a **balanced** ***hand*** of 15+HCP: rebid in no-trump (unless you have 4-card support for partner's major)

a) The 1NT rebid shows 15-17 HCP and is **not forcing**.
If minimum responder can Pass, or improve the partscore by making a Weak Takeout at the 2-level.
With 8-9HCP he can invite game by raising to 2NT, or by rebidding his own suit at the 3-level.
With 10+HCP he can bid game, or a new suit at the 3-level (game-forcing) to investigate the best spot.

b) The 2NT rebid is **forcing to game**. After a 1over1 it shows 18-19 HCP, after a 2over1, 15-19 HCP.
Responder can simply bid game, or, if unsure of the best strain, any suit at the 3-level.

With an **unbalanced** ***hand*** of 15+HCP you should make a non-minimum rebid.

a) A jump rebid in your own suit

1♥ 1♠ 3♥		1♥ 2♣ 3♥
Shows a good 6+card suit and denies a second biddable suit	After a 1over1 it is **not forcing** but if responder bids again the auction becomes game-forcing	After a 2-over-1 it is **forcing to game**

b) A reverse bid in a new suit

1♦ 1♠ 2♥		1♦ 2♣ 2♥
This is a bid at the 2-level in a suit partner bypassed with his response. It shows a 4+card suit ***and a longer first suit***.	After a 1over1 the reverse is **forcing for 1 round.** If responder returns to your first suit, or rebids his own suit, or bids 2NT, you may pass.	After a 2over1 the reverse is **forcing to game**

c) A jump in a new suit

1♥ 1♠ 3♣		1♥ 2♣ 3♦
This also shows a second suit of 4+cards, and promises at least 5 cards in your first suit.	Because this jump forces the auction to the 3-level it is stronger than the others. It promises 18-19HCP and is **forcing to game** even after a 1over1 response.	

NB Because this jump in a new suit is so strong, a simple change of suit is quite wide-ranging 13-18HCP

1♥ 1♠ 2♦		1♠ 2♣ 2♦
These bids are not forcing, but responder should not pass unless he is minimum and sure that there is nowhere better to play.		

Quiz 51

1) Here are some auctions. The question is, is East's last bid forcing or not?

If so, is it forcing to game or for one round?

West	*East*
1♠	2♣
2NT	?

_____

West	*East*
1♥	1♠
1NT	?

_____

West	*East*
1♦	1♠
2NT	?

_____

West	*East*
1♥	1♠
2♥	?

_____

West	*East*
1♠	2♣
3♦	?

_____

West	*East*
1♥	1♠
3♣	?

_____

West	*East*
1♦	1♠
2♥	?

_____

West	*East*
1♥	1♠
3♥	?

_____

2) How should these pairs of hands be bid? West is dealer.

West	*East*
♠ AQ1095	♠ K87
♥ 9	♥ J102
♦ KQ83	♦ A74
♣ AK5	♣ QJ94

_____ _____

_____ _____

_____ _____

_____ _____

_____ _____

West	*East*
♠ 8	♠ Q953
♥ AKQJ65	♥ 1042
♦ A87	♦ 9
♣ Q53	♣ AKJ107

_____ _____

_____ _____

_____ _____

_____ _____

_____ _____

3) Invent a pair of hands to fit this auction.

West	*East*
1♥	2♦
2♠	2NT
3♦	3NT
Pass	

West	*East*
♠ _____	♠ _____
♥ _____	♥ _____
♦ _____	♦ _____
♣ _____	♣ _____

Lesson 52: Negative Doubles and Penalty Passes

Aims

- To develop competitive bidding skills
- To introduce the Negative Double

Content

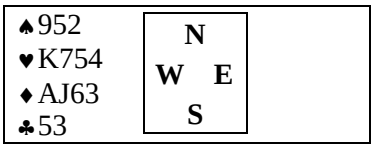
1) Revise Coping With Overcalls:
If you can still make the bid you would have made without the overcall – make it.
If the overcalls forces you to a higher level – eg 1♣- (1♠)-2♥ - you need a 5-card suit and 10+ HCP just as you would if partner opened 1♠ and you had to respond at that level.
If you bid 1NT or 2NT you promise stoppers in their suits.
When the overcall has interfered with your normal response you may have to pass.

2) Introduce the Negative Double, also known as a "Sputnik" Double because it became popular around the time of the first Russian space vehicles.
It is NOT a penalty double: it is a ***takeout double*** made after **partner has opened the bidding and RHO has overcalled in a new suit.**
(Some actually play negative doubles even over pre-emptive overcalls. Eg 1♥-(4♠)-Dbl: to start with we recommend that ***doubles of game bids or higher are penalty***)
It allows you to compete in 4-card suits not strong enough to introduce voluntarily at the 2-level.
Look at hands where the Negative Double solves your bidding problems
Compare with a takeout double: like all takeout doubles, it emphasises support for any unbid majors. It is unlimited in strength, but shows at least the values to raise an opening bid of one of a major – 6+HCP. It denies **either** the values **or** the length for a forcing new suit response.
Emphasise the importance of showing four cards in any unbid majors in competition

3) Look at how Opener responds to the Negative Double.
A new suit at minimum level shows a minimum opener (even if it looks like a reverse)
Compare raising a suit partner has actually bid: a jump raise shows extra values
Bidding NT promises stoppers in opponent's suit
It may be the usual 15-17 – or it may be a weaker hand with 4-cards in their suit.
(Do not usually pass the double unless you have exceptional trump: your cards are ***under*** the bid)

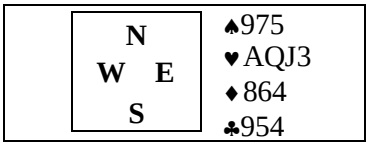
4) Look at what happens when you have a Penalty Double.
You have to Pass.
Sometimes opener can re-open with a takeout double, which you can convert for penalties by passing. This is known as a Penalty Pass

Examples of the Negative Double



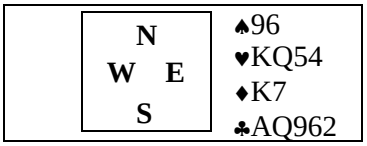
West	*North*	*East*	*South*
-	-	1♣	1♠
??			

One reason for overcalling is to give opponents problems. Without the overcall West bids 1♥, but 2♥ shows 10+HCP, 5+hearts. He cannot raise partner, and he cannot bid 1NT. Yet he is worth a bid. The solution to his problem is the **Negative Double**, an extension of the takeout double. In the same way as a takeout double, the Negative double shows ***length in the unbid suits,*** and ***no good 5-card suit to bid.***



West	*North*	*East*	*South*
1♦	1♠	Dbl	

The Negative double here shows 4 hearts and at least 6 points. This is a minimum!

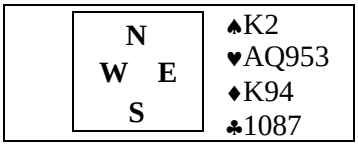


West	*North*	*East*	*South*
1♦	1♠	2♣	

A normal forcing 2over1 response. You are strong enough to bid hearts next time.

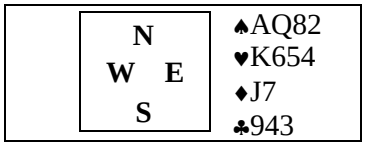
West	*North*	*East*	*South*
1♦	1♠	Dbl	

You have enough to bid 2♣ but not to bid a new suit later. The **negative double** shows 4 hearts in case you have a major suit fit



West	*North*	*East*	*South*
1♠	2♦	2♥	

No need for anything fancy when you can make your normal bid. 2♥ shows 5+cards and 10+HCP



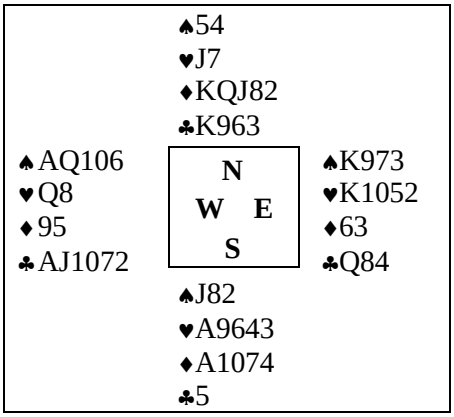
West	*North*	*East*	*South*
1♦	2♣	Dbl	

The auction has got too high for 1♥. The negative double allows you to show both majors at once

West	*North*	*East*	*South*
1♠	2♥	Dbl	

This one needs to be a little stronger – partner must go to the 3-level to support you.

Negative Doubles at the One-level

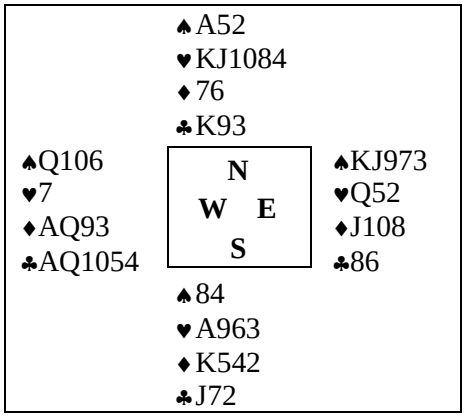


West	*North*	*East*	*South*
1♣	1♦	1♥	3♦

A partscore hand. East-West, not playing the **Negative double,** sold out to 3♦, making 9 tricks

1♣	1♦	Dbl	3♦
3♠	Pass	Pass	Pass

At another table East made a Negative Double. Over a 1♦ overcall this shows ***4-4 in the majors.*** Finding the 4-4 spade fit was worth +140.



West	*North*	*East*	*South*
1♣	1♥	1♠	2♥
2♠	Pass	Pass	Pass

Over a 1♥ overcall the Negative double shows ***precisely 4 spades.*** With 5 or more spades East can bid 1♠, which allows West to raise safely with 3 cards

	♠AQ1092 ♥A74 ♦K8 ♣653	
♠KJ7 ♥KQ1062 ♦Q53 ♣A8	N W E S	♠63 ♥J85 ♦A1074 ♣QJ92
	♠854 ♥93 ♦J962 ♣K1074	

West	*North*	*East*	*South*
1♥	1♠	Dbl	Pass
1NT	All Pass		

Over a 1♠ overcall the Negative Double shows support for both unbid suits. West has no second suit, but he can rebid 1NT just as he would without the interference. 1NT shows ***stoppers*** in the suit overcalled.

Negative Doubles at the Two-level and higher

	N W E S	♠Q2 ♥AQ53 ♦964 ♣Q1087

West	*North*	*East*	*South*
1♠	2♦	Dbl	

After an overcall at the 2-level East's double shows **4 hearts** and about 10+ HCP. Ideally he has tolerance for clubs also

	N W E S	♠AQ62 ♥K1065 ♦J7 ♣983

West	*North*	*East*	*South*
1♦	2♣	Dbl	

A 2♣ overcall annoyingly uses up the 1-level. East can show both majors at once with a Negative Double. (You may do this with less than perfect shape: say 3-4 in the majors. But like all takeout doubles you should have support for all unbid majors)

	N W E S	♠AQ63 ♥95 ♦Q102 ♣A742

West	*North*	*East*	*South*
1♦	3♥	Dbl	

The pre-emptive overcall gives East a serious problem The Negative double shows the values to bid but no good suit and no primary support.

Opener's response to a Negative Double

♠A9 ♥K754 ♦J2 ♣AQ853	N W E S	

West	*North*	*East*	*South*
1♣	1♠	Dbl	Pass
2♥			

West bids his 4-card heart suit. This is NOT a reverse: he is simply 'supporting' partner's known suit

♠J95 ♥AK643 ♦7 ♣A1082	N W E S	

West	*North*	*East*	*South*
1♥	1♠	Dbl	Pass
2♣			

West bids his second suit. This does not *guarantee* 5 hearts, but a minimum hand will be unbalanced and likely to be at least 5-4

♠A2 ♥AK94 ♦KQ976 ♣72	N W E S	

West	*North*	*East*	*South*
1♦	1♠	Dbl	Pass
3♥			

You would have raised a 1♥ response to 3♥, so you are worth a 'raise' to 3♥ now.

The Penalty Pass

	♠Q7 ♥QJ972 ♦A1086 ♣J5	
♠AK643 ♥4 ♦K932 ♣AK7	N W E S	♠2 ♥AK105 ♦QJ5 ♣108642
	♠J10985 ♥863 ♦74 ♣Q93	

West	*North*	*East*	*South*
1♠	2♥	Pass	Pass
Dbl	Pass	???	

Playing Negative Doubles East cannot bid over 2♥. (Double would show spades). So he passes. When the bidding comes back to West at 2♥ he can make a ***re-opening takeout double,*** showing length in all the unbid suits. East passes, converting the takeout double to a penalty double. He makes a **Penalty Pass.**

Negative Doubles

A ***Negative*** Double is a form of takeout double, showing length in the unbid suits.
Specifically, **it is used by the responder to the opening bid** when Right Hand Opponent has overcalled.

Negative doubles are used only when partner has opened one of a suit, an ***unlimited bid.***
When he has opened 1NT, a ***limit bid,*** double is Penalty.

The Negative Double allows responder to show 4-card majors.

West	*North*	*East*	♠763 ♥Q1095 ♦J8 ♣KQ95	East is worth a bid, but does not have the 10 HCP needed for a 2-over-1 response. The negative double shows 4 hearts in a hand that would respond 1♥ without the overcall.
1♦	1♠	Dbl		

West	*North*	*East*	♠A984 ♥95 ♦AJ94 ♣762	Playing Negative doubles you can show precisely four spades over a 1♥ overcall. With a 5+card spade suit you bid 1♠. This allows partner to raise with 3-card support.
1♣	1♥	Dbl		

West	*North*	*East*	♠AJ73 ♥A864 ♦4 ♣7652	In this auction the negative double shows 4-4 in the majors with limited values. 1♥ or 1♠ show 4 cards without length in the other major.
1♣	1♦	Dbl		

Note that when you play Negative Doubles a change of suit normally shows 5+cards.

West	*North*	*East*	♠64 ♥AQ1095 ♦J8 ♣AQ62	Although you have length in both unbid suits it is best to show your 5-card heart suit when you have 10+ HCP. Who will bid hearts if you do not?
1♦	1♠	2♥		

Opener's rebid after a Negative Double

When you have 4-card support for partner's known 4-card major make the same limit 'raises' as you would if he had responded in his major in an uninterrupted auction. (These bids are NOT reverses)

West	*North*	*East*	*South*	♠A83 ♥KJ42 ♦4 ♣KQ943	Partner has shown 4 hearts, just as if he had been allowed to bid 1♥. You would raise 1♥ to 2♥ without any intervention, so you bid 2♥ now. (If South raises partner's spades you should stretch to bid 3♥ with the known 8-card fit)
1♣	1♠	Dbl	Pass		
2♥					

West	*North*	*East*	*South*	♠AK6 ♥KJ83 ♦9 ♣KQ1072	This time you would raise a 1♥ response to 3♥ to show extra values, so you jump to 3♥ now. (If South raises partner's spades you stretch to 4♥ since 3♥ might be weaker)
1♣	1♠	Dbl	Pass		
3♥					

When you do not have 4-card support make the most natural response that you can find.

West	*North*	*East*	*South*	♠AQ3 ♥K2 ♦AJ943 ♣Q93	♠93 ♥K2 ♦KQJ54 ♣AJ83	♠A832 ♥42 ♦AQ986 ♣Q9
1♦	1♠	Dbl	Pass			
?				1NT. You need a stopper in spades.	2♣. Just as if partner had bid 1♥.	2♦. A sixth ♦ would be nice!

The Penalty Pass

Playing Negative doubles means you cannot make Penalty Doubles – with a hand suitable for a penalty double you just have to Pass. With extra values and a shortage in opponent's suit partner will re-open the bidding with a takeout double which you can ***convert*** to a penalty double by passing.

West	*North*	*East*	*South*	
1♦	1♠	Pass	Pass	West can see that there are a lot of points missing here. extra values
Dbl	Pass	***Pass***		With short spades and Quick Tricks West makes a ***takeout double.*** East needs good trump to hope for a large penalty by Passing

Quiz 52

1) Partner opens 1♦ and RHO overcalls 1♠. What would you bid with these hands?

a) ♠ 74 ♥ J963 ♦ 104 ♣ AQ952

b) ♠ 973 ♥ KQ1082 ♦ J6 ♣ A54

c) ♠ A102 ♥ Q1083 ♦ 65 ♣ AK74

d) ♠ 9763 ♥ AQ4 ♦ K5 ♣ KJ102

e) ♠ KJ2 ♥ K94 ♦ 875 ♣ J1063

_____ _____ _____ _____ _____

2) You opened 1♦, LHO overcalled 1♠ and partner made a Negative Double. What now?

a) ♠ A32 ♥ AJ96 ♦ K10874 ♣ 5

b) ♠ AJ6 ♥ 74 ♦ AQ952 ♣ KJ3

c) ♠ Q105 ♥ 4 ♦ AK873 ♣ A962

d) ♠ 105 ♥ A9 ♦ AKQ843 ♣ K62

e) ♠ K942 ♥ Q6 ♦ AKJ5 ♣ AQ8

_____ _____ _____ _____ _____

3) This is the West hand. We give you the bidding so far. What do you do now?

a) ♠ J1073 ♥ Q6 ♦ KQJ9 ♣ 854

West	*North*	*East*	*South*
-	-	1♥	2♣
???			

_____

b) ♠ J7 ♥ KQ64 ♦ 105 ♣ A10832

West	*North*	*East*	*South*
-	-	1♠	2♣
???			

_____

c) ♠ A952 ♥ A7 ♦ 83 ♣ AJ642

West	*North*	*East*	*South*
1♣	1♦	Dbl	2♦
???			

_____

d) ♠ A ♥ KJ863 ♦ AQJ10 ♣ Q97

West	*North*	*East*	*South*
1♥	1♠	Pass	Pass
???			

_____

Lesson 53: Defence: Second Hand Play

Aims

- To emphasise the importance of Second hand Low for both declarer and defence
- To look at the situations where it is right to play Second hand High

Content

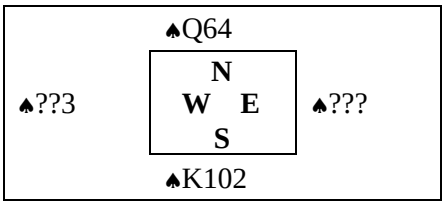
1) Look at some situations where declarer must play second hand low from dummy so as not to waste the power of the honours in his own hand.

2) Look at Second Hand Low in defence, where you cannot see partner's hand but must hope he has a useful card. Point out that there is no need to play a high card to 'force out' a big card – declarer almost certainly intends to play Third hand High – he cannot see your hand!

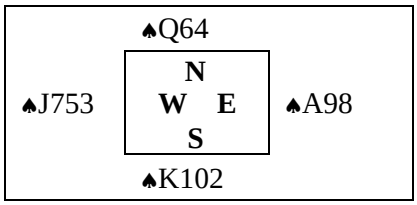
3) Examine the deceptive implications of Second Hand Low when declarer has Q10 in dummy. (Explain how declarer would finesse if he had the jack: leading towards Q10 usually marks partner with the jack if you do not have it)

4) Explain that Second Hand Low is the right play 9 times out of 10. If you are in any doubt – play low. But there are **exceptions.**
Eg When a defender leads and you have an **unsupported doubleton** honour in dummy so that your only chance of taking a trick is to play the card now.

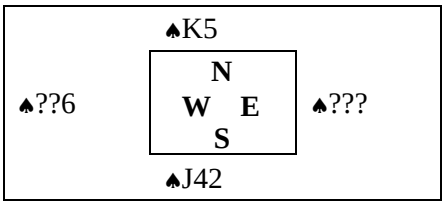
Second Hand Plays Low



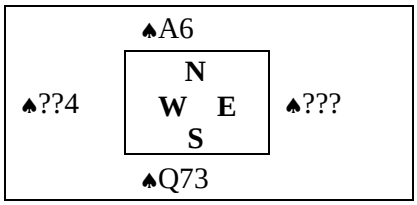
South plays 4♥ and West leads ♠3.
Dummy ('Second Hand') plays low, ♠4.
If East plays ♠A you make 2 tricks with ♠K and ♠Q.
If East plays ♠J, ♠K scores, ♠Q and ♠10 are ***equals*** against ♠A for one more trick.
If East plays a low spade you make ♠10 and ♠Q and ♠K are worth one more trick.
'Second Hand Low' **guarantees** 2 tricks in spades.



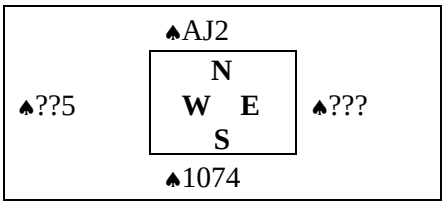
Note the difference if you play ♠Q from dummy.
East wins ♠A. Now if West has ♠J it beats ♠10 and you have only 1 trick.
(This layout is very likely: West has led a low spade, promising an honour, and we do not underlead aces against suit contracts.)



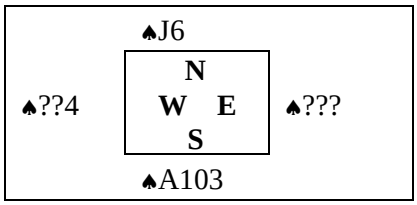
South plays in 3NT. West leads ♠6.
To ensure a trick in spades you must play ♠5.
(Even if East wins ♠Q, the worst case.)



This time West leads ♠4. South must play low from dummy to guarantee 2 tricks.

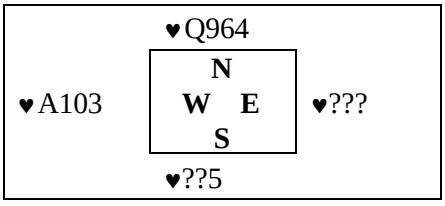


South plays in 3NT. West leads ♠5.
Play ♠2. If East wins ♠Q or ♠K you will make 2 tricks provided West has the other honour.

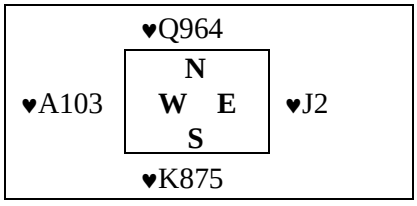


Playing low from dummy guarantees 2 tricks
If you play ♠J and East covers with ♠Q or ♠K you have only 1 trick.

