LEARN TO PLAY DUPLICATE BRIDGE

A Resource Pack for School Teachers



Prepared under the sponsorship of

The 1991 Educational Trust for British Bridge Revised and amended by the English Bridge Union 2013

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PREFACE to the 2013 edition

It was a daunting task to update the excellent work done in 1991. Most of the text, examples, quizzes and hands are unchanged but there are some changes, particularly in the bidding section – Section D where the bidding style has been brought into line with Standard English Acol. This is the system used in the English Bridge Union's *Bridge for All* scheme. A student who learns from this guide and then perhaps leaves Bridge for a few years but comes back to it later with organized classes will find the bidding theory the same.

I have also taken the opportunity to update the Running a Duplicate Event part in Section A to provide useful details on running a small event suitable for schools and colleges.

John Pain English Bridge Union Education Manager

PREFACE to the 1991 edition

To non-players, Bridge appears to be just another card game. Why then, do so many responsible people, including parents, make a concerted effort to introduce young people to this particular game? The effort required to learn to play Bridge is repaid on at least three different levels.

Firstly, and perhaps most importantly given that Bridge is after all only a game, is the fact that Bridge is fun, something that can provide enjoyment for the rest of one's life.

Secondly, Bridge is one of the most sociable of recreational pursuits. The ability to play Bridge may have unforeseeable social benefits at any time.

Thirdly, to learn about and then to play Bridge competently requires the use of many skills, the acquisition of which can be highly educational and enhance personal development. Logic and advance planning, along with a certain grasp of probabilities, are invaluable throughout the game. Both bidding and defensive play require the use of communication skills and partnership cooperation and understanding. There is also the subtlety of inferential logic, the discipline required to follow a code of ethics, and the necessity of behaving courteously at all times towards one's fellow players, despite either adversity or success. All these offer potential rewards in character building.

A bridge teacher does not need to be an expert player to encourage a group of youngsters to learn the game. The purpose of this resource pack is to increase the confidence and skill of teachers of young people, and to encourage them to introduce Bridge as a worthwhile activity both for its entertainment value and for its long-term educational benefit.

You are invited to join the English Bridge Union Teachers' Association (EBUTA) which can offer you on-going support, including generating new learning material, liaising with those involved in the development of novice competitions, and further bridge learning for the more ambitious. An application form has been included in Section F, Appendix 5 of the Guide.

Pat Husband

ACKNOWLEDGEMENTS

When Sandra Landy first suggested the idea of material to assist schoolteachers in teaching Bridge, she had little idea of how many months of work would be involved. If she had, I'm sure she would have forgotten the whole thing there and then. Sandra was instrumental in putting together the first edition with help and support from numerous people and institutions:

- The 1991 Educational Trust for British Bridge, Raymond Brock
- Pat Husband and the English Bridge Union Teachers' Association
- Sandra Landy, who had the original idea for the Guide
- The many authors who provided the text and hands

And numerous others who encouraged and helped in various ways.

If this Resource Pack proves to be of value to you, that will be our best reward.

Section A TEACHER'S GUIDE

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INTRODUCTION

The material contained in this resource pack has been compiled with two specific purposes in mind:

- (1) To introduce school children to the game of Bridge, so that by the end of the course they will be able to participate enjoyably in novice competitive events, and
- (2) To provide a sound basis for their further Bridge development.

We are offering you a guide to Bridge teaching, to assist you in planning your Bridge course, with the overall objective of encouraging your students to be motivated, thoughtful and pleasant Bridge players.

After an overview of a few important general concepts, we turn to practical suggestions in the chapter, Teaching Methods. It would be presumptuous of us to offer experienced qualified teachers advice on teaching/learning methods, but it is possible that some of the ideas devised and practised by good Bridge players with teaching know-how and experience might suggest some alternative approaches to specific topics.

If you glance at the chapter, Teaching Strategies, you will see that we suggest that the first lessons be devoted to Minibridge. It is perhaps surprising to begin a book on teaching Bridge with a detailed explanation of a different game. Minibridge, however, has been specifically designed as a direct preparation for 'real' Bridge. Through it anybody, but particularly eight to fifteen year olds, can be introduced to a simple game which can be learnt quickly, which shares with Bridge many important concepts, which can be very easily extended from a game to a contest, but which for all that is a lot of fun. Such is the popularity of Minibridge amongst teachers that almost all courses for adults also start with several weeks of Minibridge.

How much of your course you should invest in Minibridge depends primarily on two factors, the time you have available, and the general card experience your students already possess. If they are mostly experienced card players, then you can move through the early 'mini-lessons' very quickly indeed. But even in this case, if time permits, we heartily endorse Minibridge, both within and without the classroom. When you examine the actual Bridge lessons in the other sections of this resource pack, you will notice that we have intentionally taken both the bidding and the play in deliberately slow steps. We want the foundations of the students' Bridge learning to be soundly based. Minibridge, although a simpler game, offers a pleasant and useful alternative until the class is ready for the real thing.