Second Hand Low in Defence

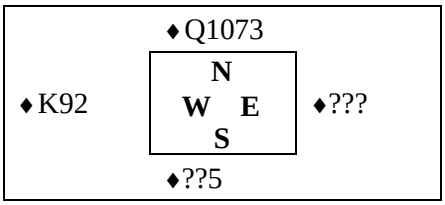


South plays in 3NT, and at some point leads ♥5 towards dummy. What should you play?
♥A would be silly: it would collect only low cards, when aces deserve to beat high cards.
♥10 is not good either, and may cost a trick.

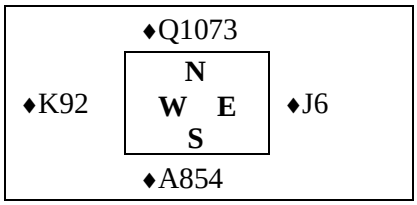


If you play ♥10 the queen wins. The next trick goes ♥4, ♥J, ♥K, ♥A and declarer makes 3 tricks to your one. But if you play the right card, ♥3, you will make 2 tricks because of the power of East's ♥J. Trick one goes ♥5, ♥3, ♥Q, ♥2.
Trick two goes ♥4, ♥J, ♥K, ♥A and your ♥10 takes trick 3.
It does not help South to duck ♥J – it scores.

Second Hand Low in Defence

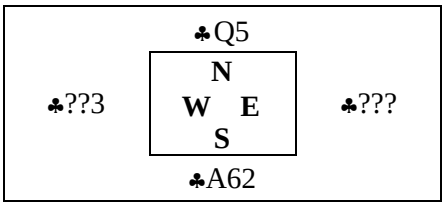


South plays in 5♦, and dummy is on lead.
He starts to draw trump, leading ♦3 from dummy.
The trick goes ♦3-♦6-♦A-♦2.
Who has ♦J? Surely partner has it.
If South has it he would finesse.
(unless he can see ♦K in your hand!)

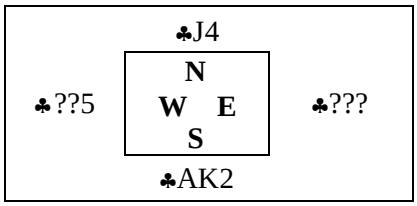


South continues with ♦4 from hand.
What do you play, ♦9 or ♦K?
If you play ♦K you will drop partner's ♦J and make no more tricks in diamonds
But if you play ♦9 you have a chance to make 2 tricks: ***declarer does not know who has ♦K*** and may play ♦10 from dummy.

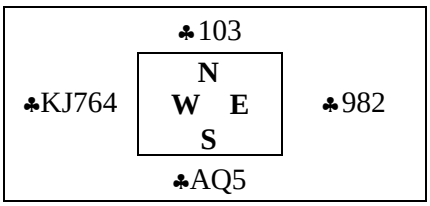
When to play Second Hand High



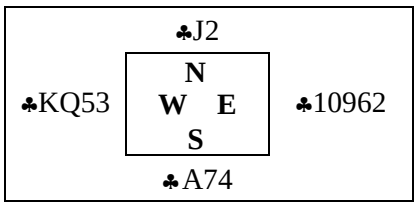
You are South, declarer in 3NT, and West leads ♣3.
If you play ♣5, hoping East will play ♣K if he has it, you are wrong – East knows to play ♣10 from K10x.
Your only chance is that West has ♣K, and you must play ♣Q immediately in the hope of stealing the trick.



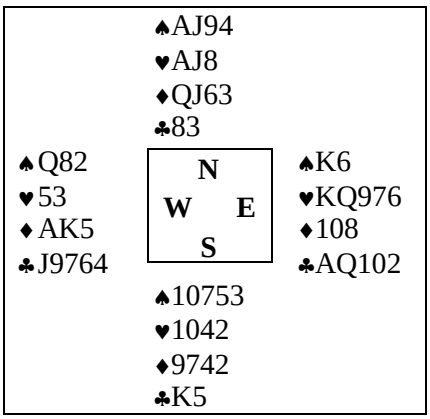
This time West leads ♣5. If you play 'Second Hand Low' you will have to win the trick with ♣K. Dummy's ♣J is now bare, and has no chance of taking a trick. Your only chance to make a trick with ♣J is to play it at trick 1, hoping West has ♣Q.



If West leads low try ♣10 – if it scores West cannot continue clubs.



It costs nothing to try ♣J in case West has ♣KQ – this is your only chance to make a trick with ♣J!



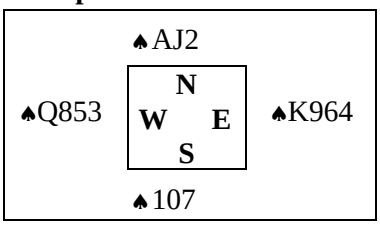
West	*East*
-	1♥
2♣	3♣
3NT	

East-West reached an ambitious 24-count 3NT. North led ♦3.
Declarer played Second Hand Low, ♦8, South played ♦9 and West won ♦K.
The club finesse lost, South returned a diamond and declarer went one down.
What could he have done?
His only chance was that North had both ♦Q and ♦J: if South has either card he will play it and there are only 2 diamond tricks.
When ♦10 scores he has 3 diamond tricks, and the defence cannot cash enough tricks to defeat the game.

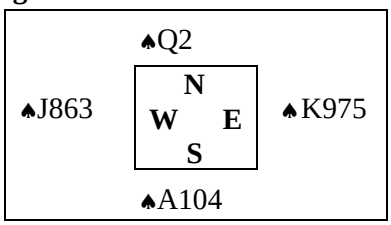
Second Hand Plays Low

When a defender leads a low card declarer's normal reaction is to play a low card from dummy so as to take advantage of the high cards in his own hand.

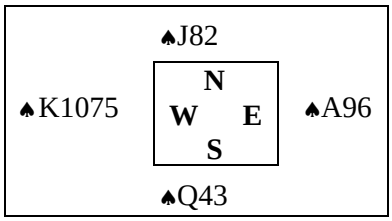
Examples where Second Hand Low guarantees an extra trick



West leads ♠3. Dummy plays ♠2. East must play ♠K to win the trick. Now ♠AJ make 2 tricks because declarer used the power of his 10.



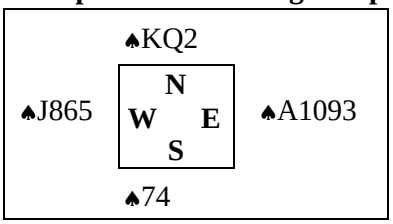
West leads ♠3. Dummy plays ♠2. If East saves ♠K to beat ♠Q later ♠10 scores. If East plays ♠K to force out ♠A ♠Q becomes a winner.



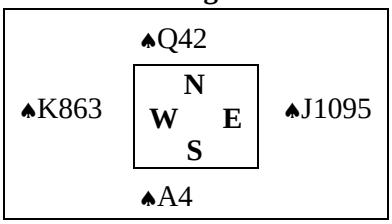
West leads ♠5 dummy plays ♠2 East wins ♠A, and now ♠J8 opposite ♠Q4 must make one trick.

Note that in these examples playing the high card from dummy would mean making one less trick – the honours in the South hand support North's cards

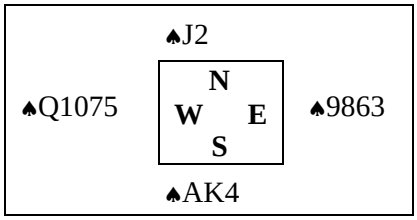
Examples where it is right to play Second Hand High



West leads ♠5. If dummy plays low East will win cheaply with ♠9. Rise with ♠Q to force out ♠A.



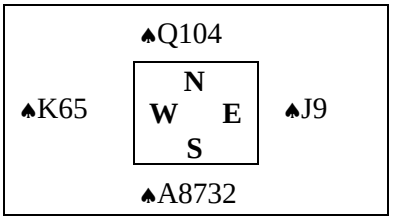
West leads ♠3. The only chance of making a trick with ♠Q is to play it now.



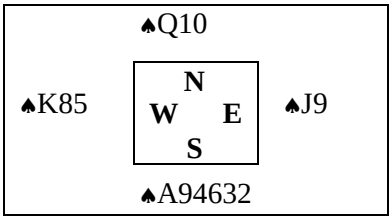
West leads ♠5. If you do not try ♠J now it will never make a trick.

Here South has either no honour cards, or Sure Tricks – there is nothing to support North's cards.

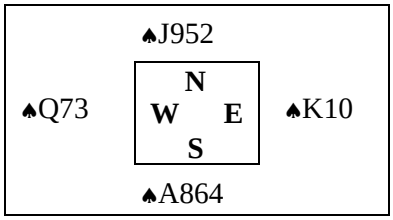
Second Hand Low in Defence



South leads ♠A, then ♠2. West knows that with ♠AJxxx South would finesse. Playing low makes him guess which card to play.

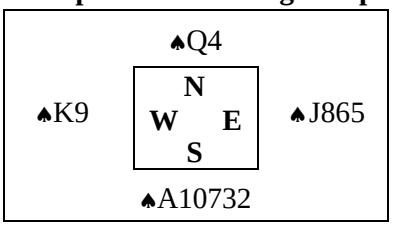


Spades are trump, and South leads ♠2. Again, he cannot have ♠J and West should play low smoothly to give him a guess.

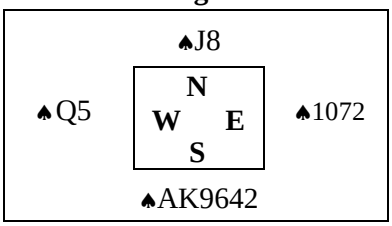


If South leads ♠4 West should grit his teeth and play low to ensure 2 tricks

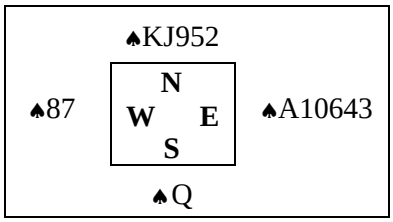
Examples when it is right to play Second Hand High in Defence



This time if South leads low towards ♠Q West should take ♠K – or he will not make it.



If this is trump and declarer leads towards ♠J West had better take his queen.

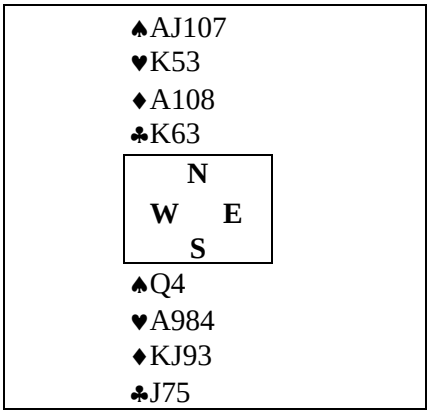


If declarer leads low from dummy towards a singleton honour it is best to play high!

It is easier for declarer than defenders to know when it is right to play Second Hand Low.
When a defender is not sure what to do he should play low – unless he has already told declarer that he has the important card by hesitating. Make declarer guess and he will guess wrong at least half the time!

Quiz 53

1) You play 3NT with these cards:



West leads ♣2.

Which card should you play from dummy? _____

Why? _____

Assuming you play ♣3, West wins ♣A and leads another club

Who has ♣Q? _____

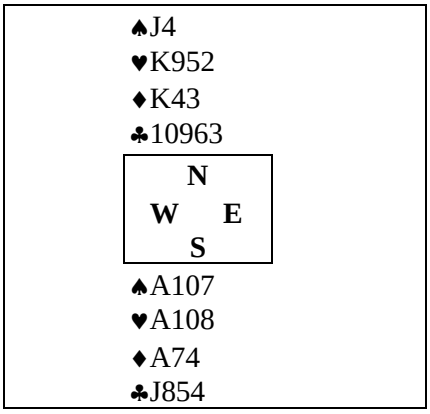
Should you win this trick or Hold Up? _____

Which is the Danger Hand, West or East? _____

How many Sure Tricks now? _____

How will you play diamonds? _____

2) You play 1NT with these cards:



West leads ♠6

Which card should you play from dummy? _____

Assuming you play ♠4 you must make 2 spade tricks.

Why? _____

_____

On ♠4 East produces ♠K and you take ♠A.

Who has ♠Q? _____

Which is your Work Suit? _____

Which card do you play at Trick 2? _____

Lesson 54: Card Play at No-trump: the Danger Hand

Aims

- To revise hold-up play in no-trump
- To introduce the concept of the Danger Hand
- To examine some basic avoidance techniques

Content

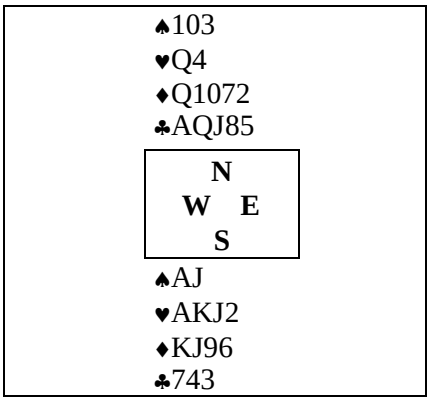
1) Remind the class that in a NT contract declarer and defenders have the same strategy:
to develop their Work Suit. Which means that ***tempo*** is very important.
The play may be seen as a race between declarer and defenders.
When the defence have won the race, so that they have enough tricks to defeat your contract if they get on lead, you may have to change your line of play.
The second best line may be the only line that can work.

2) Revise the Hold Up from Lesson 45.
We hold up till one defender has no more cards in their suit to lead if he wins a trick.
When a suit may be divided 5-3 or 5-2 it may be worth holding up even with two stoppers.
One defender may pose no threat if he has no card in their suit to play when he gets on lead.
This is particularly important if you may have to ***give up the lead twice*** before your Work Suits are established

3) Introduce the concept of the Danger Hand – the hand that can cash enough winners to defeat you.
Once its suit is established it is important not to let it gain the lead.
If you have to give up the lead twice ***attack the entry to the danger hand first***

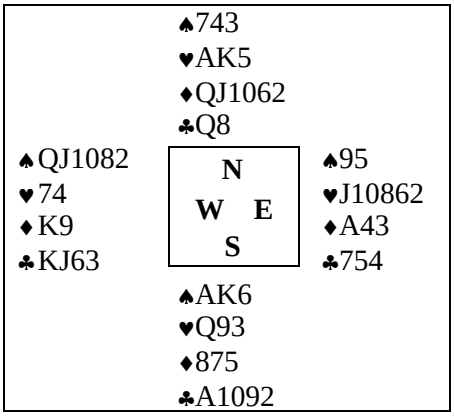
4) Introduce the other type of Danger Hand – the one that can lead through your unprotected honours.
When you have a two-way finesse for a queen – ***finesse into the Safe Hand***
Look at the ***safety finesse*** where you take a finesse you may not need to ensure that the Danger Hand does not get on lead

An Example of how 'Tempo' can affect your play



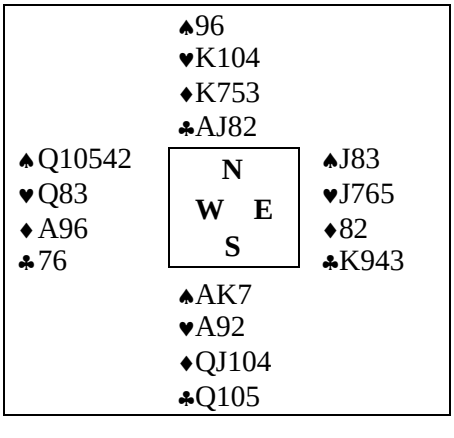
South plays in 3NT. West leads ♠5 and East produces ♠Q.
There are 8 Sure Tricks and normally you would choose diamonds as the Work Suit. But here opponents have already established their spades and if you lose the lead they will cash at least 4 tricks. You must make 9 tricks ***without losing the lead,*** possible only if West has ♣K and clubs break 3-2
So win trick 1 (or2) with ♠A and play ♣3 to ♣Q.
If that loses you are down, but if it wins cash all your hearts (start with ♥Q, the honour in the short hand and cash the rest because you have no re-entry to hand).
Then play ♣4 to ♣J and take the rest of the clubs

Holding Up with Two Stoppers

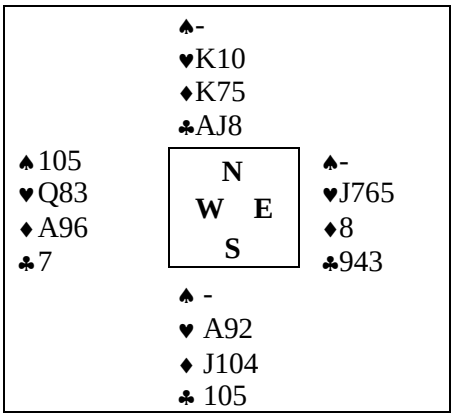


South plays in 3NT and West leads ♠Q.
There are 6 Sure Tricks and 3 more can be developed in diamonds (You might make 2 extra in clubs but that is not enough)
If declarer wins the first spade and plays a diamond East wins ♦A and plays his second spade.
South wins, but West's ♦K is an entry to cash his spades.
See the difference if South ***holds up*** on the first round of spades.
West continues spades and South wins.
Now when East wins ♦A he has no spade left to play.
West can win ♦K and clear spades but he has no quick entry.
When you have to give up the lead twice you should **<u>hold up</u>** ***even with a double stopper***

The Danger Hand



South plays in 3NT. West leads ♠4, indicating a 4+card suit.
There are 5 Sure Tricks, and 2 possible Work Suits, clubs and diamonds. Neither can produce 4 extra tricks: if you knock out ♦A you have 8 tricks, if you finesse clubs you have 8 if the finesse works, otherwise just 7. So you must play them both.
You may have to give up the lead twice, so duck the first spade.
East wins ♠J and returns ♠8 to your ♠A.
The important cards are ♦A and ♣K.
If West has ♣K the defenders cannot make a club trick and the contract is in no danger. So assume that East has that card.
If East also has ♦A he will win two tricks. When he wins his first trick he will play his last spade, and when he wins the other trick he has no spades left to lead.



But what if West has ♦A?
Now if you play clubs first East wins ♣K and plays his last spade. When you start diamonds West wins and cashes 2 spade winners for one down.
See what happens if instead you play diamonds first
West wins ♦A and plays his third spade.
When you tackle clubs East wins – but he has no spade left to lead
The West hand has the long spade suit, which makes him the ***danger hand.*** You must try not to let him gain the lead when his suit is established. When you may have to lose the lead twice – ***attack the entry to the danger hand first.***
Here West can only gain the lead in diamonds, play them first

Attacking the entry to the Danger Hand

	♠92 ♥K74 ♦Q1085 ♣AQJ6	
♠Q10843 ♥965 ♦K2 ♣873	N W E S	♠J76 ♥QJ83 ♦964 ♣K52
	♠AK5 ♥A102 ♦AJ73 ♣1094	

South plays in 3NT and West leads ♠4.
East plays ♠J, third hand high, and South wins the ace.
5 Sure Tricks, and two suits to develop for the other four.
There is a 75% chance that one finesse will work, but suppose they are both wrong? If you start with the club finesse East wins and continues spades. When the diamond finesse loses West has long spades to cash.
If instead you start with the diamond finesse West wins and continues spades. You can hold up ♠K till the third round.
Then when the club finesse loses East has no more spades to play.
West is the **danger hand**. He can only get on lead in diamonds.
Attack the entry to the danger hand. Play diamonds first

The Danger Hand: Avoidance

	♠862 ♥AQ3 ♦KJ62 ♣K74	
♠AQ943 ♥J85 ♦97 ♣1098	N W E S	♠105 ♥10764 ♦Q54 ♣QJ65
	♠KJ7 ♥K92 ♦A1083 ♣A32	

South plays in 3NT and West leads ♠4.
East plays ♠10, third hand high, and South wins the jack.
This makes **East** the **danger hand**: if he gets on lead he will play a spade through South's ♠K7 and West will make 4 tricks.
But if West gets on lead ♠K7 is still a spade stopper.
South has 8 Sure Tricks, and looks for a ninth in diamonds.
He has a **two-way finesse** for ♦Q. He could play ♦A, then low to ♦J, or ♦K, then low to ♦10.
Which is best? Finesse into the safe hand: even if West wins ♦Q you have 9 tricks and the contract is in no danger

The Danger Hand in a Suit Contract

	♠J4 ♥K932 ♦KJ1096 ♣64	
♠KQ9832 ♥5 ♦753 ♣AQ10	N W E S	♠1065 ♥Q106 ♦84 ♣J9853
	♠A7 ♥AJ874 ♦AQ2 ♣K72	

West	*North*	*East*	*South*
-	-	-	1♥
1♠	2♥	Pass	4♥

South plays in 4♥. West leads ♠K.
You win ♠A, and start hearts by playing ♥4 to ♥K.
Then you lead ♥2 from dummy and East plays ♥6.
Which heart do you play: ♥A or ♥J?
Following the advice "Eight ever, nine never" you would play ♥A
But here if East gets on lead he may play a club through your ♣K72, and you will lose a heart, a spade and two clubs.
If you play ♥J there is no danger even if West can win.
He cannot attack clubs without giving you a trick with ♣K.
He can cash ♠Q, but then has to let you on lead.
With trump drawn you can cash 5 diamonds, discarding 2 clubs.

No-Trump Play: Avoidance and the Danger Hand

We have studied the planning of NT play on many occasions:

1. Count your Sure Tricks
2. Look for ways of developing the Extra Tricks you need
3. Choose a Work Suit and establish length tricks in it
4. Check to see what might go wrong

The Hold-Up

The easiest defence to NT contracts is to establish a long suit and cash it.
When one hand has winners to cash we call it the ***Danger Hand***, and try to stop it gaining the lead.
We looked at one way of doing this in Lesson 45: by ***holding up*** your stopper in their suit until one defender has no more cards to lead you isolate the Danger Hand.
Sometimes we should hold up for one round even with two stoppers.
If their suit is divided 5-2 the hand with only two cards cannot remove your second stopper if it gets on lead.
Hold up with two stoppers when you may have to give up the lead twice.

Tempo at NT

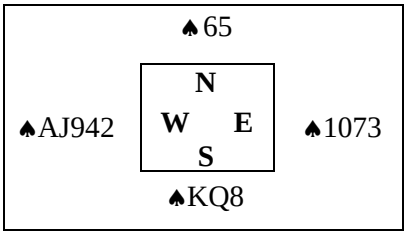
NT play can be seen as a race between defenders and declarers to establish the tricks they need.
When the defenders have established their suit you must try to make 9 tricks without giving up the lead.
If giving up the lead will allow the defence to cash enough tricks to defeat you look for a line that does not involve giving up the lead.

Attacking the entry to the potential Danger Hand First

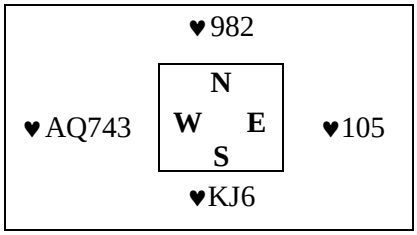
Often in a NT contract you have more than one Work Suit.
How do you choose which suit to play first?
When one defender has a long suit that is not yet established start with the suit where he may have an entry.
Attack the entry to the hand with the long suit.
(Of course, if the suit is already established you must try to keep the Danger Hand off lead!)

Another type of Danger Hand

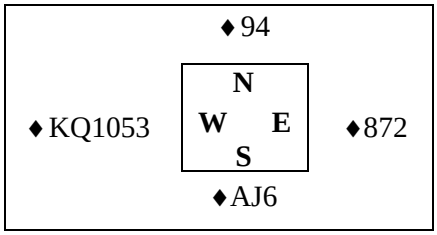
At both NT and suit contracts you try to avoid allowing defenders to lead through your unsupported honours.



West leads ♠4-♠5-♠10-♠Q



West leads ♥4-♥2-♥10-♥J

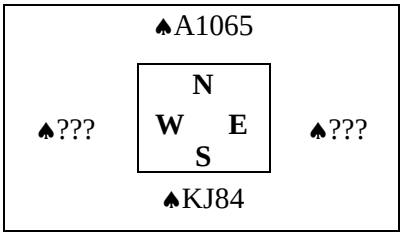


West leads ♦K-♦4-♦2-♦6

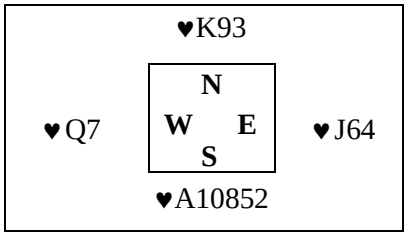
Now East is the Danger Hand. If he gets in to lead West's suit you will be in trouble.

Avoidance

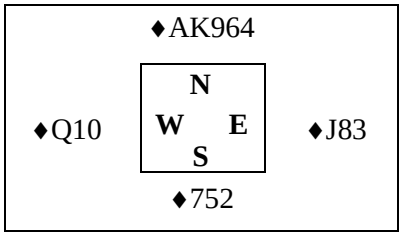
This is what we call the techniques we use to keep the Danger Hand off lead.
With a choice of suits to develop we choose the one where the danger hand cannot get on lead.
When there is one suit we must develop we try to play the cards in such a way that the Danger Hand cannot win a trick.



With a 2-way finesse you can keep either defender off lead by finessing into his partner's hand



To keep West out lead low to the 9.
To keep East out lead low to the 10
Try to lose the inevitable loser to the safe hand



To keep East out lead towards dummy twice. When West produces the queen – duck!

Quiz 54

1) West plays in 3NT. North leads ♥Q. How do you plan the play?

♠Q3 ♥A82 ♦J1062 ♣AK94	**N** **W E** **S**	♠KJ94 ♥K5 ♦AQ87 ♣1063

West	*East*
1NT	2♣
2♦	3NT

2) West plays in 3NT. North leads ♠6. How do you plan the play?

♠AK4 ♥Q8 ♦AK6 ♣Q10953	**N** **W E** **S**	♠975 ♥A1063 ♦QJ7 ♣J82

West	*North*	*East*	*South*
1♣	1♠	Dbl	Pass
2NT	Pass	3NT	All Pass

3) West plays in 3NT. North leads ♠Q. How do you plan the play?

♠AK5 ♥Q1063 ♦1094 ♣A72	**N** **W E** **S**	♠73 ♥K9 ♦AQJ86 ♣K1054

West	*North*	*East*	*South*
-	Pass	1♦	Pass
1♥	1♠	2♣	Pass
3NT	All Pass		

4) West plays in 3NT. North leads ♥3. How do you plan the play?

♠A10 ♥974 ♦AK852 ♣Q103	**N** **W E** **S**	♠K86 ♥A5 ♦J73 ♣AJ942

West	*North*	*East*	*South*
1NT	Pass	3NT	All Pass

Lesson 55: Bidding Opponents' Suit

Aims

- To emphasise the differences between Competitive auctions and Uncontested auctions
- To develop bidding skills in the competitive auction
- To stress the importance of **pre-emptive raises in competition**
- To introduce the **cuebid of opponent's suit** as a strength-showing bid.

Content

1) Remind the class that bidding is different in competitive auctions:
eg opening bids are based on High Card Points: overcalls are based on Playing Tricks.
When both sides are bidding ***playing strength*** is what matters, and playing strength is greater when your side has lots of trump.
Explain how it is useful to differentiate between raises based on trump length and those based on high cards: it helps decide whether to sacrifice when opponents bid game or slam.

2) Define a **cuebid:** a bid in a suit ***you do not want to play in.***
In a slam auction once a suit is agreed a bid in a new suit is a ***control-showing cuebid***.
In competitive auctions a bid of a **suit opponents have bid** is a ***strength-showing cuebid.***
It goes without saying that a cuebid is Forcing – it is a bid in a suit you do not want to play in!

3) Look at the extra bids that are available when both sides are bidding.
You cannot make a takeout or negative double unless opponents bid.
You can Pass quite freely when you know partner has another chance to bid.
And you can ***bid their suit.*** This is a **cuebid**, a suit where you cannot possibly want to play.
But it is different from a cuebid in a slam auction.
It is used to show strength but no better alternative action.

4) Look at the ***cuebid*** when they open and partner makes a **takeout double.**
It is the only way to show strength and/or two or more places to play.
It asks partner to bid his best suit so that you can bid again and so reach your best spot.

5) Look at the ***cuebid*** when partner **overcalls.**
You do not need it to show two places to play – you can always bid a good suit of your own.
So we use it to differentiate between different types of raise.
A simple raise shows limited values with 3+card support
A jump raise shows 4+card support and a raise based on distribution rather than high cards – it is a **pre-emptive raise** which suggests that a sacrifice might be a good idea.
A sound raise with high cards is shown by the **unassuming cuebid**.
Cue-bidding their suit shows ***a raise based on high card strength***. It says you think partner will make his contract and advises against a sacrifice.

Responding to Partner's Takeout Double: Introducing the Cuebid

♠9642
♥Q854
♦94
♣J76

N
W E
S

West	*North*	*East*	*South*
-	1♣	Dbl	Pass
??			

Not much fun, but you must bid.
Bid 1♥, your cheapest 4-card suit
You will not bid again unless partner compels you to. (If he bids spades, showing a hand too strong for a simple overcall you might raise)

♠K842
♥QJ85
♦97
♣J76

N
W E
S

West	*North*	*East*	*South*
-	1♣	Dbl	Pass
??			

A slightly better hand, but not quite worth a jump. Bid 1♠ - you do not mind if partner passes.
If you get another chance to bid you can try 2♥ to show both suits and limited values.

♠QJ104
♥A85
♦65
♣K72

N
W E
S

West	*North*	*East*	*South*
-	1♣	Dbl	Pass
??			

Just worth a jump to 2♠.
You can jump on less with a 5-card suit but you need 10+HCP when you have only 4. Partner may have only 3-card support!

♠K964
♥AQ85
♦K9
♣J76

N
W E
S

West	*North*	*East*	*South*
-	1♣	Dbl	Pass
??			

What can West bid?
Not 1♥ or 1♠ - partner might Pass
Same goes for 2♥ or 2♠
Not 3NT – no stopper in clubs
2♣ says "I have a good hand but no obvious bid".
(It cannot show clubs: you would make a penalty pass or bid 1NT.)

♠A92
♥KQJ843
♦9
♣A76

N
W E
S

West	*North*	*East*	*South*
-	1♣	Dbl	Pass
??			

Clearly worth a jump to 4♥ - but partner might easily have enough for slam (♠KQ, ♥A, singleton club)
Bid 2♣ and follow with a jump to 4♥ to show a hand too strong just to bid game.

♠Q42
♥A85
♦KQJ
♣J762

N
W E
S

West	*North*	*East*	*South*
-	1♣	Dbl	Pass
??			

You want to bid 3NT but your club stopper is hardly robust.
Bid 2♣ and follow with 3NT to indicate that you have some doubt about this contract.
Partner can convert to a 5-card suit if he has one.

When Partner Overcalls: Two Different Types of Raise

♠KQ964	A	♠AJ873	B	♠J105
♥A85		♥62		♥94
♦8642		♦J7		♦KQ73
♣6		♣10742		♣A854

South opens 1♥, West overcalls 1♠ and North makes a negative double.

Opposite Hand A West can make 9 tricks in spades: 5 trump, ♥A and 3 ruffs in dummy
(He might make 10 on a complete crossruff if the defence never lead trump, or 8 if trump are 3-0 and they lead trump every time they are in)
In defence East-West can expect to make one spade and one heart. They may also make a club ruff if West leads a club. When he wins ♥A he can put partner in with ♠A to lead a second club.
North-South have most of the high cards, and they can surely make 4♥, so East-West should sacrifice in 4♠.
It is best to bid 4♠ at once, a cheap sacrifice that may even tempt them to bid 5♥, which you can defeat.

Opposite Hand B West can expect to make 4 spades, ♥A, a heart ruff, 2 or 3 diamonds and ♣A.
He must lose 2 aces and a heart, and ♦A is probably with South, the opening bidder, so he will make 9 tricks.
This time East-West have nearly half the points, and only an 8-card trump fit.
Defending against a heart contract they can make a spade, ♥A, a diamond, ♣A and 1 or 2 club ruffs.
They should not proceed past 3♠, and if North-South bid 4♥ they should double.

Yet both hands are worth a raise to 3♥.
Hand A's raise is based on **distribution and 'fit' points,** .
Hand B 's raise is based on **High Card Points and Quick Tricks**
We differentiate between the two types of raise by using a cuebid (a bid of opponent's suit) to show a high card raise.

Examples of Raising Partner's Overcall

♠92
♥A104
♦QJ96
♣9852

West	*North*	*East*	*South*
-	1♦	1♥	Pass
2♥			

Just worth a minimum raise, with no special fit or distribution.
When you have 3-card support you should raise if you can.

♠KQ82
♥85
♦94
♣QJ762

West	*North*	*East*	*South*
-	1♣	1♠	Pass
3♠			

Lots of distribution but length in the wrong suit. The **jump raise** is **pre-emptive,** promising 4+card support but not many high cards.

♠K87
♥8542
♦A53
♣J62

West	*North*	*East*	*South*
-	1♣	1♥	Pass
2♥			

Do not jump about with so little distributional strength. There are no ruffing values, so 2♥ is quite enough

♠92
♥A1074
♦K96
♣A983

West	*North*	*East*	*South*
-	1♠	2♦	Pass
2♠			

You should raise partner's over-call with 3-card support. But you would bid 3♦ with far less.
This is worth an ***unassuming cuebid*** of 2♠ to show a strong raise

♠Q102
♥KQ85
♦94
♣KJ76

West	*North*	*East*	*South*
-	1♣	1♠	Pass
2♣			

3-card support is enough to raise an overcall. Use the **cuebid** to show a sound high card raise rather than a weak raise.

♠2
♥K8542
♦A753
♣J62

West	*North*	*East*	*South*
-	1♣	1♥	Pass
4♥			

This is a raise based on 'fit' rather than high cards. Tend to stretch a level with a hand like this when you know you have at least a 10-card fit.

♠KQ54
♥Q74
♦K6
♣J983

West	*North*	*East*	*South*
-	1♠	2♦	Pass
2NT			

Opposite an overcall in a minor you should consider playing in NT when you have some support and stoppers in opponents suit.
With a minimum overcall partner can retreat to 3♦

♠102
♥AK8752
♦K94
♣J6

West	*North*	*East*	*South*
-	1♣	1♠	Pass
2♥			

When you have a good suit of your own you can bid it - but prefer to raise partner if you can. Many partnerships play that a new suit over an overcall is ***forcing for one round,*** others play is as nonforcing but constructive. Whatever you agree, a new suit should NOT be a weak takeout – with a weak hand just Pass, trusting partner to have a good suit.

♠AQJ83
♥K852
♦3
♣J62

West	*North*	*East*	*South*
-	1♣	1♥	Pass
2♠			

A jump in a new suit is quite rare
The modern style is to play it as a ***"Fit Jump"***, promising a good suit ***and*** support for partner

The Competitive Auction: Responding to Overcalls and Takeout Doubles

When both sides are bidding the auction is completely different from an ***uncontested auction***.
When each side has a good trump fit they can both make a lot of tricks.
The ***Law of Total Tricks*** says that the total number of tricks equals the total trump length held by both sides
Eg NS have 10 spades, EW 10 hearts. There are 20 Total Tricks.
If NS can make 10 tricks in spades EW can make 10 in hearts.
If NS can make 11 tricks in spades EW can make 9 in hearts – and vice versa.
If NS can make 12 tricks in spades EW can make 8 in hearts – and vice versa, and so on.
In theory you should compete to the level of your trump fit: to the 2-level with 8 trump, the 3-level with 9.
In competitive auctions counting points will not help: what matters is the degree of trump fit, and controls.

When you have found your fit, but opponents may not have uncovered theirs, it is good strategy to jump as high as you dare to make it difficult for them. When they have found their fit you should be chary of revealing yours in case that goads them into a good contract they might not otherwise bid.

Cue-bids

A cue-bid is a bid in a suit you cannot possibly want to play in.
We have seen cuebids in slam auctions, where, once a suit is agreed, they show ***control*** in the suit bid.
In competitive auctions there is another type of cuebid – a bid of a suit opponents have already bid naturally.
Since we are unlikely to wish to play in their suit, we use this cuebid as **an artificial way to show strength.**
Obviously this cuebid is forcing! It shows a good hand that cannot be described by a natural bid.

The Cue-bid as a Response to a Takeout Double

Normally respond to partner's takeout double by bidding your longest suit: a minimum bid shows 0-9HCP, a jump shows 8+ with a 5+card suit, or 10+ with a 4+card suit.
Occasionally you will have a better hand that wants to be in game. With a good 6+card suit you can jump to game in a major, or perhaps bid 3NT with a minor and a stopper in their suit.
If you are not sure which game you want to be in – you have 2 suits, or a balanced hand with no stopper, or a single stopper – you can cuebid their suit.

West	*North*	*East*	*South*	♠KQ32 ♥AQ95 ♦J953	♠J94 ♥K2 ♦J52 ♣3	♠A82 ♥AJ6 ♦Q86 ♣ AKJ542 ♣K542
1♦	Dbl	Pass	?	2♦. Partner may be 4-3 in the majors. He bids his cheaper 4card major and you raise to game	2♦. You want to be in 3NT if partner has a diamond stopper. He will show a major and you bid 3♣. Since you have no major he will bid 3NT if he can	2♦. A strong hand with nothing to bid! Your next bid will be 3NT, showing a dodgy stopper. Partner may remove to a 5-card suit.

Distributional Raises

In competitive auctions you want to raise partner when you have trump length whether you have high cards or not. We can make it easier for partner to make sensible competitive decisions later in the auction if we can distinguish between raises based mainly on distributional values and raises based on high cards.
We do this by using a ***jump raise*** to show mainly distributional values, and a ***cuebid of opponents' suit*** to show less distribution and more high cards. We call the cuebid an ***unassuming cue-bid (UCB)***
Jump raises suggest that partner may wish to sacrifice over opponents' game: raising via the cue-bid shows a hand with defensive values and suggests that partner should bid on only if he expects to make his contract.

West	*North*	*East*	*South*	♠KQ32 ♥2 ♦J9543 ♣943	♠K94 ♥K2 ♦A542 ♣J853	♠A82 ♥42 ♦Q986 ♣9542
1♦	1♠	Pass	?	3♠. A raise based purely on distribution Few defensive values.	2♦. Less distribution more high card strength Lots of defence	2♠. The single raise shows 3card support and limited values.

Quiz 55

1)

	♠1085 ♥AJ98 ♦876 ♣Q54	
♠KQJ96 ♥73 ♦AK92 ♣102	**N** **W E** **S**	♠A732 ♥64 ♦QJ43 ♣J96
	♠4 ♥KQ1052 ♦105 ♣AK873	

Imagine you are West, playing in spades

How many tricks will you make? _____

Now imagine you are South, playing in hearts

How many tricks will you make this time? _____

How many Total Tricks? _____

What is the Par contract? _____

How might the hands be bid?

a) Dealer West

West	*North*	*East*	*South*
____	____	____	____
____	____	____	____
____	____	____	____

b) Dealer South

West	*North*	*East*	*South*
			___
___	___	___	___
___	___	___	___
___	___	___	___

2) LHO opens 1♦ and partner doubles. RHO passes. What would you bid with these hands?

a)	b)	c)	d)	e)
♠ 74 ♥ J963 ♦ 104 ♣ Q952	♠ 93 ♥ KJ1082 ♦ 643 ♣ A54	♠ A1052 ♥ K1083 ♦ A965 ♣ 4	♠ 973 ♥ 43 ♦ KQ5 ♣ KQJ102	♠ KJ10953 ♥ A4 ♦ K752 ♣ 3
_____	_____	_____	_____	_____

3) LHO opens 1♥, partner overcalls 1♠ and RHO makes a Negative Double. What now?

a)	b)	c)	d)	e)
♠ K102 ♥ 9763 ♦ K1074 ♣ Q5	♠ J1096 ♥ 4 ♦ A952 ♣ 9873	♠ Q10875 ♥ 9654 ♦ A73 ♣ 2	♠ K105 ♥ A9 ♦ KQ83 ♣ 6542	♠ K942 ♥ J86 ♦ AJ5 ♣ K98
_____	_____	_____	_____	_____

Lesson 56: The Competitive Auction: Coping with Interference

Aims

- To develop awareness of the competitive auction
- To expand the use of the cuebid in their suit
- To introduce some new competitive bids: the ***penalty redouble*** and ***2NT to show a sound raise*** over a takeout double

Content

1) Expand the use of the ***Unassuming Cuebid*** to auctions where partner opens and they overcall.
Jump raises become pre-emptive, based on distribution points rather than high cards.
The cuebid is used to show a sound high card raise and defensive values.

2) Look at what happens when partner opens and they make a takeout double.
There is no cuebid because they have not bid a suit.
Yet we may want to make pre-emptive raises to make it harder for them to find a fit
We can **redouble** to show an all-round good hand, so we do not need a natural 2NT bid.
We use 2NT to replace the cuebid: it shows a sound raise to the 3-level or higher.

3) Emphasise that the Rules for Competitive auctions are different from the Uncontested auction.
When you raise partner in an Uncontested Auction ***the more you have, the more you bid***
When you raise in a Competitive Auction ***the higher you jump the more trump you hold.***
Jump raises in a Competitive Auction are based on distribution and Fit Points, not high cards.
Hands with lots of high cards use the cuebid to show a normal limit raise.

Examples of Cuebids when partner opens and RHO overcalls

♠962
♥A1084
♦QJ9
♣982

N
W E
S

West	*North*	*East*	*South*
-	-	1♥	2♣
2♥			

A minimum raise simply raises! But when opponents overcall you have the option of making other bids: double would be Negative, you can cuebid RHO's suit, and you can Pass with 6 or 7 HCP knowing that partner has the opportunity to bid again.

♠2
♥Q1087
♦AJ43
♣8765

N
W E
S

West	*North*	*East*	*South*
-	-	1♥	2♣
3♥			

Worth 9HCP when you count distribution, but short of high cards. Opponents may have a spade fit so make it hard for them by a **<u>pre-emptive jump raise.</u>**
(Which also suggests that a sacrifice might be a Good Idea)

♠KQ82
♥A1084
♦Q943
♣2

N
W E
S

West	*North*	*East*	*South*
-		1♥	2♣
3♣			

This time you have a full strength raise. A jump to 3♥ would be pre-emptive, as would 4♥.
We use the cuebid of opponents' suit to show a sound high card raise and warn partner against sacrificing

Raising Partner after RHO's takeout double

♠83
♥K743
♦Q842
♣J73

N
W E
S

West	*North*	*East*	*South*
-	-	1♥	Dbl
2♥			

A minimum raise bids just 2♥.
Whenever you have support for partner you should raise .
"Support with support"

♠6
♥Q972
♦J932
♣A932

N
W E
S

West	*North*	*East*	*South*
-	-	1♥	Dbl
3♥			

<u>A pre-emptive raise</u>, exactly as after an overcall. When you have found a fit in a competitive auction raise as high as you dare
Jumping shows length in partner's suit but few high cards: there are other ways to show a strong raise.

♠AJ43
♥K1084
♦K72
♣94

N
W E
S

West	*North*	*East*	*South*
-		1♥	Dbl
2NT			

After a double you have no suit to cuebid. Traditionally **<u>2NT</u>** shows the sound raise.
(A hand worth a natural 2NT starts with ***redouble*** in case there is a misfit and you can penalise opponents. The only reason for raising the level so high is that you have a fit for partner's suit.

The Penalty Redouble

♠AJ94
♥72
♦QJ63
♣A83

♠K2
♥KQ8653
♦AK5
♣94

N
W E
S

♠Q1063
♥A
♦10842
♣KQ102

♠875
♥J1094
♦97
♣J765

West	*North*	*East*	*South*
1♥	Dbl	Redbl	2♣
Pass	Pass	Dbl	All Pass

North has a minimum takeout double.
East has a good hand but no support for partner.
He cannot bid 2NT in its natural meaning because the system says that shows a sound raise to 3♥.
So he ***redoubles*** to show 10+HCP with no good fit for partner.
This means that the best result may come from doubling opponents.
South bids 2♣ because that is his best suit.
West cannot double 2♣ for penalties so he passes to see what partner can do. East doubles for penalties, but if he had fewer clubs he would have to bid something – the redouble means you cannot allow opponents to play at the 2-level unless they are doubled.