Next we consider the purely mechanical aspects of Bridge itself. As part of our coverage of the physical side of the game, we include here a detailed description of how duplicate bridge players stack the tricks during the play. If you haven't played duplicate yourself, you may find this unfamiliar, but we do recommend that you use this style of play in class and that you suggest it to your students when they play Bridge or Minibridge elsewhere.

The chapter on the Proprieties does not really fit comfortably into a particular timetable slot. It is, however, an essential part of the course, a useful adjunct to your students' general education, dare we say. Whilst we have isolated the social aspect of Bridge to this one chapter, the ideas contained therein should percolate throughout the course.

Do not be alarmed by the chapter, Running a Duplicate Bridge Event. It is really far less onerous than you might think, especially if you obtain a 'School's Starter Pack'. See Section F, Appendix 4 for details.

Having sampled our selection of starters, you can now dig into the main course, the chapter on Teaching Strategy and the lesson material itself in the other sections.

The bulk of the course has been divided into three major areas, Declarer Play, Defence and Bidding. Within each area, individual chapters cover specific topics. The chapter split is logical, and not meant to reflect any implied timing. Three or four topics may be covered in some of your lessons, while

another topic might span more than one lesson all by itself. Every chapter contains both Teacher's Notes and Student's Notes. We expect most, or all, of the latter will end up photocopied and in the students' possession.

Most chapters also include quizzes, practice deals or both. We see nothing wrong in a large number of written quizzes, but you may choose instead to use some of them for oral work. Section E contains two sets of revision material. These are intended as extra examples but could form a kind of 'final exam', and cover a selection of topics from throughout the course.

In order to provide in our view a satisfactory package to fulfil the aims set out earlier, we have specifically excluded many items which might be found in other introductory Bridge courses.

You will find no references to Rubber Bridge. Thus students only need to learn one form of Bridge scoring, that which applies to Duplicate Bridge in its various forms. We also avoid the complexities of the part score battle inherent to Rubber Bridge. For social Bridge outside of the classroom we recommend the form of the game known as 'Chicago', the rules for which may be found in Section F, Appendix 2. Since there are several different versions of Chicago extant, that version which is closest to Duplicate Bridge will be found there.

Competitive bidding will not be mentioned at all until fairly late in the course if you follow our suggested plan. Until your students have developed some confidence in the basics of constructive bidding, we feel that they should not have to cope with the complexities of competitive auctions.

The only artificial bidding conventions we cover are Stayman, Blackwood and takeout doubles of suit openings. We feel that Stayman is a necessary tool when responding to 1NT, while Blackwood, takeout doubles, and Stayman for that matter, are so universal that the students would be at a disadvantage without them.

Bidding with very strong hands is only given cursory coverage on the grounds of frequency. Similarly, weak pre-emptive bidding only gets a brief look. At the end of the bidding section there is a very simple introduction to Slam bidding.

As with the bidding, the bulk of the material on card play is of a very basic nature. We aim to lay solid foundations. There is a vast amount of sound intermediate card play material already on the market.

The appendices in Section F are self-explanatory. A word about the Glossary, though. We have included there not only the jargon used in this resource pack but also terms which your students are likely to encounter fairly quickly, should they take up Bridge seriously.

Computer Links

EBU website: www.ebu.co.uk. For contacts in the other Home Unions see Section F Appendix 3.

Blue Chip Minibridge: http://www.bluechipbridge.co.uk/minibridge.htm
This is a free to download and useful accompaniment for the Minibridge section — Section A, Chapter
4.

Learn to Play Bridge (Standard English Acol edition): http://www.ebu.co.uk/education/ltpb
This is a free to download accompaniment to the teaching programme based on Learn to Play Bridge written by Fred Gitelman. This version uses Standard English Acol as its basic method.

Chapter 1

TEACHING GUIDELINES

This chapter provides a brief series of general observations on teaching techniques. They are not meant to be prescriptive in any way. Rather they are here to show where we come from, to indicate where our assumptions lie.

THE BASIC LESSON

You will already understand your students' objectives and basic capabilities. To develop the classroom environment into a learning centre, your lessons will frequently include:

- (1) A short presentation including illustrative examples.
- (2) A question / answer session designed to help you evaluate your students' understanding.
- (3) Group participation in a freer discussion of a practical bidding or play situation.
- (4) A revision or assessment period with students working at their own pace through a series of written questions or problems.
- (5) Supervised bidding and play to reinforce the current topic and to relate new material to earlier work.
- (6) Review of the practical exercises with the class as a whole.