Bidding after a redouble

	♠KQJ5 ♥8 ♦KQ64 ♣A765	
♠98 ♥AQJ653 ♦A5 ♣943	N W E S	♠A10643 ♥K7 ♦108 ♣KQ102
	♠72 ♥10942 ♦J9732 ♣J8	

West	*North*	*East*	*South*
1♥	Dbl	Redbl	2♦
2♥	Pass	3♥	Pass
4♥	All Pass		

West has opened rather light because of his distribution points
When East redoubles he is not really interested in defending a doubled partscore.
He rebids 2♥ to tell partner he has a minimum opener and long hearts. East can Pass now, but with his actual hand he chooses to invite game. The doubleton heart will be sufficient support for partner's 6+card suit, so he invites game in hearts

EW Vul	♠J1075 ♥K8 ♦KJ64 ♣A105	
♠KQ98 ♥AJ643 ♦A7 ♣Q3	N W E S	♠A43 ♥Q7 ♦Q1032 ♣KJ82
	♠62 ♥10952 ♦985 ♣9764	

West	*North*	*East*	*South*
1♥	Dbl	Redbl	2♣
Pass	Pass	Dbl	All Pass

This time West has a full strength opening bid, but he cannot double 2♣ for penalties with a doubleton trump.
There is no need to bid no-trump yet – when East redoubles he promises another bid. West's pass over 2♣ is ***forcing.***
Here East is happy to double 2♣ and West is happy to pass.
West should lead a trump, South will struggle to make even four tricks. +800 is better than the 600 available in 3NT, and 1100 is a distinct possibility

Responding to the Redouble

EW Vul	♠Q1065 ♥8 ♦AKJ54 ♣Q105	
♠AJ8 ♥AQJ653 ♦106 ♣K3	N W E S	♠K93 ♥107 ♦Q98 ♣AJ982
	♠742 ♥K942 ♦732 ♣764	

West	*North*	*East*	*South*
1♥	Dbl	Redbl	Pass
Pass	2♦	Pass	Pass
2♥	Pass	3♥	Pass
4♥	All Pass		

If East had passed over the double South would have to find a bid. But he need not respond when North is given another chance to call by the redouble.
If South could support only one suit he would bid it now.
With any four spades he would bid 1♠, keeping the contract low
As it is he passes, leaving North to dig his own way out of the pit.
West also passes because he has a sound opening bid.
North bids his longest suit (he knows partner does not have spades)
Nobody can double that, so West rebids his suit.
By Passing at the first opportunity West shows a sound opening bid so East owes him another bid. 3♥ is not forcing, but West bids on
He can discard the spade loser on a club if he has the courage to take a finesse through the doubler.

The Competitive Auction (2): Coping with Overcalls and Takeout Doubles

When our side has opened the bidding and opponents intervene the principles of competitive bidding can still apply: you may agree with your partner that *simple raises* are ***pre-emptive***, and ***sound raises*** are shown by the **Unassuming Cue-bid**.

West	*North*	*East*
1♥	1♠	?

♠94 ♥K542 ♦Q542 ♣J83	♠3 ♥K1092 ♦A9532 ♣963	♠A92 ♥QJ75 ♦AQ86 ♣92
2♥. A balanced raise. Occasionally we may have to raise with 3-card support when nothing else appeals.	3♥. A distributional raise with 4-card support but little defence.	2♠. The cue-bid shows a sound limit raise to ***at least*** 3♥. Here East will bid game even if partner signs off in 3♥.

2NT as a Replacement for the Cue-bid over a Takeout Double

When an opponent makes a takeout double he shows all the unbid suits at once, but since he has not actually bid one you have no cuebid that you can use to show strength.

Many years ago someone realised that you would rarely want to use 2NT in its natural sense over a takeout double and came up with the idea of using that bid to show a strong raise.

So eg 1♥-Dbl-2NT means that you have ***at least four hearts and a sound invitational raise to game.***

The Penalty Redouble

If 2NT is not available in its natural meaning what can we do with a hand with game invitational values but no support for partner's suit? We use the **redouble** (XX).

Eg 1♥-Dbl-Redbl means that you have 10+ points, but no support for partner.
It strongly suggests that the hand may be a misfit, in which case it will be better if opponents play it, preferably doubled. The redouble indicates that your side has the balance of the high cards but no obvious fit.

Further Bidding after the Redouble

West	*North*	*East*	*South*
1♥	Dbl	Redbl	1♠
Dbl			

West has a sound opening bid with 4 spades. He doubles 2♠ for penalties. If North removes to another suit double from either partner is also penalty. If no-one can double for penalties someone must bid again

West	*North*	*East*	*South*
1♥	Dbl	Redbl	1♠
Pass	Pass	Dbl	

West cannot double 1♠ but has a hand good enough to defend if partner can double. His Pass is ***forcing.*** East must make at least one more call. If he cannot double he must bid something.

West	*North*	*East*	*South*
1♥	Dbl	Redbl	Pass
2♥	Pass	?	

This time West has opened light with distributional values. Bidding immediately, without giving partner the chance to double, means the auction is no longer forcing: if East really hates hearts he can pass.

So the **Redouble** over a takeout double makes the auction ***forcing to 2NT.***
This means you cannot allow opponents to play at the 2-level unless they are doubled.
The exception is when the opening bidder rebids his own suit, or bids a second suit, at his first opportunity, without giving partner a chance to double what they have bid. That shows an opening bid based on distribution rather than high cards, and the redoubler may pass without support.
With a distributional opening that also has high cards opener should make a ***forcing pass*** first time, then remove partner's penalty double.

Action by the Advancer

("Advancer" is the partner of the player who has made an overcall or takeout double!)

When the auction starts 1prune-Dbl-redbl- everybody else has a good hand, and advancer is usually weak. The aim is to look for a relatively safe spot – a contract that does not allow opponents to take a large penalty.
1prune-Dbl-redbl-***Pass*** **does NOT mean that you are happy to defend 1prune redoubled.**
It means that you have nothing helpful to bid. You would bid a suit if that was the only place you could possibly play. And a pass means you do not have four cards in the cheapest available suit.
Eg 1♥-Dbl-Redbl-Pass means that you do not have four spades.

Quiz 56

1) Partner opens 1♥ and RHO overcalls 1♠. What would you bid with these hands?

a) ♠ 74
♥ AQ3
♦ 10943
♣ Q952

_____

b) ♠ 9543
♥ K652
♦ 3
♣ A543

_____

c) ♠ 52
♥ KJ1083
♦ K9652
♣ 4

_____

d) ♠ K73
♥ Q1054
♦ K5
♣ QJ102

_____

e) ♠ A953
♥ AJ95
♦ K752
♣ 3

_____

2) Same hands but this time RHO makes a takeout double of partner's 1♥ opener

a) ♠ AQ87
♥ KQ63
♦ 102
♣ AJ52

_____

b) ♠ K3
♥ AJ102
♦ K854
♣ A54

_____

c) ♠ 5
♥ AKJ103
♦ K9654
♣ 94

_____

d) ♠ 973
♥ KQJ943
♦ A543
♣ -

_____

e) ♠ A9
♥ AQJ87
♦ KQ752
♣ 3

_____

3) The auction begins:

West	*North*	*East*	*South*
1♥	Dbl	Redbl	1♠
?			

You are West. What do you bid now?

a) ♠ AQ87
♥ KQ63
♦ 102
♣ AJ52

_____

b) ♠ K3
♥ AJ102
♦ K854
♣ A54

_____

c) ♠ 5
♥ AKJ103
♦ K9654
♣ 94

_____

d) ♠ 973
♥ KQJ943
♦ A543
♣ -

_____

e) ♠ A9
♥ AQJ87
♦ KQ752
♣ 3

_____

Lesson 57: The 1NT Response

Aims

- To learn how to cope with weak responding hands with no ideal bid – 1NT, a 3-card raise, or the weaker-than-normal 2-level response with a long suit and extreme distribution
- To revise opener's rebid after a 1NT response, and look at further bidding
- To introduce the weak takeout into responder's lower-ranking suit

Content

1) Revise the 1NT response: 6-9 HCP ***without 4-card support for a major,*** and ***without a 4-card major that you could bid at the one-level***. (Re-emphasise the importance of bidding 4-card majors in the search for the 4-4 fit)

2) Look at hands where 1NT has to be bid on unbalanced hands.
Over 1♠ 1NT is the only possible weak response and may often be unbalanced, particularly with a Singleton spade.
Over 1♥ 1NT denies 4 spades but will often be short in hearts and have a long minor.
Over 1♦ 1NT will be more balanced, though it may have 5 or 6 clubs
Over 1♣ 1NT is normally balanced, 4-3-3-3 with a 4-card minor and slow values
Raise clubs or bid 1♦ with less balanced hands with Quick Tricks

3) Look at alternatives to 1NT with weak unbalanced hands: the 3-card raise of partner's major, or bidding a 7-card suit at the 2-level with normally insufficient values. Rebidding the suit at the first opportunity shows this type of hand.

4) Look at opener's rebid after a 1NT response.
An unbalanced hand can rebid a lower-ranking suit to show 5-4 in the suits bid and look for a fit.
Responder can give ***false preference*** to a doubleton, or pass, or raise the new suit with 4 cards.
He can bid a long suit of his own to show a hand not strong enough to respond at the 2-level.
He can also bid a long suit, nonforcing when opener raises 1NT to 2NT with a balanced 17-18 HCP

Opener's rebid of the suit he opened promises at least 6 cards
We do not normally bid a higher-ranking suit in search of a fit, because by bidding 1NT partner has already denied 4 cards in it.
eg 1♥ - 1NT - 2♠ is either 5-6 or a game try in hearts

5) Look at the development of the auction. A non-minimum opener may bid out his shape, looking for the best place to play.

Examples of imperfect 1NT responses:

♠4 ♥Q10543 ♦K65 ♣Q765	**N** **W E** **S**	♠2 ♥K73 ♦J43 ♣Q109732	**N** **W E** **S**	♠62 ♥- ♦KQJ9876 ♣J752	**N** **W E** **S**
West	*East*	*West*	*East*	*West*	*East*
-	1♠	-	1♠	-	1♠
1NT		1NT		2♦	

Over 1♥/1♠ West may have to bid 1NT **with an unbalanced hand** if he is not strong enough for a 2-over-1

Not nearly strong enough for 2♥. Hope that partner will rebid a new suit – if it is hearts you can raise.

2♣ promises at least 10HCP. Perhaps partner will Pass 1NT Otherwise pass whatever he bids. (Over 2NT you can bid 3♣ to play)

Here 1NT is just too grotesque! Bid 2♦, planning to bid 3♦ next This sequence shows a long good suit you have stretched to bid.

The 1NT response to one of a minor

♠KJ5 ♥Q82 ♦5 ♣Q97653	**N** **W E** **S**	♠Q98 ♥K73 ♦J843 ♣Q109	**N** **W E** **S**	♠A52 ♥94 ♦K876 ♣J752	**N** **W E** **S**
West	*East*	*West*	*East*	*West*	*East*
-	1♦	-	1♣	-	1♣
1NT		1NT		2♣	

Over 1♣ /1♦ - 1NT **denies a 4-card major** and is usually fairly balanced.

Over 1♦ responder may have a long club suit not strong enough for a 2over1 response

Over 1♣ responder may have a 4-card minor with a 4-3-3-3 distribution.

This hand is more suitable for suit play, so it makes a limit raise

Try to avoid the 1NT response with a void, singleton, or small doubleton in an unbid suit – though sometimes there is no reasonable alternative.

Imperfect responses – the lesser lie

♠KJ64 ♥7 ♦43 ♣QJ8765	**N** **W E** **S**	♠2 ♥Q107 ♦J43 ♣QJ7653	**N** **W E** **S**	♠A62 ♥4 ♦QJ9864 ♣982	**N** **W E** **S**
West	*East*	*West*	*East*	*West*	*East*
-	1♦	-	1♠	-	1♠
1♠		1NT		2♠	

None of these West hands is strong enough for a 2over1 response in the longest suit.
If you must lie ***- it is preferable to lie about your distribution rather than about your strength.***

Normally respond in the longest suit, but here you are not strong enough for a 2over1, so bid the 4-card major. If partner raises spades - pass. If partner bids 1NT you can bid 2♣, a weak takeout, to play. If partner rebids 2♦ - pass. And if he reverses into 2♥ - bid 2NT

1NT may be best when your singleton is in partner's suit. If partner bids a second suit you can pass. If he rebids 2♠ you will have to pass but at least you know he has 6cards!

A heart lead against 1NT will be horrible. The best choice is 2♠, lying about your length. Partner ***may*** have 5 spades, and even in a 4-3 fit he can surely make at least one ruff in your hand.

Further Bidding After the 1NT Response

♠KQ965 ♥6 ♦AQ42 ♣Q74	**N** **W E** **S**	♠J4 ♥Q107 ♦J103 ♣KJ985

West	*East*
1♠	1NT
2♦	2♠
Pass	

*When opener has an unbalanced hand he should remove 1NT to a second **lower-ranking** suit*
This promises at least 5 cards in his first suit.

Here East gives ***false preference*** to the first suit – note that 2♠ does ***not*** promise 3-card support

♠AK764 ♥KQ107 ♦3 ♣AJ3	**N** **W E** **S**	♠2 ♥AJ63 ♦J864 ♣K874

West	*East*
1♠	1NT
2♥	3♥
4♥	Pass

With 4-card support for the second suit responder can raise: he is limited to a maximum of 9HCP, but his hand may be very good in context.

♠AK672 ♥82 ♦KQ654 ♣2	**N** **W E** **S**	♠5 ♥KJ9753 ♦98 ♣K865

West	*East*
1♠	1NT
2♦	2♥
Pass	

East says that he thinks the best contract is 2♥ even if partner has only one. West should not argue unless his distribution is extreme

♠KQ9653 ♥4 ♦K65 ♣A76	**N** **W E** **S**	♠J ♥Q1087 ♦Q93 ♣QJ543

West	*East*
1♠	1NT
2♠	Pass

If opener rebids his first suit he promises **<u>at least</u>** 6 cards - remember partner may have none!

♠AQJ9653 ♥7 ♦KQ5 ♣A7	**N** **W E** **S**	♠K4 ♥10543 ♦A1032 ♣985

West	*East*
1♠	1NT
3♠	4♠

The jump rebid is not forcing, but promises a long suit. East can raise to game with a doubleton if he has a few quick tricks.

♠AQ64 ♥KQJ96 ♦K64 ♣5	**N** **W E** **S**	♠J9 ♥A3 ♦Q975 ♣Q9873

West	*East*
1♥	1NT
Pass	

East's 1NT response **<u>denied</u>** 4 spades so there is no point in introducing a higher-ranking suit. Partner has the minors.

Completing the Picture

♠KQ963 ♥A6 ♦KQ65 ♣K6	**N** **W E** **S**	♠J82 ♥K872 ♦J9 ♣Q985

West	*East*
1♠	1NT
2♦	2♠
2NT	4♠

After showing 5-4 in spades and diamonds opener bids 2NT to show a semi-balanced hand worth a game invitation. East can pass with a minimum, but here he goes on to the best game.

♠AKJ93 ♥KQ6 ♦Q5 ♣K74	**N** **W E** **S**	♠4 ♥972 ♦KJ10632 ♣Q85

West	*East*
1♠	1NT
2NT	3♦
Pass	

The raise to 2NT shows a balanced hand with 17-18 points. Over this 3 of a minor shows a weak hand with a long minor suit. Opener **<u>may</u>** bid on ***with a fit for partner's suit*** but normally he should pass

♠AQJ53 ♥KQ64 ♦KQ4 ♣5	**N** **W E** **S**	♠107 ♥J53 ♦A76 ♣KJ1092

West	*East*
1♠	1NT
2♥	2♠
3♦	3NT

This time West "patterns out" by bidding the 3-card diamond fragment as a game try. East has enough for 3NT even opposite a singleton club.

The 1NT Response

1NT is one of the most common responses to an opening bid of one of a suit.
It is a **limit bid,** showing 6-9 HCP.
It denies the ability to raise partner's major or to bid a major suit at the 1-level: **it has no 4+card majors**
But it is not always balanced.

Over 1♠ it is the only weak response you can make (unless you have 4 spades) so it will often be unbalanced with a long suit, lacking the values for a 2over1 response.

Over 1♥ it denies 4 spades, but it may have a long minor.

Over 1♦ it denies a 4-card major, but it may have a 6-card club suit

Over 1♣ it will be balanced: there must be 4 cards in at least one minor, but you have chosen to bid 1NT because it is more descriptive than responding 1♦ or raising to 2♣.

Coping with imperfect hands

Try to avoid responding 1NT with a singleton in an unbid suit, or with two suits completely unstopped
(No need to be concerned about a singleton in **partner's** suit.
The lesser lie may be to raise partner with just 3-card support

♠AQ854 ♥J64 ♦Q ♣KJ3	N W E S	♠K92 ♥8 ♦K109654 ♣965

West	*East*
1♠	2♠
Pass	

Against NT opponents will cash at least 5 hearts and two aces.

♠KQ10 ♥A642 ♦K87 ♣A107	N W E S	♠52 ♥KQ3 ♦QJ932 ♣963

West	*East*
1♥	2♥
2NT	3NT

With a balanced hand West makes his game try in NT. East would bid game in hearts with 4 card support

♠AJ943 ♥KQ83 ♦2 ♣A63	N W E S	♠105 ♥- ♦KQJ9642 ♣9632

West	*East*
1♠	2♦
2♥	3♦

East's sequence shows a long minor and not much else.

Further Bidding after a 1NT response.

With a balanced hand opener should pass with 15-16 points.
Raise to 2NT with a balanced hand of 17-19 points, though you may bid 3NT with a good 19.

With an unbalanced hand opener removes 2NT to his second suit provided it is lower-ranking.
(After 1♥ - 1NT partner has denied 4 spades, so there is no point in looking for an 8-card fit in spades)
This shows at least 5-4. Responder can give **false preference** to the first suit with a doubleton.
He may pass with a singleton in partner's major and 3+cards in the second suit.
He may raise the second suit with 4+cards to show a maximum 8-9 points and invite game

With a 6+ card major opener can remove 1NT by rebidding his suit.
NB: **do not remove 1NT to a 5-card major** – partner may have a singleton.
A jump rebid of 3 of opener's major invites game, but it can be passed.

Playing in Responder's Long Suit

After responding 1NT it may be possible to bid a new suit.
This usually shows a 6+card suit in a hand not strong enough for a 2over1 response.

♠KQ854 ♥A64 ♦Q ♣KQ83	N W E S	♠3 ♥Q872 ♦K109654 ♣J5

West	*East*
1♠	1NT
2♣	2♦
Pass	

East suggests a place to play, West does not argue since the hand is an obvious misfit.

♠AQ7 ♥A642 ♦KJ76 ♣A7	N W E S	♠J85 ♥3 ♦Q32 ♣QJ9863

West	*East*
1♥	1NT
2NT	3♣
Pass	

Another hand where East thinks the best spot would be his long suit West might bid 3NT with ♣AKx

♠AQJ943 ♥K83 ♦2 ♣A63	N W E S	♠- ♥J1076 ♦KQJ943 ♣Q62

West	*East*
1♠	1NT
2♠	3♦
Pass	

Unusual to bid after West shows a 6-card major – you must be sure your suit will play better.

Quiz 57

1) Partner opens 1♥. What would you bid with these hands?

a) ♠ Q102
♥ 7
♦ AJ10963
♣ 952

_____

b) ♠ 3
♥ K82
♦ QJ6432
♣ 854

_____

c) ♠ -
♥ 83
♦ J965
♣ KQJ9874

_____

d) ♠ J973
♥ Q
♦ K5
♣ Q106432

_____

e) ♠ 8762
♥ K4
♦ A875
♣ 863

_____

2) What do you bid with these West hands after partner's 1NT response?

a) ♠ AQJ74
♥ 3
♦ KJ4
♣ Q1092

West	*East*
1♠	1NT
?	

_____

b) ♠ 7
♥ AKQ1082
♦ J62
♣ K84

West	*East*
1♥	1NT
?	

_____

c) ♠ AQJ102
♥ A73
♦ 95
♣ A84

West	*East*
1♠	1NT
?	

_____

d) ♠ KQ63
♥ AQJ94
♦ 5
♣ K102

West	*East*
1♥	1NT
?	

_____

3) Is the last bid in these auctions forcing or non-forcing? Provide a hand that might bid this way.

West	*East*	
1♠	1NT	
2♣	2♥	_____

East has
♠ _____
♥ _____
♦ _____
♣ _____

West	*East*	
1♥	1NT	
2♣	3♥	_____

East has
♠ _____
♥ _____
♦ _____
♣ _____

West	*East*	
1♠	1NT	
3♦		_____

West has
♠ _____
♥ _____
♦ _____
♣ _____

West	*East*	
1♥	1NT	
2NT	3♣	_____

East has
♠ _____
♥ _____
♦ _____
♣ _____

Lesson 58: Elimination and Endplay

Aims

- To introduce the class to endplays, where a defender is compelled to give a trick
- To examine the types of holding where an endplay may guarantee a contract
- To explain the importance of eliminating suits which would provide a safe exit from his hand
- To look at elimination hands where one option is a ruff and discard

Content

1) Look at some suit combinations where whichever side leads the suit first is at a disadvantage.

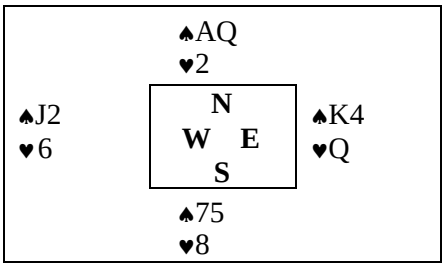
2) Examine the basic endplay situation where an opponent is put on lead to give you a present of a trick

3) Play through an entire hand to illustrate how endplays work

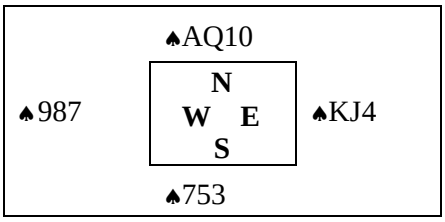
4) Look at hands with a trump suit where the best play is to eliminate some side suits from declarer's hand and dummy so that the defence must open up a suit for you, or give a ruff and discard.

5) Emphasise the importance of removing safe exit cards from the defenders

An example of an endplay

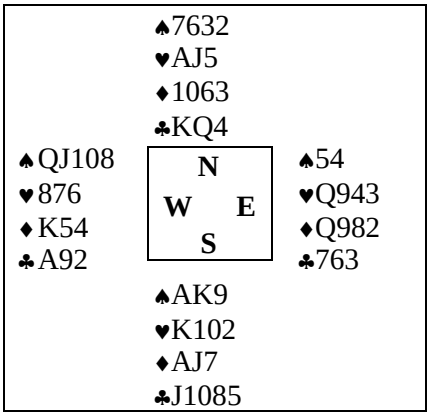


We perform an **endplay** when we concede a trick to one opponent at a point where his lead to the next trick will give you a present.
In this example of a 3-card ending, South plays in no-trump.
If he leads a heart East has to win, and has only spades to lead.
Instead of losing the spade finesse declarer makes two tricks.



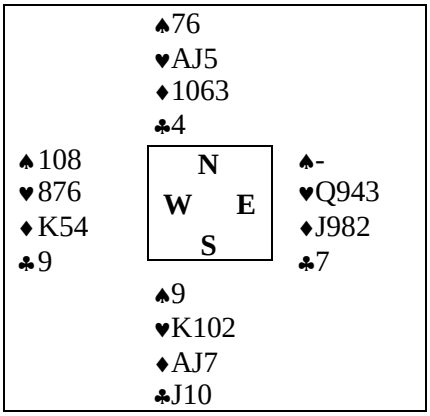
This time East can be endplayed in a single suit.
The only remaining cards are spades and South is on lead.
He leads a spade to the ten. East can win the jack, but must return a spade into dummy's AQ ***tenace***
If declarer had played spades earlier, while East still had ***exit cards*** in other suits, he would lose two tricks.

Planning an endplay



South plays in 3NT and West leads ♠Q.
Declarer counts 5 Sure Tricks, 2 spades, 2 hearts and 1 diamond.
The obvious Work Suit is clubs, where 3 tricks can be established
Declarer wins ♠A and plays on clubs till West wins ♣A.
West continues spades, and declarer wins ♠J with ♠K.
When East follows it is clear that spades are no worse than 4-2.

Declarer now has 8 Sure Tricks.
A ninth will come from hearts if he can guess who has the queen.
Or perhaps from diamonds if they lie well.
But suppose he could persuade an opponent to lead a red suit?
West can be put on lead with a spade.
He can cash two spades, then he could lead:
a) a heart. That finds the queen for the ninth trick.
b) a diamond. Second Hand Low guarantees 2 diamond tricks.
c) a club. That does not help.



This is the position at trick 5.
Declarer has made 3 tricks and lost one.
Before giving up the lead in spades he cashes ♣J to ***remove West's safe exit card.***
This is called an ***elimination*** play – you eliminate one suit from a defender's hand.
Now when West wins his two spade tricks he is **endplayed.**
Whatever he leads presents declarer with a ninth trick
(Note that South must discard a diamond on the last spade: if he throws a heart East can play low on a heart lead and there is no entry to dummy for the third heart.)

Elimination in a Suit Contract: the Ruff and Discard

eg1

	♠A73 ♥AJ94 ♦KJ2 ♣AQ5	
♠QJ95 ♥86 ♦Q73 ♣10642	N W E S	♠1082 ♥752 ♦9864 ♣973
	♠K64 ♥KQ103 ♦A105 ♣KJ8	

South plays in 6♥ and West leads ♠Q.

Declarer sees 1 loser in spades, so it looks as if his slam depends on a good guess in diamonds.

But Elimination play makes this guess unnecessary.
Declarer wins ♠A, draws trump in 3 rounds and cashes three rounds of clubs, ***eliminating that suit from his hand and dummy***
Next he cashes ♠K.

	♠7 ♥J ♦KJ2 ♣-	
♠J9 ♥- ♦Q73 ♣-	N W E S	♠10 ♥- ♦9864 ♣-
	♠6 ♥10 ♦A105 ♣-	

This is the position at trick 9
Declarer has made 8 tricks and lost none.
He leads a spade, ***eliminating spades from his hand and dummy***
If East wins he must lead a diamond, since he has no cards in any other suits. South plays Second Hand Low and must make 3 diamond tricks.
If West wins he must lead a diamond or a spade.
If he leads a spade, a suit where both hands are void, he gives a ***ruff and discard.*** You can ruff in dummy and discard a diamond from your hand. The twelfth trick comes from a diamond ruff
Note how important it was to cash the club winners before giving up the lead: otherwise the defence would have an easy club exit.

Eg2

	♠742 ♥A96 ♦AK ♣KQ742	
♠KJ986 ♥Q1054 ♦9873 ♣-	N W E S	♠53 ♥J873 ♦QJ62 ♣1098
	♠AQ10 ♥K2 ♦1054 ♣AJ653	

South plays in 6♣. West leads ♦9.
If he plays spades, taking two finesses, he has a 75% chance of success. Good odds, but he can do better.
Elimination and endplay gives 100% guaranteed success.
Declarer wins ♦A and draws trump.
He cashes ♦K, and plays ♥K, ♥A and ruffs dummy's last heart.
Then he ruffs his last diamond in dummy.
The red suits are ***eliminated*** from declarer's hand and dummy.
Trump are drawn, so defenders have no clubs left.
And the lead is in dummy.
A spade to the ten produces the endplay. If West can win ♠J he must either return a spade or concede a ruff and discard

.

A Loser-on-loser endplay

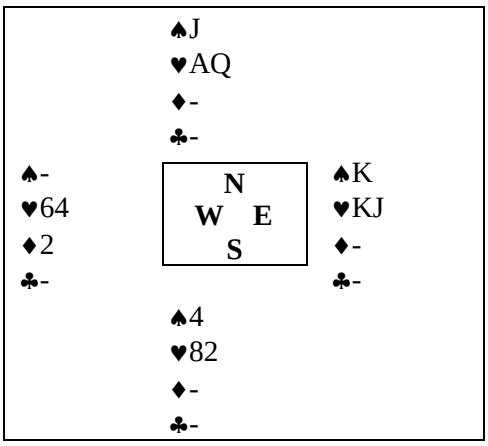
	♠QJ93 ♥A5 ♦6432 ♣762	
♠72 ♥J93 ♦AKQ107 ♣KJ8	N W E S	♠64 ♥Q10872 ♦85 ♣10954
	♠AK1085 ♥K64 ♦J9 ♣AQ3	

West	*North*	*East*	*South*
-	-	-	1♠
2♦	2♠	Pass	4♠

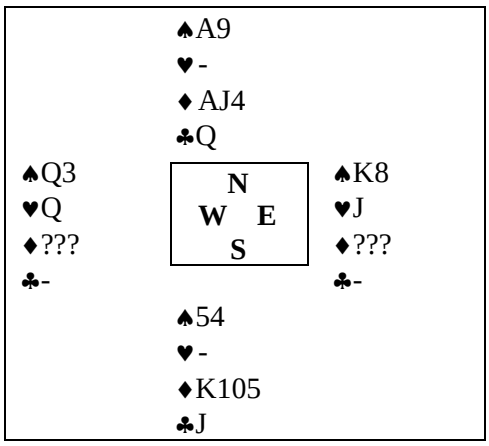
West kicks off with three top diamonds.
You ruff the third round, draw trump in 2 rounds and ***eliminate*** hearts by ruffing the third round in dummy.
West is favourite to hold ♣K for his overcall, but you need not take a finesse that is likely to fail: lead dummy's last diamond and discard ♣3 on it!
West must win and either lead a club into your AQ, or give a ruff and discard.

Endplays

An endplay happens when declarer deliberately puts an opponent on lead at a time when anything he plays will help declarer.



South plays in a no-trump contract, and needs two of the last three tricks. East bid spades during the auction, and is known to have just one spade left. He has shown out in both clubs and diamonds, so his other two cards are hearts.
South **exits** with a spade, putting East on lead. East is **endplayed**, compelled to lead a heart into North's **tenace**



This time South is in 6♣. He has drawn trump and **eliminated** hearts by cashing his winners. Now he **exits** in spades by playing ace and another, **eliminating** spades from his hand and dummy. Either opponent can win the spade, but whoever does is **endplayed.** If he leads a diamond South plays Second Hand Low to ensure 3 tricks in diamonds. If he leads a major he presents South with a **ruff and discard**: he discards a diamond from one hand and ruffs in the other, then ruffs a diamond with the remaining trump.

Here are some holdings you would prefer opponents to lead first.

By playing Second Hand Low you may make more tricks than if you had to make the first lead yourself

Planning an Endplay

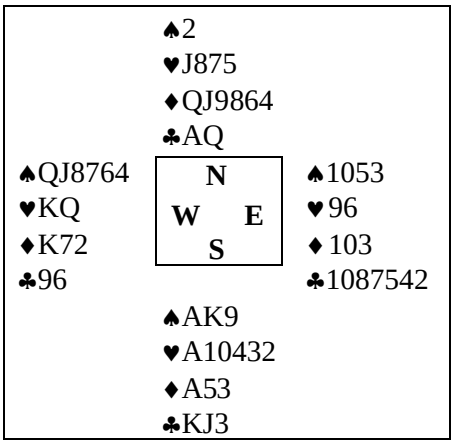
Endplays are usually necessary only when both hands are fairly balanced, with mirror distribution.

The important part of the plan is to ***remove any safe exit cards*** by cashing winners in side suits before putting an opponent on lead. (Which goes against everything you have been taught so far, so it is important to know exactly what you are doing!)

In a suit contract you need to have at least one trump left in each hand if the ruff and discard is to help.

Quiz 58

1) Plan the play in 6♥ with these cards.



West leads ♠Q.

Can you see how to make the slam double dummy?

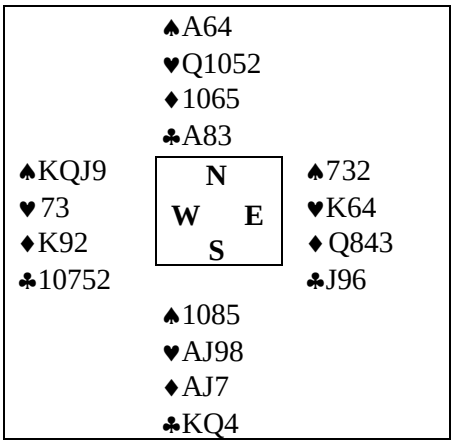
_____

_____

_____

_____

2) This time the contract is 4♥



West leads ♠K.

What is your plan?

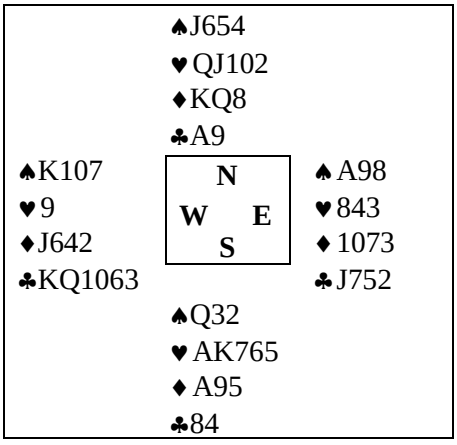
_____

_____

_____

_____

3) Another 4♥ contract.



West leads ♣K.

How do you plan the play?

_____

_____

_____

_____

Lesson 59: More About Signals

Aims:

- To revise defensive signalling – emphasise that every card you play carries a message
- To show how the second card you play in a suit also carries a meaning.
- To introduce the Suit Preference Signal

Content

1) Explain that the defenders must work together to defeat contracts.
But the only legitimate way to communicate with one another is by the cards that we play.

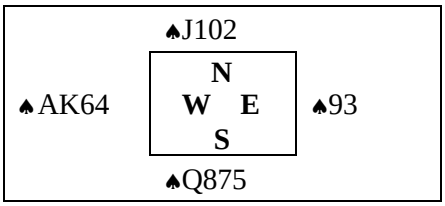
2) Revise Attitude and Count signals. (Lessons 16, 36, 46)
We use Attitude Signals on partner's Honour lead against a suit contract.
And our discards indicate Attitude to the suit we discard.
We use Count Signals when declarer (or dummy) leads a suit to give partner information about the distribution of the hand.
We also recommend Count Signals on partner's honour leads against NT contracts.

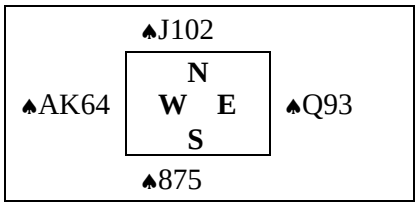
3) Revise the significance of the Opening Lead, and of Third Hand Play (Lessons 3, 15, 26)
Remind the class that Third Hand almost always does exactly the opposite of what he would do as the opening leader.

4) Look at the deductions Third Hand can draw from the opening lead.
And the deductions Opener can draw from the card his partner plays.
Introduce the idea of the Secondary Signal, the second card played in a suit.
Show how this allows a defender to deduce the layout of a suit.

5) Introduce the Suit Preference Signal, where the card played indicates a preference for s specific other suit. ***Warn the class that this Signal is only available in very specific circumstances.***
You cannot replace your normal Attitude or Count signal with a Suit Preference Signal just because you would like to!
Illustrate Suit Preference Signals in the two most common situations where they are used:
    a) to indicate an entry when giving partner a ruff
    b) to indicate an entry when clearing your suit at No-trump
Emphasise that a card shows Suit Preference only when partner knows that you had a choice of cards to play.
A low card asks for the lower of the two possible suits (not trump, not the suit you ruffed!)
A high card asks for the higher of the two possible suits.

Examples of Attitude Signals

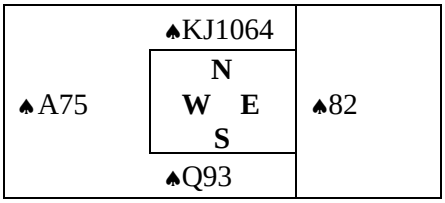


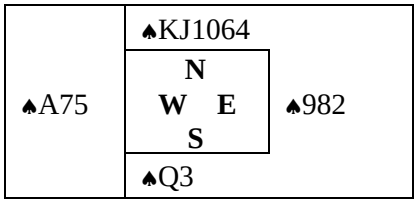


In both examples South plays in 4♥. West leads ♠A. East ***encourages*** with ♠9, a high card.
So West plays ♠K and another.
If East encouraged with a doubleton he ruffs the third round, if with a high card he wins ♠Q.

We give Attitude Signals when partner **leads** *an honour card or when we are discarding.*

Examples of Count Signals





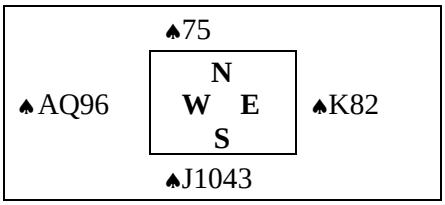
South plays in 3NT. He leads ♠Q from hand. When should West take his ace?

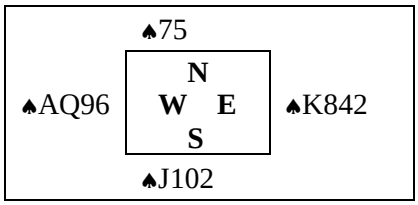
Here East plays ♠8 on the first round, a ***count signal.***
Playing high-low shows an ***even*** number of cards.
If East has 2 spades South must have 3, so West waits to take his ace on the third round.

This time East makes his count signal with ♠2.
Playing the lowest card shows an ***odd*** number.
If East has three cards South must have 2, so West takes his ace on the second round.

We give count signals **on cards led by declarer or dummy** *to tell partner how many cards we have in that suit so that he can work out how the cards lie.*

Examples of Secondary Signals (The card we play on the ***second*** round of a suit.)





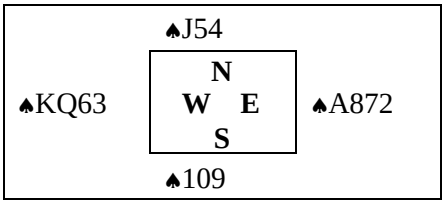
South plays in 3NT West leads ♠6, his fourth highest
Dummy plays ♠5, East wins ♠K and South plays ♠3.
East returns ♠x, South plays ♠10 and West wins ♠Q.
What now? On this lie West must wait for East to win a trick in another suit to lead a spade through South's J4.

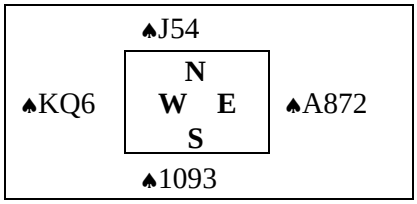
Same contract, same lead, same play to trick 1.
But this time the defence can cash four spade tricks straight off, forcing declarer to make some discards. How can East tell what to do?

West can tell East how many spades he has ***by the card he chooses to return.***

Here he started with 3 cards and he returns the ***eight***
(the ***higher*** of his 2 remaining cards)
This ***secondary signal*** tells West declarer has 4 spades

With four cards initially East returns the ***two***
(the ***lowest*** of his 3 remaining cards)
So declarer has 3 spades and the suit will cash.

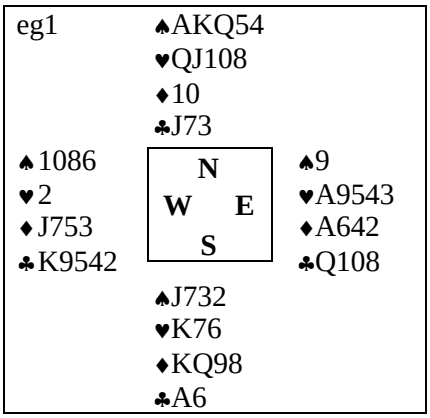




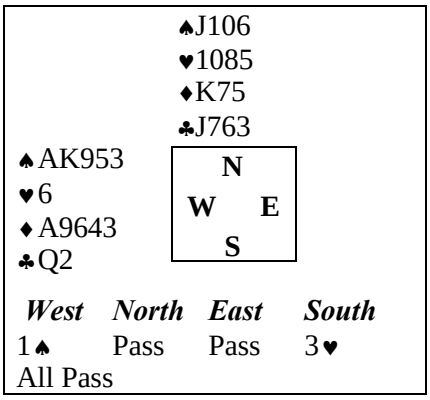
South plays 4♥. West leads ♠K, top of touching honours
East plays an encouraging ♠8, so he must have the ace.
West continues with ♠3, ***lowest*** of his 3 remaining cards.
That tells East he has 4 spades, declarer will ruff the third round, so he should look for tricks elsewhere.

This time West continues with ♠Q, higher.
of his 2 remaining spades. Which tells East that the third spade will cash.
East in turn gives count by playing his ***lowest*** remaining spade so West continues spades.

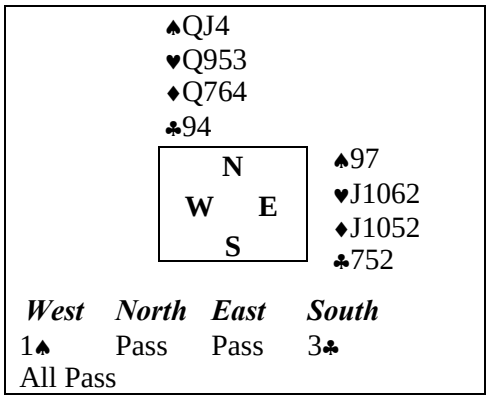
Suit Preference Signals



South opened 1NT and North transferred to spades.
South plays in 4♠ and West leads ♥2.
East can tell this is a singleton (South must have at least 2 hearts to open 1NT, and West would lead top of a doubleton)
So partner can ruff the next heart. If he returns a diamond East can win and give him a second ruff and 4♠ will fail.
But how can West tell whether to return a diamond or a club?
East can tell him by making a ***Suit Preference Signal.***
He returns ♥9, his ***highest remaining heart*** to tell partner that his entry is in diamonds, the ***higher-ranking*** of the two possible suits.
If instead he held the ace of clubs he would return ♥3, his ***lowest remaining heart*** to indicate an entry in the ***lower-ranking*** suit.

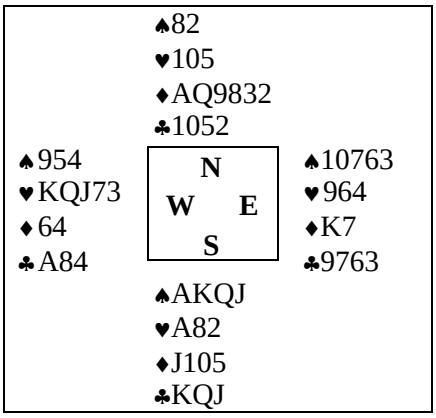


South makes a strong jump overcall and plays there.
West leads ♠A, then ♠K, on which East discards a club.
Now ♠9, the highest remaining spade, tells East to return a diamond (rather than a club) after ruffing.
If East has Jx or Qx of hearts he can overruff the fourth spade and defeat the contract.



A different strong jump overcall.
West leads ♠A, East encourages with ♠9 and West continues with ♠K and ♠2, East ruffs and South follows suit. East has a choice of two suits to lead, diamonds and hearts. Partner's ♠2 is a Suit Preference Signal for the ***lower*** suit, diamonds.

Suit Preference at No-trump



South opened 2NT and North raised to 3NT.
West leads ♥K, top of a sequence.
South counts 6 Sure Tricks, and his Work Suit will be diamonds.
If the finesse works all will be well, but if it fails he does not want West to have a heart left to lead.
So South holds up ♥A till the third round.
West wins ♥K, then ♥Q, then a third heart for South to win.
South runs ♦J to East's king. What should he return?
West could have the ace of either black suit.
He can tell East which by the card he plays on the third round of hearts – East has given a Count Signal so he knows South has only the ace left, and he can play any heart to clear the suit.
Here he returns ♥3, his ***lowest remaining heart*** to tell partner that his entry is in clubs, the ***lower-ranking*** of the two possible suits. If instead he held the ace of spades he would return ♥J, his ***highest remaining heart*** to indicate an entry in the ***higher-ranking*** suit. (It is clear that diamonds cannot provide an entry!)

All About Signals

Defenders need to co-operate if they are to defeat declarer, but they can communicate with one another only by means of the cards that they play. This means that every card is a ***signal.***

The Opening Lead

When we lead an **honour card** we tell partner that we also hold the card immediately below it:

AKx; **K**Qxx; **Q**Jxx; K**J**10xx

(Against a suit contract, where we need to make tricks quickly, we lead the higher of touching honours, but against no-trump we lead fourth highest unless we have three honours.)

When we lead a **low spot card** we tell partner that we have at least one honour card in the suit we have led
With four or more cards we lead fourth highest.

When we lead a **high spot card** we tell partner we have no honours in the suit we have led.
We led top of a doubleton: and second highest from three or more small cards.

Third Hand Play

When partner leads a low card and dummy plays low Third Hand plays high, either to win the trick, or to stop declarer winning the trick cheaply.
When Third Hand plays an **honour card** he ***denies*** the card immediately below it.
If he has a sequence of honours he plays the ***lowest*** card.
Eg from KQ**J**3 Third Hand plays the jack. Playing the king from eg **K**75 ***denies*** the queen.

Attitude Signals

We make attitude signals on partner's opening lead to tell him whether we like his lead or not.
When he leads a low card the requirement to play Third Hand High takes precedence.
We make Attitude Signals when partner leads an honour or when we cannot beat the card played by dummy.

A **high card** is ***encouraging***, suggesting that partner continue the suit.
A **low card** is ***discouraging,*** suggesting that partner switch to another suit.

We also make ***Attitude Discards***: a high card ***encourages*** partner to lead that suit, a low discard ***discourages.***

Count Signals

We make Count Signals when declarer leads from his hand or from dummy.

A **high card** shows an ***even*** number of cards in the suit led.
A **low card** shows an ***odd*** number

Secondary Signals

The ***second*** card we play in a suit is a Count Signal. It tells partner how many cards we have left in that suit.

A **high card** shows an ***even*** number of cards remaining. Eg A**9**3 when you won the ace first time
A **low card** shows an ***odd*** number of cards remaining. Eg A94**3** when you won the ace first time.

Count signals tell partner how that suit is distributed, and so allow him to form a picture of the hidden hands.

Suit Preference Signals

These are a way of telling partner where our entry is when he needs to put us on lead.
We use them when we are giving partner a ruff, or when we are clearing our suit at no-trump.

A **high card** suggests an entry in the ***higher-ranking*** of the two possible suits
A **low card** suggests an entry in the ***lower-ranking*** of the two possible suits

Suit Preference signals are infrequent.
Your first responsibility is to signal Attitude and Count.
Once the count is known you can give Suit Preference with your third card when you are known to have a choice of cards to play

Reading the Signals

A signal is only a form of communication when it is read and understood!
Successful defence requires accurate signalling and a partner who is observing and working out whether the card played is high or low.
Practice working out what partner has in a suit from his opening lead.
It gets easier with practice!

Quiz 59

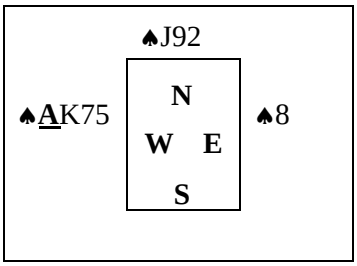
1) With a choice of these hearts to play you select the nine. ♥**9**632

What does this mean if your signal is
a) Attitude _____
b) Count _____
c) Suit Preference _____

2) This time you select the two from this holding ♥85**2**

What does this mean if your signal is
a) Attitude _____
d) Count _____
e) Suit Preference _____

3) You lead the underlined card against a 4♥ contract. Partner plays ♠8 and South follows with ♠3. Which card do you play next?



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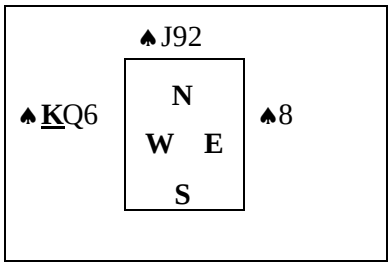

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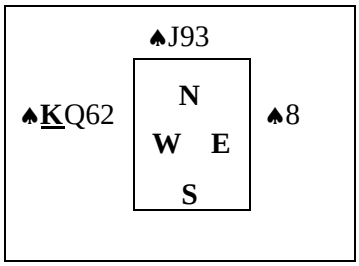

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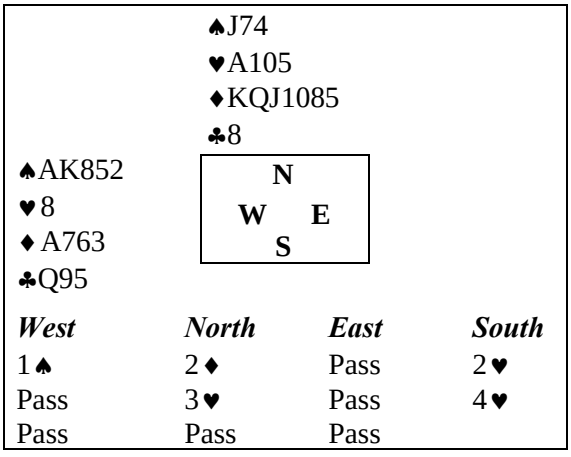
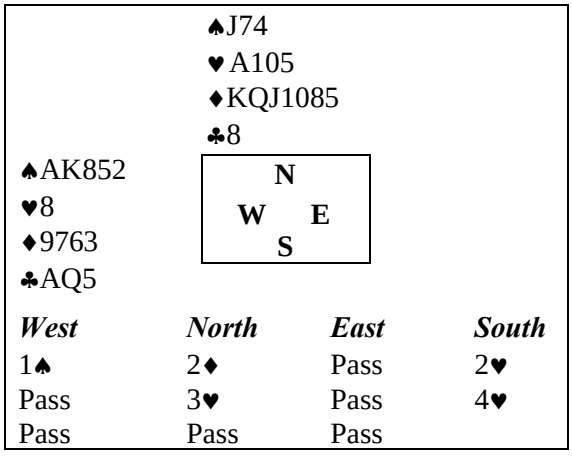
4) Here are two hands where the bidding and play to the first two tricks is identical.



West	*North*	*East*	*South*
1♠	2♦	Pass	2♥
Pass	3♥	Pass	4♥
Pass	Pass	Pass	



West	*North*	*East*	*South*
1♠	2♦	Pass	2♥
Pass	3♥	Pass	4♥
Pass	Pass	Pass	

You are West. You lead the ace of spades and partner follows suit with an encouraging nine.
You cash the king of spades, and partner discards a small club.
Which card do you play next and why?

_____ _____

_____ _____

Lesson 60: Ready for the Real World

Aims

- To familiarise the class with what to expect in the Bridge Club.
- To explain the function of the Convention Card, when to ask questions and how to answer them.
- To give the Class the confidence to survive a 'proper' tournament

Content

1) Congratulate the Class (and yourself!) on reaching the end of the Learners Course.
Explain that, while there is always more to learn, they now know more than enough to play in a bridge club. Encourage them to play as much as possible before returning for the Advanced Course

2) Explain about Convention Cards.
In theory every player carries a Convention Card for opponents to consult if they need to know something about his partnership agreements.
Opponents are entitled to know the meaning of your bids and plays – imagine they were present when you discussed your methods – but not what you have in your hand.
For example, if asked about leads you should say "Fourth Highest and MUD", no matter what you know about partner's lead because of what is in your hand.
Issue the Class with the WBU Standard Convention Card as an illustration.

3) Explain that if you do not understand what opponents' bids mean you are entitled to ask.
If you do not understand the reply you are entitled to clarification.
Similarly, opponents can ask what your bids and plays mean.
If you do not know what partner's bid means you can say "we have not discussed this sequence"
Ignorance is not a crime!

4) Explain that it is important to play at a reasonable pace. Experienced players probably play no better than your learners, but they generally play faster. The accepted rate is 15 minutes for 2-board rounds, 22 minutes for 3-board rounds. This does not leave much time for conversation or post mortem.
If your players have difficulty in playing to this timetable try to reach an agreement with their local club that will allow them to play in preparatory tournaments, or organise some yourself.

5) Issue the Class with the Summary of the WBU Standard System.
Explain that this should help them through. If anyone tells them their bidding is wrong they can refer their critics to their system.
Also issue any extra handouts.
Instruct them that above all, they must enjoy their game!

6) This Lesson consists of a Practice Tournament of 16 Boards.

Answers to Quizzes 51-59

Quiz 51

1a) Forcing to game b) Not forcing c) Forcing to game d) Not forcing
e) Forcing to game f) Forcing to game g) Forcing for 1 round h) Not forcing

2a)	1♠	2♣	*(After a 2over1 responder*		b)	1♥	2♣	*(After a 2over1 the*
	2♦	3♠	*'always' bids again - the*			3♥	4♣	*jump rebid is game-*
	4♣	4♦	*delayed jump raise makes*			4♦	4♥	*forcing. East shows*
	6♠		*it easy for West to envisage slam*			6♥		*his good clubs.)*

3

West	*East*	
♠ AKxx	♠ xx	*West has 16+, 4531 or 4630 –longer hearts than spades*
♥ KQxxx	♥ x	*East has 10+ with values seriously concentrated in clubs,*
♦ Axx	♦ KQxxx	*longer diamonds, no support for partner's majors*
♣ x	♣ KQ10x	

Quiz 52

1a) Dbl	b) 2♥	c) Dbl	d) 2♣	e) 1NT
2a) 2♥	b) 1NT	c) 2♣	d) 3♦	e) 3NT
3a) Dbl	b) Dbl	c) 2♠	d) Dbl	

Quiz 53

1 ♣3. Second Hand Low guarantees a trick. East has ♣Q. Hold up till the 3rd round. West is the Danger Hand
6 Sure Tricks. Finesse diamonds into East, the Safe Hand.

2 ♠4. If East plays low ♠10 scores. If East plays king or queen you win ♠A and J10 guarantee a second trick
West has ♠Q (as Third Hand East should play ***lower*** of touching cards). Work Suit is clubs. Play ♣4.

Quiz 54

1 5 Sure Tricks, 2 Work Suits, spades and diamonds. You may lose the lead twice, so hold up the first heart.
Win ♥K and play spades, the only suit where North, the Danger Hand, may have an entry.
You can safely finesse diamonds into South later.

2 6 Sure Tricks, Work Suit clubs. You have to lose the lead twice do duck the first spade in case South has only 2.

3 5 Sure Tricks. Work Suit, diamonds, can be finessed into the Safe Hand, but if finesse loses you need a heart trick.
Duck the first spade, win the second, play a heart to the king. If it scores cross to ♣A to finesse diamonds.

4 6 Sure Tricks. If club finesse loses you may also lose four hearts. You can only hold up once.
Then cash ♦AK in case the queen drops – if it does you have 9 tricks without the club finesse. If nothing happens, finesse the clubs.

Quiz 55

1 9 tricks in spades, 10 tricks in hearts. 19 Total Tricks. Par contract is 4♠ doubled down one.

a)

West	*North*	*East*	*South*
1♠	Pass	2♠	3♥
Pass	3♥	3♠	4♣
4♠	5♥	All Pass	

b)

West	*North*	*East*	*South*
-	-	-	1♥
1♠	2♥	3♠	4♥
4♠	All Pass		

2a) 1♥ b) 2♥ c) 2♦ d) 3♣ e) 2♦ (follow with 4♠, or just bid 4♠ at once)
3a) 2♠ b) 3♠ c) 4♠ d) 2♥ f) 2♥

Quiz 56

1a) 2♥	b) 3♥	c) 4♥	d) 2♠	e) 2♠
2a) Pass	b) 3♥	c) 4♥	d) 2NT	e) 2NT
3a)Dbl	b) Pass	c) 2♦	d) 2♥	e) Pass (follow with 3♦)

Quiz 57

1a) 2♥	b) 2♥	c) 2♣	d) 1♠	e) 1♠
2a) 2♣	b) 2♥	c) Pass	d) Pass	
3a) Non-forcing	b) Non-forcing	c) Forcing	d) Non-focing	
♠ x	♠ xx	♠ AQxxx	♠ xx	
♥ KQxxxx	♥ Kxx	♥ Ax	♥ x	
♦ Jxx	♦ Axxx	♦ AKQxx	♦ Kxxx	
♣ Jxx	♣ Q109x	♣ x	♣ KJ109xx	

Quiz 58

1) Win ♠A cash ♥A, play ♠K, ruff a spade, then play 3 rounds of clubs. If West does not ruff put him on lead with ♥Q.
2) Win, run ♥10, then ♥Q, draw the last trump, cash 3 clubs and exit with a spade, forcing defenders to lead diamonds.
3) Win, draw trump, cash diamonds and exit with a club, compelling the defence to open up spades or give a ruff/sluff.

Quiz 59

1) a) Encouraging b) Even number c) Lead the higher suit
2 a) Discouraging b) Odd number c) Lead the lower suit
3 a) ♠K – then a third round b) ♠Q – to show 3 cards c) ♠2 – to show 4 cards
4) a) ♠8, a high spade to suggest a diamond switch when partner ruffs.
b) ♠2, a low spade to suggest partner return a club when he ruffs.

Lesson 51 Hands to play

Deal 51.1 — None Vul, Dealer North

	♠Q3 ♥AK2 ♦KQ1062 ♣A74	
♠AJ74 ♥86 ♦874 ♣Q1062	N W E S	♠982 ♥QJ1053 ♦A93 ♣95
	♠K1065 ♥974 ♦J5 ♣KJ83	

West	North	East	South
-	1♦	Pass	1♠
Pass	2NT	Pass	3NT
All Pass			

Lead: ♥Q *(top of a sequence)*

Start the Work Suit with ♦J, honour in the the short hand. Luckily West has ♠A and no hearts left to lead when he wins it.

Deal 51.2 — NS Vul, Dealer East

	♠865 ♥A8 ♦J9853 ♣764	
♠J102 ♥J542 ♦KQ106 ♣Q3	N W E S	♠KQ4 ♥KQ97 ♦7 ♣AKJ109
	♠A973 ♥1063 ♦A42 ♣852	

West	North	East	South
-	-	1♣	Pass
1♦	Pass	2♥	Pass
3♥	Pass	4♥	All Pass

Lead: ♠A *(unbid suit, do not underlead aces)*

West needs 4-card support to raise the second suit. East has too few aces to make a slam try – he has already shown a very good hand

Deal 51.3 — EW Vul, Dealer South

	♠A54 ♥10854 ♦K952 ♣73	
♠J73 ♥Q6 ♦QJ1073 ♣J95	N W E S	♠Q1098 ♥92 ♦A84 ♣K1062
	♠K62 ♥AKJ73 ♦6 ♣AQ84	

West	North	East	South
-	-	-	1♥
Pass	2♥	Pass	4♥
All Pass			

Lead: ♦Q *(top of a sequence)*

South's Fit points make this hand worth 4♠. Do not play ♦K at trick 1 – West has not led from AQJ. Lead out ♥AK, finesse clubs

Deal 51.4 — All Vul, Dealer West

	♠K83 ♥9842 ♦1054 ♣1043	
♠AQ92 ♥J ♦AQJ83 ♣KJ9	N W E S	♠J1065 ♥A76 ♦K6 ♣AQ72
	♠74 ♥KQ1053 ♦972 ♣865	

West	North	East	South
1♦	Pass	1♠	Pass
4♠	Pass	4NT	Pass
5♥	Pass	6♠	All Pass

Lead: ♥K *(K from KQ)*

West's jump to game shows 18-19, so East is interested in slam. Take the trump finesse, then draw trump and cash your winners

Deal 51.5 — NS Vul, Dealer North

	♠6 ♥AQ7 ♦AQJ94 ♣KQ83	
♠AJ74 ♥J962 ♦1073 ♣J6	N W E S	♠Q10985 ♥54 ♦K62 ♣742
	♠K32 ♥K1083 ♦85 ♣A1095	

West	North	East	South
-	1♦	Pass	1♥
Pass	3♣	Pass	4♣
Pass	4♥	Pass	5♣

Lead: ♠10 *(unbid suit, top of interior sequence)*

North would raise hearts immediately with 4, so South knows he has only 3.He chooses the 8-card trump fit.

Deal 51.6 — EW Vul, Dealer East

	♠J98642 ♥1097 ♦Q5 ♣52	
♠Q3 ♥QJ6432 ♦93 ♣Q64	N W E S	♠105 ♥A5 ♦AKJ72 ♣AK83
	♠AK7 ♥K8 ♦10864 ♣J1097	

West	North	East	South
-	-	1♦	Pass
1♥	Pass	3♣	Pass
3♥	Pass	4♥	All Pass

Lead: ♠6 *(unbid suit, 4th highest)*

West shows a 6-card heart suit so East can raise with a doubleton. Play ♥A and another to draw trump – you must lose one

Deal 51.7 — All Vul, Dealer South

	♠Q4 ♥83 ♦K742 ♣AJ865	
♠10952 ♥A7 ♦QJ105 ♣1074	N W E S	♠7 ♥J109642 ♦96 ♣KQ32
	♠AKJ863 ♥KQ5 ♦A83 ♣9	

West	North	East	South
-	-	-	1♠
Pass	2♣	Pass	3♠
Pass	4♠	All Pass	

Lead: ♠J *(top of a sequence)*

South promises a 6-card suit for his jump rebid, game-forcing after a 2-over-1. With a minimum North simply raises

Deal 51.8 — None Vul, Dealer West

	♠Q96 ♥953 ♦Q8 ♣Q10874	
♠A74 ♥KQ76 ♦AKJ1093 ♣-	N W E S	♠K10853 ♥J842 ♦2 ♣K93
	♠J2 ♥A10 ♦7654 ♣AJ652	

West	North	East	South
1♦	Pass	1♠	Pass
2♥	Pass	3♥	Pass
3♠	Pass	4♥	All Pass

Lead: ♣7 *(fourth highest, unbid suit)*

East needs 4 hearts to raise the second suit. West cuebids in search of slam, but East is minimum and signs off in the agreed suit

Lesson 52 Hands to play

Deal 52.1 None Vul, Dealer North

	♠A ♥J1092 ♦AQ1096 ♣AQ6	
♠9873 ♥86 ♦KJ754 ♣42	N W E S	♠KQJ52 ♥A53 ♦3 ♣J1095
	♠1064 ♥KQ74 ♦82 ♣K873	

West	North	East	South
-	1♦	1♠	Dbl
2♠	4♥	All Pass	

Lead: ♠K *(top of a sequence)*

South is worth a bid, but not a 2over1. The Negative double shows 4hearts and North has enough for a punt at game.

Deal 52.2 NS Vul, Dealer East

	♠98 ♥105 ♦J9853 ♣8765	
♠QJ102 ♥42 ♦KQ106 ♣Q43	N W E S	♠A543 ♥K97 ♦7 ♣AKJ109
	♠K76 ♥AQJ863 ♦A42 ♣2	

West	North	East	South
-	-	1♣	1♥
Dbl	Pass	2♠	Pass
4♠	All Pass		

Lead: ♣2 *(a hopeful singleton)*

West could respond 1♠ without interference but now that promises 5cards. East jumps with extra values and West is not minimum.

Deal 52.3 EW Vul, Dealer South

	♠AQ543 ♥1042 ♦1052 ♣83	
♠76 ♥KQ986 ♦K7 ♣K752	N W E S	♠1098 ♥AJ3 ♦983 ♣J1096
	♠KJ2 ♥75 ♦AQJ64 ♣AQ4	

West	North	East	South
-	-	-	1♦
1♥	1♠	2♥	2♠
All Pass			

Lead: ♥A *(partner's suit – switch to ♣J)*

North shows 5spades so South can raise with just 3 cards. Each side can make 9 tricks, but spades usually win competitive auctions

Deal 52.4 All Vul, Dealer West

	♠KQJ64 ♥982 ♦105 ♣AK3	
♠A1095 ♥J ♦AQJ83 ♣QJ9	N W E S	♠83 ♥A1076 ♦K76 ♣10742
	♠72 ♥KQ543 ♦942 ♣865	

West	North	East	South
1♦	1♠	Dbl	Pass
1NT	All Pass		

Lead: ♠K *(top of a sequence)*

West knows partner has hearts and clubs, and he cannot rebid North's suit, so he has to bid 1NT. Win the first spade to ensure a second stop

Deal 52.5 NS Vul, Dealer North

	♠AQ6 ♥AQ873 ♦AJ94 ♣3	
♠J1054 ♥J952 ♦Q1076 ♣6	N W E S	♠985 ♥K4 ♦K2 ♣KQ8742
	♠K72 ♥106 ♦853 ♣AJ1095	

West	North	East	South
-	*1♥*	*2♣*	*Pass*
Pass	Dbl	All Pass	

Lead: ♥10 *(partner's suit, top of a doubleton)*

Nothing wrong with East' overcall except the timing. South hopes North can re-open with a takeout double which he can convert

Deal 52.6 EW Vul, Dealer East

	♠A86 ♥1097 ♦AKQ32 ♣52	
♠Q3 ♥A632 ♦95 ♣AKQ64	N W E S	♠K1052 ♥QJ54 ♦76 ♣J83
	♠J974 ♥K8 ♦J1084 ♣1097	

West	North	East	South
-	-	*Pass*	*Pass*
1♣	1♦	Dbl	2♦
2♥	All Pass		

Lead: ♦A *(top of a sequence)*

East can show both majors at once, but is worth only one bid. If North-South compete to the 3-level West can bid one more

Deal 52.7 All Vul, Dealer South

	♠J7 ♥AJ96 ♦K742 ♣J82	
♠A92 ♥7 ♦QJ10953 ♣K73	N W E S	♠Q8654 ♥Q10432 ♦8 ♣106
	♠K103 ♥K85 ♦A6 ♣AQ954	

West	North	East	South
-	-	-	*1♣*
1♦	1♥	Pass	1NT
Pass	3NT	All Pass	

Lead: ♦Q *(top of a sequence)*

Over 1♦ the negative double shows both majors, so 1♥ does not promise 5cards. South makes his normal rebid.

Deal 52.8 None Vul, Dealer West

	♠974 ♥J105 ♦A10943 ♣Q6	
♠A86 ♥83 ♦K76 ♣J10752	N W E S	♠KQ1053 ♥42 ♦52 ♣AK93
	♠J2 ♥AKQ976 ♦QJ8 ♣84	

West	North	East	South
Pass	*Pass*	*1♠*	*2♥*
2♠	3♥	All Pass	

Lead: ♠A *(partner's suit, do not underlead A)*

West is not strong enough for a negative. double at this level but he is worth a bid The 3-card raise is the least lie.

Lesson 53 Hands to play

Deal 53.1 None Vul, Dealer North

	♠A105 ♥KJ72 ♦A7 ♣Q952	
♠K94 ♥A843 ♦J652 ♣103	N W E S	♠J8763 ♥96 ♦K10 ♣J874
	♠Q2 ♥Q105 ♦Q9843 ♣AK6	

West	North	East	South
-	*1NT*	*Pass*	*3NT*
All Pass			

Lead: ♠3 *(fourth highest, longest suit)*

North plays second hand low from dummy to guarantee 2 tricks. Hearts are the Work Suit, but there are only 9 tricks.

Deal 53.2 NS Vul, Dealer East

	♠1097 ♥K1084 ♦A75 ♣1098	
♠Q2 ♥953 ♦Q93 ♣AQ653	N W E S	♠A53 ♥QJ6 ♦KJ104 ♣K74
	♠KJ864 ♥A72 ♦862 ♣J2	

West	North	East	South
-	-	*1NT*	*Pass*
3NT	All Pass		

Lead: ♠6 *(fourth highest, longest suit)*

This time East must play ♠Q in the hope that. South has ♠K. If ♠Q does not score now it never will.

Deal 53.3 EW Vul, Dealer South

	♠A5 ♥Q82 ♦Q8754 ♣KQ5	
♠K1084 ♥K74 ♦J10 ♣10743	N W E S	♠Q96 ♥10953 ♦A93 ♣962
	♠J732 ♥AJ6 ♦K62 ♣AJ8	

West	North	East	South
-	-	-	*1NT*
Pass	3NT	All Pass	

Lead: ♠4 *(fourth highest, longest suit)*

Declarer ducks in dummy and East wins ♠Q and returns partner's suit. When South leads a diamond East saves ♦A to beat ♦Q.

Deal 53.4 All Vul, Dealer West

	♠K103 ♥108653 ♦Q92 ♣94	
♠42 ♥AK2 ♦A10843 ♣AK6	N W E S	♠A875 ♥J4 ♦J76 ♣J1083
	♠QJ96 ♥Q97 ♦K5 ♣Q752	

West	North	East	South
1♦	*Pass*	*1♠*	*Pass*
2NT	Pass	3NT	All Pass

Lead: ♥5 *(fourth highest, longest suit)*

West tries ♥J, but it does not give him an entry to dummy, so he leads a low diamond from hand. North must play low to give the defence two tricks.

Deal 53.5 NS Vul, Dealer North

	♠AJ876 ♥KJ2 ♦K108 ♣K3	
♠93 ♥A75 ♦742 ♣Q8762	N W E S	♠K1052 ♥1063 ♦AQ65 ♣A9
	♠Q4 ♥Q984 ♦J93 ♣J1054	

West	North	East	South
-	1♠	Pass	1NT
All Pass			

Lead: ♣6 *(fourth highest)*

Play Second Hand Low from dummy to ensure 2 tricks. If you play ♣K East can return ♣9 to establish West's suit. Play on hearts next

Deal 53.6 EW Vul, Dealer East

	♠A105 ♥109642 ♦J10 ♣J97	
♠K862 ♥J73 ♦865 ♣Q85	N W E S	♠Q943 ♥AQ5 ♦KQ42 ♣A2
	♠J7 ♥K8 ♦A973 ♣K10643	

West	North	East	South
-	-	1♠	Pass
2♠	All Pass		

Lead: ♣4 *(fourth highest, unbid suit)*

East tries ♣Q in case South has led from ♣K When he leads a trump North plays low to ensure 2 tricks for the defence.

Deal 53.7 All Vul, Dealer South

	♠Q86 ♥64 ♦108752 ♣Q72	
♠A107 ♥A108 ♦AKJ ♣9854	N W E S	♠J4 ♥K952 ♦943 ♣J1063
	♠K9532 ♥QJ73 ♦Q6 ♣AK	

West	North	East	South
-	-	-	1♠
1NT	All Pass		

Lead: ♠6 *(partner's suit, low from an honour)*

Low from dummy guarantees 2 spade tricks. Clubs is the best Work Suit – play on the long suit where you have losers.

Deal 53.8 None Vul, Dealer West

	♠AK4 ♥K875 ♦Q106 ♣A32	
♠Q108653 ♥J2 ♦43 ♣K87	N W E S	♠J7 ♥A103 ♦982 ♣QJ954
	♠92 ♥Q964 ♦AKJ75 ♣106	

West	North	East	South
Pass	1NT	Pass	2♣
Pass	2♥	Pass	4♥

Lead: ♣Q *(top of a broken sequence)*

Declarer wins ♣A and plays trump. East plays low to ensure two trump tricks and a club for the defence, but declarer can run diamonds for 10 tricks

Lesson 54 Hands to play

Deal 54.1 None Vul, Dealer North

	♠KJ102 ♥AQ3 ♦J5 ♣J1093	
♠8743 ♥J64 ♦Q1094 ♣K7	N W E S	♠A9 ♥K10752 ♦862 ♣652
	♠Q65 ♥98 ♦AK73 ♣AQ84	

West	North	East	South
-	1NT	Pass	3NT
All Pass			

Lead: ♥5 *(fourth highest, longest suit)*

You have to develop tricks from both black suits. East, the danger hand, cannot get on lead in clubs, so play spades first

Deal 54.2 NS Vul, Dealer East

	♠KQJ42 ♥743 ♦42 ♣K76	
♠A109 ♥AKQ ♦Q985 ♣AQ2	N W E S	♠87 ♥J62 ♦AJ1073 ♣543
	♠653 ♥10985 ♦K6 ♣J1098	

West	North	East	South
-	-	Pass	Pass
2NT	Pass	3NT	All Pass

Lead: ♠K *(top of a sequence)*

Hold up ♠A till the third round. North is the danger hand with the long spades, so you can safely finesse diamonds into South

Deal 54.3 EW Vul, Dealer South

	♠AK1085 ♥752 ♦93 ♣A84	
♠62 ♥Q10864 ♦A52 ♣652	N W E S	♠QJ93 ♥J9 ♦K64 ♣J973
	♠74 ♥AK3 ♦QJ1087 ♣KQ10	

West	North	East	South
-	-	-	1♦
Pass	1♠	Pass	1NT
Pass	3NT	All Pass	

Lead: ♥4 *(fourth highest, longest suit)*

Duck East's Third Hand High ♥J so that he has no heart to lead when he wins ♦K. You have to lose the lead twice in diamonds

Deal 54.4 All Vul, Dealer West

	♠KQ1096 ♥J73 ♦J42 ♣32	
♠A42 ♥K9 ♦A10863 ♣AK9	N W E S	♠J7 ♥A85 ♦K95 ♣108654
	♠853 ♥Q10642 ♦Q7 ♣QJ7	

West	North	East	South
1♦	Pass	1NT	Pass
2NT	Pass	3NT	All Pass

Lead: ♠K *(K from KQ109x)*

West holds up till the third round of spades. North is the danger hand, so play a diamond and duck it to South to establish the suit safely

Deal 54.5 NS Vul, Dealer North

	♠A74 ♥K10 ♦K87 ♣QJ1098	
♠63 ♥98652 ♦Q5432 ♣A	N W E S	♠QJ1098 ♥743 ♦J6 ♣K74
	♠K52 ♥AQJ ♦A109 ♣6532	

West	North	East	South
-	1NT	Pass	3NT
All Pass			

Lead: ♠Q *(top of a sequence)*

7 Sure Tricks, you need 2 more from clubs. Missing AK you have to give up the lead twice so duck the first round of spades.

Deal 54.6 EW Vul, Dealer East

	♠Q1095 ♥J54 ♦852 ♣Q43	
♠AKJ4 ♥76 ♦KJ9 ♣AJ86	N W E S	♠763 ♥KQ9 ♦AQ10 ♣K1095
	♠82 ♥A10832 ♦7643 ♣72	

West	North	East	South
-	-	1NT	Pass
2♣	Pass	2♦	Pass
3NT	All Pass		

Lead: ♥3 *(fourth highest)*

East wins ♥Q and now North is the Danger Hand. Establish your extra club trick by finessing into the South hand

Deal 54.7 All Vul, Dealer South

	♠75 ♥KQ6 ♦AJ94 ♣A764	
♠A10842 ♥532 ♦52 ♣Q108	N W E S	♠Q96 ♥J1098 ♦Q86 ♣J53
	♠KJ3 ♥A74 ♦K1073 ♣K92	

West	North	East	South
-	-	-	1NT
Pass	3NT	All Pass	

Lead: ♠4 *(fourth highest)*

East plays ♠Q and you win ♠K. That makes East the danger hand. Protect ♠J by finessing diamonds into West

Deal 54.8 None Vul, Dealer West

	♠10954 ♥AJ1095 ♦94 ♣73	
♠AJ3 ♥KQ8 ♦K86 ♣A1094	N W E S	♠KQ2 ♥64 ♦A732 ♣KJ85
	♠876 ♥732 ♦QJ105 ♣Q62	

West	North	East	South
1♣	Pass	1♦	Pass
1NT	Pass	3NT	All Pass

Lead: ♥J *(top of an interior sequence)*

West wins ♥Q and now South is the Danger hand, if he gets on lead he will lead a heart through. Finesse clubs into North to protect your heart holding.

Lesson 55 Hands to play

Deal 55.1 — None Vul, Dealer North

	♠AKQ96 ♥4 ♦KQ82 ♣K97	
♠J743 ♥K962 ♦J ♣J642	N W E S	♠2 ♥AQJ1053 ♦A973 ♣Q5
	♠1085 ♥87 ♦10654 ♣A1083	

West	North	East	South
-	1♠	2♥	Pass
4♥	All Pass		

Lead: ♠5 *(partner's suit, low from honour)*

West has a typical pre-emptive raise, and East makes 10 tricks by ruffing 3diamonds. NS cannot make 4♠ if West gets ruffs.

Deal 55.2 — NS Vul, Dealer East

	♠Q1086 ♥QJ6 ♦985 ♣K64	
♠J2 ♥854 ♦K10642 ♣973	N W E S	♠54 ♥AK972 ♦QJ7 ♣AJ10
	♠AK973 ♥103 ♦A3 ♣Q852	

West	North	East	South
-	-	1♥	1♠
Pass	2♠	All Pass	

Lead: ♠3 *(low from an honour)*

The North hand is too balanced for a pre-emptive raise. 2♠ is high enough – but EW can make quite a few tricks in hearts!

Deal 55.3 — EW Vul, Dealer South

	♠8752 ♥Q104 ♦10852 ♣53	
♠KQJ43 ♥8 ♦KQ73 ♣A97	N W E S	♠A109 ♥9652 ♦A4 ♣K1062
	♠6 ♥AKJ73 ♦J96 ♣QJ84	

West	North	East	South
-	-	-	1♥
1♠	Pass	2♥	Pass
4♠	All Pass		

Lead: ♥4 *(partner's suit, low from honour,)*

East shows a strong raise by cue-bidding. opponent' suit, and West has enough extra to go on to game

Deal 55.4 — All Vul, Dealer West

	♠AJ1094 ♥Q10 ♦A1098 ♣108	
♠8 ♥AJ3 ♦KQJ742 ♣Q72	N W E S	♠Q5 ♥K864 ♦53 ♣KJ643
	♠K7632 ♥9752 ♦6 ♣A95	

West	North	East	South
1♦	1♠	Dbl	4♠
All Pass			

Lead: ♥K *(K from KQ)*

With 5-card support for an overcall it is best to get to game as quickly as possible. 10 tricks are the limit but EW cannot make anything at the 5-level.

Deal 55.5 — NS Vul, Dealer North

	♠432 ♥KQ84 ♦AQJ97 ♣4	
♠A965 ♥9 ♦43 ♣AK9632	N W E S	♠KQ107 ♥A1065 ♦5 ♣Q1075
	♠J8 ♥J732 ♦K10862 ♣J8	

West	North	East	South
-	1♦	Dbl	2♦
3♦	Pass	3♥	Pass
3♠	Pass	4♠	All Pass

Lead: 10 ♥K *(higher of touching honours)*

West has enough for game opposite the double but he is worried that the spade suit will not be good enough. So he starts with a cuebid.

Deal 55.6 — EW Vul, Dealer East

	♠K85 ♥J8 ♦K8654 ♣AQ4	
♠103 ♥109543 ♦J73 ♣1053	N W E S	♠AJ9762 ♥K72 ♦A9 ♣82
	♠Q4 ♥AQ6 ♦Q102 ♣KJ976	

West	North	East	South
-	-	1♠	Dbl
Pass	2♠	Pass	3♣
Pass	3NT	All Pass	

Lead: ♠7 *(fourth highest, longest suit)*

If South is very short in spades 3NT may not be best, so North indicates doubt by cue-bidding first. South is happy with 3NT

Deal 55.7 — All Vul, Dealer South

	♠52 ♥976 ♦J43 ♣K9875	
♠8 ♥A52 ♦AQ9865 ♣Q32	N W E S	♠A1094 ♥K83 ♦K72 ♣J104
	♠KQJ763 ♥QJ104 ♦10 ♣A6	

West	North	East	South
-	-	-	1♠
2♦	Pass	2NT	Pass
Pass	3NT	All Pass	

Lead: ♠K *(top of a sequence)*

East could raise diamonds, but with a double stopper in spades he should consider 3NT. 2NT should show at least a partial diamond fit.

Deal 55.8 — None Vul, Dealer West

	♠42 ♥AQ10962 ♦1093 ♣A8	
♠1053 ♥43 ♦72 ♣J65432	N W E S	♠AQ986 ♥KJ75 ♦A8 ♣Q7
	♠KJ7 ♥8 ♦KQJ654 ♣K109	

West	North	East	South
Pass	Pass	1♠	2♦
Pass	2♥	Pass	3NT
All Pass			

Lead: ♠3 *(low from honour, partner's suit)*

When North shows his nice suit South can bid. 3NT, assuming that his spade holding will provide 2 stoppers.

Lesson 56 Hands to play

Deal 56.1 None Vul, Dealer North

	♠7 ♥KJ1065 ♦Q62 ♣AQ43	
♠AJ10 ♥Q8 ♦J10874 ♣1062	N W E S	♠K852 ♥2 ♦AK93 ♣KJ95
	♠Q9643 ♥A9743 ♦5 ♣87	

West	North	East	South
-	1♥	Dbl	4♥
All Pass			

Lead: ♦A *(Ace from AK)*

Pre-empt to the limit with 5-card support. If East does not lead trump crossruff 10 tricks If he does establish a long spade by ruffing

Deal 56.2 NS Vul, Dealer East

	♠J9873 ♥954 ♦10 ♣K1096	
♠K105 ♥Q1087 ♦AQ543 ♣3	N W E S	♠4 ♥K32 ♦J76 ♣AQJ754
	♠AQ62 ♥AJ6 ♦K982 ♣82	

West	North	East	South
-	-	1♣	Dbl
Rdbl	1♠	2♣	All Pass

Lead: ♠A *(partner's suit, do not underlead A)*

East shows a minimum with long clubs and West gives up. Scramble 8 tricks by not attempting to draw trump – ruff when you can

Deal 56.3 EW Vul, Dealer South

	♠A4 ♥Q1054 ♦Q542 ♣K73	
♠KQ73 ♥6 ♦AKJ73 ♣J95	N W E S	♠J1085 ♥982 ♦1098 ♣1062
	♠962 ♥AKJ73 ♦6 ♣AQ84	

West	North	East	South
-	-	-	1♥
Dbl	2NT	Pass	4♥

Lead: ♦A *(Ace from AK)*

West switches to ♠K, but when clubs break 3-3 South needs just one spade ruff to make 10 tricks.

Deal 56.4 All Vul, Dealer West

	♠KJ1095 ♥1093 ♦9 ♣AQ76	
♠82 ♥AQ875 ♦AQJ63 ♣4	N W E S	♠A6 ♥KJ62 ♦K104 ♣J982
	♠Q743 ♥4 ♦8752 ♣K1053	

West	North	East	South
1♥	1♠	2♠	3♠
4♦	Pass	4♥	All Pass

Lead: ♠J *(top of an interior sequence)*

A UCB, a pre-emptive raise, then West shows his second suit in case there is more competition. EW have to find a club ruff to beat 5♠!

Deal 56.5 NS Vul, Dealer North

	♠K1063 ♥A2 ♦AQJ94 ♣83	
♠9742 ♥97 ♦K763 ♣J65	N W E S	♠AJ5 ♥KJ54 ♦82 ♣K742
	♠Q8 ♥Q10863 ♦105 ♣AQ109	

West	North	East	South
-	1♦	Dbl	Redbl
1♠	Dbl	All Pass	

Lead: ♣8 *(top of a doubleton)*

West should bid his 4-card major, but he will not enjoy the play much.

Deal 56.6 EW Vul, Dealer East

	♠Q103 ♥J76 ♦QJ93 ♣A64	
♠A984 ♥K2 ♦A1084 ♣QJ7	N W E S	♠52 ♥10984 ♦765 ♣10952
	♠KJ76 ♥AQ53 ♦K2 ♣K83	

West	North	East	South
-	-	Pass	1♥
Dbl	1NT	Pass	2NT
Pass	3NT	All Pass	

Lead: ♣2 *(fourth highest, unbid suit)*

No point in redoubling with a balanced hand and limited values. Hold up once in clubs

Deal 56.7 All Vul, Dealer South

	♠Q2 ♥10962 ♦A74 ♣A1065	
♠54 ♥AJ85 ♦KJ105 ♣KQ4	N W E S	♠10987 ♥73 ♦962 ♣8732
	♠AKJ63 ♥KQ4 ♦Q83 ♣J9	

West	North	East	South
-	-	-	1♠
Dbl	Redbl	2♣	Pass
Pass	Dbl	All Pass	

Lead: ♣J *(time to draw trump)*

Leading trump will stop declarer making tricks by ruffing, and cut his entries to hand

Deal 56.8 None Vul, Dealer West

	♠Q8754 ♥108 ♦4 ♣J10762	
♠3 ♥K963 ♦K1093 ♣A984	N W E S	♠KJ ♥7542 ♦AQ652 ♣KQ
	♠A10962 ♥AQJ ♦J87 ♣53	

West	North	East	South
Pass	Pass	1♦	1♠
2♠	4♠	Dbl	All Pass

Lead: ♦10 *(top of interior sequence)*

East is quite unsuitable for competition at the 5-level and tells West so by doubling 4♠

Lesson 57 Hands to play

Deal 57.1 — None Vul, Dealer North

	♠AQJ74 ♥KJ75 ♦K43 ♣6	
♠93 ♥Q82 ♦A8652 ♣AQ5	N W E S	♠K1082 ♥63 ♦J10 ♣J10973
	♠65 ♥A1094 ♦Q97 ♣K842	

West	North	East	South
-	1♠	Pass	1NT
Pass	2♥	Pass	3♥
All Pass			

Lead: ♣J *(top of a sequence)*

South's raise of the second suit promises 4card support, but he cannot have more than 9HCP, so North passes.

Deal 57.2 — NS Vul, Dealer East

	♠Q1083 ♥A75 ♦A62 ♣942	
♠AK964 ♥KJ6 ♦4 ♣KQ86	N W E S	♠5 ♥Q43 ♦QJ10975 ♣J75
	♠J72 ♥10982 ♦K83 ♣A103	

West	North	East	South
-	-		Pass
1♠	Pass	1NT	Pass
2♣	Pass	2♦	All Pass

Lead: ♥10 *(top of a sequence, unbid suit)*

How to play in 2♦ after partner opens! If West had rebid 2♥ East would have to pass, but diamonds is the best spot.

Deal 57.3 — EW Vul, Dealer South

	♠9 ♥A73 ♦964 ♣Q98642	
♠Q10432 ♥10 ♦Q52 ♣K1075	N W E S	♠KJ85 ♥J854 ♦K107 ♣AJ
	♠A76 ♥KQ962 ♦AJ83 ♣3	

West	North	East	South
-	-	-	1♥
Pass	2♥	All Pass	

Lead: ♠3 *(fourth highest, longest suit)*

North cannot bid 1NT with a singleton and xxx in 2 unbid suits. Better to lie about the heart length than bid 2♣ with just 6 points

Deal 57.4 — All Vul, Dealer West

	♠K9 ♥AKJ7 ♦8742 ♣632	
♠AQ1042 ♥9 ♦AQ63 ♣A109	N W E S	♠J76 ♥853 ♦K95 ♣K854
	♠853 ♥Q10642 ♦J10 ♣QJ7	

West	North	East	South
1♠	Pass	1NT	Pass
2♦	Pass	2♠	Pass
3♣	Pass	4♠	All Pass

Lead: ♥A *(A from AK, unbid suit)*

West makes a Game Try by bidding his 3-card fragment. East's high cards are all in partner's suits, so he bids on to game.

Deal 57.5 — NS Vul, Dealer North

	♠AQJ75 ♥J6 ♦AJ10 ♣K64	
♠K86 ♥A94 ♦875 ♣10987	N W E S	♠10943 ♥K82 ♦K642 ♣A5
	♠2 ♥Q10753 ♦Q93 ♣QJ32	

West	North	East	South
-	1♠	Pass	1NT
All Pass			

Lead: ♣10 *(top of a sequence)*

With a balanced hand and not enough for game North has no reason to disturb 1NT

Deal 57.6 — EW Vul, Dealer East

	♠QJ106 ♥A102 ♦1043 ♣A87	
♠3 ♥KQ9643 ♦A87 ♣K95	N W E S	♠K84 ♥J8 ♦Q965 ♣Q632
	♠A9752 ♥75 ♦KJ2 ♣J104	

West	North	East	South
-	-	Pass	Pass
1♥	Pass	1NT	Pass
2♥	All Pass		

Lead: ♠Q *(top of a sequence)*

West is unhappy about the spade stopper so removes 1NT to his 6-card suit, (With only 5 hearts he should pass)

Deal 57.7 — All Vul, Dealer South

	♠J97 ♥3 ♦875 ♣KQJ754	
♠Q106 ♥9874 ♦A643 ♣63	N W E S	♠543 ♥K1065 ♦Q109 ♣A98
	♠AK82 ♥AQJ2 ♦KJ2 ♣102	

West	North	East	South
-	-	-	1♥
Pass	1NT	Pass	2NT
Pass	3♣	All Pass	

Lead: ♦10 *(top of interior sequence)*

North shows a weak hand with long clubs and South is happy to play in 3♣ - quite high enough

Deal 57.8 — None Vul, Dealer West

	♠83 ♥A1096 ♦984 ♣A875	
♠AQJ76 ♥KQ83 ♦K6 ♣K4	N W E S	♠92 ♥J4 ♦A732 ♣QJ963
	♠K1054 ♥752 ♦QJ105 ♣102	

West	North	East	South
1♠	Pass	1NT	Pass
2♥	Pass	2♠	Pass
2NT	Pass	3NT	

Lead: ♦Q *(top of a sequence)*

East goes on to 3NT, hoping the clubs will run, and the ten kindly drops. Win ♦K at trick 1 to preserve your only sure side entry to hand.

Lesson 58 Hands to play

Deal 58.1 — None Vul, Dealer North

	♠AK10 ♥A104 ♦A543 ♣Q103	
♠J82 ♥7632 ♦98 ♣K872	N / W E / S	♠Q973 ♥KQ8 ♦1062 ♣J94
	♠654 ♥J95 ♦KQJ7 ♣A65	

West	North	East	South
-	1♦	Pass	3♦
Pass	3NT	All Pass	

Lead: ♠3 *(fourth highest, longest suit)*

There are 8 Sure Winners, and a series of guesses. Avoid these by cashing 3 diamonds before endplaying East in spades

Deal 58.2 — NS Vul, Dealer East

	♠J92 ♥J96 ♦K987 ♣J87	
♠A64 ♥K1052 ♦J64 ♣KQ4	N / W E / S	♠853 ♥AQ73 ♦A103 ♣A105
	♠KQ107 ♥84 ♦Q52 ♣9632	

West	North	East	South
-	-	1NT	Pass
2♣	Pass	2♥	Pass
4♥	All Pass		

Lead: ♠K *(top of touching honours)*

Duck the first spade, win the second and draw trump. Cash 3 clubs and exit with a spade to force whoever wins to play ♦s

Deal 58.3 — EW Vul, Dealer South

	♠109732 ♥Q84 ♦A3 ♣J65	
♠J4 ♥1073 ♦KQ85 ♣A972	N / W E / S	♠8 ♥9652 ♦J10764 ♣K108
	♠AKQ65 ♥AKJ ♦92 ♣Q43	

West	North	East	South
-	-	-	1♠
Pass	2♠	Pass	4♠
All Pass			

Lead: ♦K *(top of a sequence)*

When trump are drawn you have 9 winners. Eliminate ♥s, exit with a diamond to force a club lead or a ruff and discard

Deal 58.4 — All Vul, Dealer West

	♠J972 ♥K96 ♦973 ♣A109	
♠AQ ♥J73 ♦KJ8 ♣Q5432	N / W E / S	♠653 ♥Q542 ♦AQ64 ♣J6
	♠K1084 ♥A108 ♦1052 ♣K87	

West	North	East	South
1NT	All Pass		

Lead: ♠2 *(fourth highest, longest suit)*

Cash the other top spade then 4 diamonds discarding a club. Exit with a spade to force them to play hearts or clubs.

Deal 58.5 — NS Vul, Dealer North

	♠KQJ94 ♥J2 ♦K10 ♣Q1084	
♠1052 ♥764 ♦AQ64 ♣K76	N / W E / S	♠A73 ♥AKQ ♦532 ♣AJ32
	♠86 ♥109853 ♦J987 ♣95	

West	North	East	South
-	1♠	1NT	Pass
2NT	Pass	3NT	All Pass

Lead: ♠K *(top of a sequence)*

Win the second spade to keep an exit card. Cash 3 clubs with a finesse, then 3 hearts. North must throw a winner to keep ♦Kx, now endplay him

Deal 58.6 — EW Vul, Dealer East

	♠KJ76 ♥A2 ♦KQ32 ♣854	
♠3 ♥QJ104 ♦J1098 ♣K762	N / W E / S	♠952 ♥98653 ♦65 ♣J109
	♠AQ1084 ♥K7 ♦A74 ♣AQ3	

West	North	East	South
-	-	Pass	1♠
Pass	4♠	Pass	6♠
All Pass			

Lead: ♥Q *(top of a sequence)*

Draw trump, cash ♥AK, then ♦AKQ. Put West in with the 4th diamond, discarding a club, to endplay him

Deal 58.7 — All Vul, Dealer South

	♠J763 ♥52 ♦J1094 ♣KQ7	
♠82 ♥AKQ87 ♦K73 ♣AJ10	N / W E / S	♠AK4 ♥J1064 ♦A2 ♣6532
	♠Q1095 ♥93 ♦Q865 ♣984	

West	North	East	South
-	-	-	Pass
1♥	Pass	3♥	Pass
6♥	All Pass		

Lead: ♦J *(top of a sequence)*

Draw trump, eliminate spades and diamonds with a ruff, then play a club to the ten.

Deal 58.8 — None Vul, Dealer West

	♠4 ♥A943 ♦A82 ♣AKJ75	
♠J10762 ♥Q72 ♦K953 ♣8	N / W E / S	♠Q983 ♥J65 ♦QJ106 ♣104
	♠AK5 ♥K108 ♦74 ♣Q9632	

West	North	East	South
Pass	1♣	Pass	3♣
Pass	6♣	All Pass	

Lead: ♦Q *(top of a sequence)*

Win, draw trump, discard a diamond on ♠AK, ruff ♠5 and exit with a diamond to force a ruff and discard or a heart lead

Lesson 59 Hands to play

Deal 59.1 None Vul, Dealer North

	♠AQ82 ♥J1075 ♦KQ6 ♣K9	
♠743 ♥2 ♦J854 ♣107632	N W E S	♠105 ♥A9864 ♦97 ♣AJ54
	♠KJ96 ♥KQ3 ♦A1032 ♣Q8	

West	North	East	South
-	1♥	Pass	1♠
Pass	2♠	Pass	4♠
All Pass			

Lead: ♥2 *(singleton, hoping for a ruff)*
A very unlucky contract! East wins ♥A and returns ♥4, the lowest remaining heart, to indicate an entry in clubs.

Deal 59.2 NS Vul, Dealer East

	♠K6 ♥J1043 ♦A8 ♣A10942	
♠AQ73 ♥Q95 ♦KJ4 ♣Q53	N W E S	♠J1095 ♥AK2 ♦Q10 ♣KJ87
	♠842 ♥876 ♦976532 ♣6	

West	North	East	South
-	-	1NT	Pass
2♣	Pass	2♠	Pass
4♠	All Pass		

Lead: ♣6 *(singleton, hoping for a ruff)*
North knows partner has few points, and can see all the lower clubs, so gives partner a ruff by leading ♣2, SPS for diamonds.

Deal 59.3 EW Vul, Dealer South

	♠Q82 ♥AQJ73 ♦KJ42 ♣2	
♠AJ964 ♥108 ♦1097 ♣Q74	N W E S	♠K1053 ♥K4 ♦863 ♣AKJ10
	♠7 ♥9652 ♦AQ5 ♣98653	

West	North	East	South
-	-	-	Pass
Pass	1♥	Dbl	2♥
2♠	Pass	4♠	All Pass

Lead: ♥A *(do not underlead aces)*
South wants a switch, so plays a discouraging ♥2. This is Attitude, not Suit Preference -. North has an obvious diamond switch

Deal 59.4 All Vul, Dealer West

	♠AKQ104 ♥K92 ♦AK ♣876	
♠83 ♥A753 ♦J7 ♣A1095 4	N W E S	♠965 ♥1086 ♦Q109862 ♣3
	♠J72 ♥QJ4 ♦543 ♣KQJ2	

West	North	East	South
Pass	1♠	Pass	2♣
Pass	2NT	Pass	3♠
Pass	4♠	All Pass	

Lead: ♣3 *(a weak hand hopes for a ruff)*
West wins ♣A, and returns♣10,a clear Suit Preference signal for hearts rather than diamonds.

Deal 59.5 NS Vul, Dealer North

	♠A109 ♥4 ♦A10872 ♣Q1084	
♠KJ83 ♥AK63 ♦J964 ♣3	N W E S	♠Q5 ♥QJ985 ♦KQ5 ♣A65
	♠7642 ♥1072 ♦3 ♣KJ972	

West	North	East	South
-	1♦	1♥	Pass
4♥	All Pass		

Lead: ♦3 *(partner's suit)*
North's best chance of defeating the game is that ♦3 is singleton, so he returns ♦10 as a Suit Preference Signal for spades.

Deal 59.6 EW Vul, Dealer East

	♠743 ♥KJ9 ♦AJ1096 ♣63	
♠Q10862 ♥A74 ♦742 ♣72	N W E S	♠AK ♥6532 ♦53 ♣109854
	♠J95 ♥Q108 ♦KQ8 ♣AKQJ	

West	North	East	South
-	-	Pass	1♣
Pass	1♦	Pass	2NT
Pass	3NT	All Pass	

Lead: ♠6 *(fourth highest, longest suit)*
East plays ♠A, then ♠K to show his doubleton. West plays ♠10 on the second round to tell partner where his entry is.

Deal 59.7 All Vul, Dealer South

	♠KJ2 ♥A8 ♦Q9753 ♣532	
♠A53 ♥KQ10 ♦A86 ♣QJ74	N W E S	♠Q1076 ♥432 ♦104 ♣A1086
	♠984 ♥J9765 ♦KJ2 ♣K9	

West	North	East	South
-	-	-	Pass
1♣	Pass	1♠	Pass
1NT	All Pass		

Lead: ♦5 *(fourth highest, longest suit)*
South plays ♦K, ♦J and another. North plays ♦9 on the third round to ask for a spade lead when South wins ♣K.

Deal 59.8 None Vul, Dealer West

	♠A54 ♥AJ6 ♦J87 ♣KJ104	
♠K102 ♥10754 ♦K96 ♣976	N W E S	♠QJ873 ♥982 ♦54 ♣A32
	♠96 ♥KQ3 ♦AQ1032 ♣Q85	

West	North	East	South
Pass	1NT	Pass	3NT
All Pass			

Lead: ♠7 *(fourth highest, longest suit)*
West wins ♠K and continues with ♠10, then ♠2. East plays ♠3 on the second round to show 5, then ♠8, his lowest remaining spade, to show the club entry

Practice Tournament

Deal 1	♠AKQ8 ♥A96 ♦QJ72 ♣75	None Vul Dealer N
♠10543 ♥108742 ♦643 ♣10	**N** **W E** **S**	♠97 ♥KQJ ♦108 ♣AK8432
	♠J62 ♥53 ♦AK95 ♣QJ96	

West	*North*	*East*	*South*
-	1♠	2♣	2NT
Pass	3NT	All Pass	

South has a club stop and enough to invite game, so bids 2NT. West may as well lead partner's suit, but at Pairs there is a good case for East switching to ♥K. That holds South to 9 tricks, which should be a good score for the defence.

Deal 2	♠KJ53 ♥K74 ♦QJ42 ♣82	NS Vul Dealer E
♠4 ♥AJ1052 ♦K93 ♣AJ103	**N** **W E** **S**	♠10862 ♥963 ♦A105 ♣K96
	♠AQ97 ♥Q8 ♦876 ♣Q754	

West	*North*	*East*	*South*
-		Pass	Pass
1♥	Pass	1♠	Pass
2♣	Pass	2♥	All Pass

East gives preference to partner's first suit to show a minimum response. If North leads a low diamond you will make 10 tricks by playing second hand low. If he leads ♦Q you can win the king and later finesse the ten. You should tackle trump by leading low from dummy and putting in the ten, the returning to dummy to lead a second heart. Picking up ♣Q as well will get you an excellent score!

Learners Course, Lesson 60

Deal 3	♠AQJ1062 ♥85 ♦1042 ♣108	EW Vul Dealer S
♠83 ♥A732 ♦AJ63 ♣953	**N** **W E** **S**	♠9 ♥QJ1094 ♦K987 ♣J72
	♠K754 ♥K6 ♦Q5 ♣AKQ64	

West	*North*	*East*	*South*
-	-	-	1♣
Pass	1♠	Pass	3♠
Pass	4♠	All Pass	

A simple limit raise auction. East leads ♥Q and the defence take the first two tricks. To beat the contract you must switch to diamonds. Dummy's strong clubs point the way – declarer can surely discard diamond losers if he has any

.

Deal 4	♠102 ♥Q1095 ♦Q1042 ♣AJ9	All Vul Dealer W
♠976 ♥32 ♦A963 ♣KQ83	**N** **W E** **S**	♠AKQJ84 ♥KJ ♦K7 ♣542
	♠53 ♥A8764 ♦J85 ♣1076	

West North East South

West	*North*	*East*	*South*
Pass	Pass	1♠	Pass
1NT	Pass	3♠	Pass
4♠	All Pass		

It is not good to lead an unsupported ace, or away from an ace. So South leads a minor. When North gets in with ♣A he can force East to guess which heart to play by leading one through, a much better defence than solving declarer's problems with a heart lead.

Deal 5 NS Vul, Dealer N

	♠J87 ♥J43 ♦J9873 ♣A2	
♠A106542 ♥6 ♦AQ6 ♣KJ5	N W E S	♠9 ♥A10872 ♦K105 ♣Q1076
	♠KQ3 ♥KQ95 ♦42 ♣9843	

West	*North*	*East*	*South*
-	Pass	Pass	Pass
1♠	Pass	1NT	Pass
2♠	All Pass		

West needs a 6-card suit to rebid 2♠ over 1NT, so East is happy to pass.
This is the time to try an unsupported ace – when you are weak with a doubleton. South gets in with a trump to give North a club ruff. Otherwise West makes 10 tricks playing trump, then establishing clubs.

Deal 6 NS Vul, Dealer E

	♠1097 ♥KQ104 ♦A985 ♣Q8	
♠84 ♥AJ983 ♦106 ♣KJ93	N W E S	♠A6532 ♥5 ♦J72 ♣10654
	♠KQJ ♥762 ♦KQ43 ♣A72	

West	*North*	*East*	*South*
-	-	Pass	1♦
Pass	1♥	Pass	1NT
Pass	3NT	All Pass	

North shows his hearts – the major suit game is often easier than 5♦ – then settles for 3NT when South shows a balanced hand.
West has a lead problem – North has bid his best suit. If he tries a club dummy makes a cheap trick with ♣Q. Now leading hearts towards dummy should bring overtricks.

Deal 7 All Vul, Dealer S

	♠AQ7 ♥87 ♦Q954 ♣A1094	
♠6432 ♥K4 ♦1082 ♣KJ87	N W E S	♠KJ1098 ♥10963 ♦J6 ♣53
	♠5 ♥AQJ52 ♦AK73 ♣Q62	

West	*North*	*East*	*South*
-	-	-	1♥
Pass	3NT	All Pass	

With stoppers in all unbid suits and no 4-card major North simply bids 3NT. East leads ♠J. North wins and counts 7 Sure Tricks. A 3-2 diamond break will bring an eighth, so he tries the heart finesse. West wins and returns partner's suit and when hearts break North makes just 9 tricks.

Deal 8 NS Vul, Dealer W

	♠963 ♥87 ♦Q8753 ♣AK4	
♠K104 ♥AJ109 ♦2 ♣Q10983	N W E S	♠AQ872 ♥Q65 ♦AJ104 ♣J
	♠J5 ♥K432 ♦K96 ♣7652	

West	*North*	*East*	*South*
Pass	Pass	1♠	Pass
2♣	Pass	2♦	Pass
3♠	Pass	4♠	All Pass

By bidding a second suit East shows 5 spades, so West can invite game with a delayed jump raise. There are various ways to make this game: run the heart lead to your queen, draw trump and continue to finesse hearts; or play a club at trick two to establish communication for a crossruff. The latter line may bring 11 tricks if the defenders do not switch to trump.

Deal 9	♠AQ972 ♥K4 ♦AJ4 ♣A74	EW Vul Dealer N
♠85 ♥Q953 ♦109632 ♣83	**N** **W E** **S**	♠J4 ♥872 ♦K875 ♣J652
	♠K1063 ♥AJ106 ♦Q ♣KQ109	

West	*North*	*East*	*South*
-	1♠	Pass	4NT
Pass	5♠	Pass	5NT
Pass	7♠	Pass	All Pass

South is too strong just to bid 4♠, and we have not covered Splinters, so try Blackwood. When partner shows 3 aces 5NT confirms that the partnership has all the aces. North has such a strong hand that he simply accepts the Grand Slam try. You need 2 diamonds ruffs in dummy to make 13 tricks. Test trump first by cashing ace and king– if they break 3-1 start ruffing before drawing a third round.

Deal 10	♠9754 ♥102 ♦AJ863 ♣A2	All Vul Dealer E
♠A1083 ♥74 ♦Q9 ♣Q10953	**N** **W E** **S**	♠J62 ♥AJ83 ♦42 ♣K874
	♠KQ ♥KQ965 ♦K1075 ♣J6	

West	*North*	*East*	*South*
-	-	Pass	1♥
Pass	1♠	Pass	2♦
Pass	3♦	All Pass	

Even a suit with 4 small cards is biddable. North is not quite worth a 2-over-1 response, but when South bids his 5-card suit he is worth a raise. West's club lead establishes a third trick for the defence, but with trump 2-2 South has little difficulty in establishing hearts for just one loser.

Deal 11	♠75 ♥K984 ♦QJ9 ♣Q853	NS Vul Dealer S
♠AKQ42 ♥103 ♦854 ♣A94	**N** **W E** **S**	♠108 ♥Q765 ♦AK107 ♣K62
	♠ J963 ♥ AJ2 ♦ 632 ♣ J107	

West	*North*	*East*	*South*
-	-	-	Pass
1♠	Pass	2♦	Pass
2♠	Pass	2NT	Pass
3NT	All Pass		

West could open 1NT with this shape, but his spade suit is too good. His 2♠ rebid denies 4 hearts, so East does not bother to bid them. West bids on because of his good suit, but when it does not break East will struggle to make 9 tricks. South leads ♣J (West has rebid his best suit) and the unlikely winning line is to win, duck a spade, win the next club in dummy and play North for QJx in diamonds.

Deal 12	♠A104 ♥J10753 ♦J632 ♣8	NS Vul Dealer E
♠QJ652 ♥Q842 ♦87 ♣AJ	**N** **W E** **S**	♠K87 ♥K6 ♦A9 ♣KQ10732
	♠93 ♥A9 ♦KQ1054 ♣9654	

West	*North*	*East*	*South*
Pass	Pass	1♣	1♦
1♠	2♦	Pass	Pass
2♥	Pass	3♠	Pass
4♠	All Pass		

EW have game values, and should reach 4♠ in spite of opposition interference. Draw trump as soon as possible, unblock ♣A and overtake ♣J with ♣Q to run the suit.

Deal 13	♠9862 ♥8754 ♦985 ♣K6	EW Game Dealer N
♠KQJ ♥A109 ♦KQ106 ♣A109	**N** **W E** **S**	♠A7 ♥KQ32 ♦A743 ♣743
	♠10543 ♥J6 ♦J2 ♣QJ852	

West	***North***	***East***	***South***
-	Pass	1NT	Pass
4NT	Pass	5♦	Pass
6♦	All Pass		

West is very flat, but he can look fondly at all those tens. A triumph for bidding suit upwards over the quantitative 4NT? Here 6NT makes when ♥J drops on the second round, provided you play hearts before your other entries to hand are removed. 6♦ is theoretically better because a club ruff in the East hand will provide the twelfth trick.

Deal 14	♠Q103 ♥86 ♦AQJ73 ♣952	**Love All** **Dealer E**
♠AJ865 ♥42 ♦652 ♣643	**N** **W E** **S**	♠92 ♥K9753 ♦109 ♣AQ108
	♠K74 ♥AQJ10 ♦K84 ♣KJ7	

West	***North***	***East***	***South***
-	-	Pass	1♥
Pass	1NT	Pass	2NT
Pass	3NT	All Pass	

North is not quite worth a 2-over-1 response, so he bids 1NT. The raise to 2NT shows 17-18 points and with a maximum North accepts the invitation. Poor East has no good lead, and declarer is likely to make at least one overtrick.

Deal 15	♠AJ102 ♥A1075 ♦J6 ♣Q42	Game All Dealer S
♠KQ7 ♥963 ♦102 ♣J9875	**N** **W E** **S**	♠93 ♥J82 ♦KQ9743 ♣103
	♠8654 ♥KQ4 ♦A85 ♣AK6	

West	***North***	***East***	***South***
-	-	-	1♠
Pass	3♠	Pass	3NT
Pass	4♠	All Pass	

Not much of a suit, but the only 4-card suit South has. Over 3♠ 3NT shows this type of hand, but North returns to the 4-4 fit because of his small doubleton. As the cards lie 3NT makes when East has no entry to his diamonds, but 4♠ should make eleven tricks provided you take the double spade finesse

Deal 16	♠QJ853 ♥Q2 ♦Q ♣J9865	**Love All** **Dealer W**
♠K10 ♥A875 ♦AK85 ♣743	**N** **W E** **S**	♠A942 ♥K943 ♦J732 ♣10
	♠76 ♥J106 ♦10964 ♣AKQ2	

West	***North***	***East***	***South***
1NT	Pass	2♣	Pass
2♥	All Pass		

East can use Stayman with a weak hand provided he can cope with any response partner may make – here he will pass. The heart part score plays far better than 1NT, where North-South will cash five clubs, though there are still 7 tricks when ♦Q drops. You can actually make 10 tricks in hearts by conceding a club early, cashing two top hearts, then crossruffing.