Our lesson material, whether on card play, defence or bidding, follows this basic scheme: objectives which the lesson sets out to achieve, the topic to be covered, and plenty of apposite examples.

COMMUNICATION

Good communication, whether formal or informal, one- or two—way, is essential to effective learning. The teacher will seek constant feedback from the class to enable their understanding of the subject matter to be checked.

Bridge players who try their hand at teaching the game, particularly at the beginner's level, frequently have problems because they:

- (1) Pitch a lesson at too advanced a level, or out of sequence with previous lessons.
- (2) Use unstated assumptions. Early in the course especially, a teacher cannot afford to assume ANY knowledge on the part of the pupils. The current writer almost invariably manages to leave something out of an early lesson because it is 'obvious'. To a beginner, it isn't.
- (3) Use unnecessary jargon. Do computer people confuse you with their jargon-filled speech? Then what effect do you think your Bridge jargon has on your students?

MOTIVATION

Motivated students, those whose enthusiasm for learning has been harnessed, are clearly likely to make the best progress. To this end:

- (1) The STUDENTS' objectives should be understood and related to the course objectives, which in turn should be clearly defined and explained to the class.
- Objectives which are too difficult to achieve will only demotivate. Similarly, tasks set should be related to the students' ability at the time.
- (3) Intermediate objectives should be seen and understood by students to be related to their long-term progress.
- (4) Lesson material should be relevant, arouse curiosity, and above all involve students ACTIVELY and PERSONALLY.
- (5) Boredom must be avoided by the use of a variety of teaching and learning activities.
- (6) Progress should be tested regularly and assessments given to students as soon as possible.
- (7) Appropriate praise is always welcome.

MANAGING THE LEARNING PROCESS

Explanations should be laced with question and answer sessions, and with recapitulation followed by testing. Yes, testing, even at Bridge! Whether written or oral, these can give both teacher and student the confidence of knowing that progress has been made. As a variation to a structured test, for example, you could ask students to construct hands both suitable and unsuitable for the bidding sequence under review.

Having thus measured achievement by whatever method, you will then assess its significance, often quite a tricky task. This means knowing your objectives, your students' abilities and the limits of available knowledge which will allow your students to make further progress. Ask yourself whether the corrective action, if required, involves remedial work with an individual or an immediate revision of your plan if it relates to most of the class.

In each of our lessons we provide objectives defined in terms of student ability. After a given lesson, the student will be able to demonstrate the acquisition of particular knowledge or the mastery of a particular technique.

Good management also requires planning. Later on we offer a suggested lesson sequencing which we hope you will find useful. However, that still leaves you with the responsibility to plan your own aims and objectives and hence your curriculum and lesson plan. Our view is that around twenty to twenty-five sessions of two hours each are the minimum desirable to cover simple card play, the basic Acol system of uncontested bidding, and some elements of competitive bidding - to the point where students attain the ability and self-confidence to play outside the family or classroom circle. We have intentionally avoided offering timings for specific lessons. Only you are in a position to judge that sensibly.

Chapter 2

TEACHING METHODS

Having offered some general reminders in the preceding chapter on teaching techniques, let's move to practical matters. Everything here has proved to be worthwhile to other Bridge teachers; we hope you will find some useful springboards for your own ideas.

CO-OPERATIVE DISCOVERY LEARNING

Different individuals prefer to gain knowledge in different ways. It follows that a typical class needs to be taught in a variety of ways so as to cater for pupils' differing needs.

A technique with particular relevance for Bridge is what some educationalists call 'co-operative discovery learning' or CDL for short. The process uses the full range from the practical to the theoretical. Handled well, it engages the interest of all types of student. Moreover, it works with any size of class, even if the number of students is not divisible by four.

Give each table one complete pack of cards and get them to suit it, taking one suit each (or more than one if the table is incomplete). Tell them that you will read out the first hand for them to construct. This first example is suitable for an early lesson on no-trump responses.

From your prepared material read out North's hand:

- **♠** Q 10 2
- **9** 9 8 4
- ♦ A Q 8
- **♣** K Q 7 3

When this hand is made up at all tables, ask them if they would open the bidding, and if so with what. With any luck, 1NT will be the unanimous choice.

Now read out South's hand, and specify that for this exercise there will be no bidding from East or West:

- **★** KJ754
- A 7
- ♦ KJ2
- ♣J65

At this point you have several options. You could ask each table to decide amongst themselves the best bid and then to announce it to the rest of the class. You could ask for suggestions from all around the class, list them and then lead a general discussion to find out which is best. Or you could take the list and have each table privately discuss the alternatives before presenting their choice to the class. In this case the list may include 2NT, 3NT, 2\$, 3\$ and 4\$, but all the bids except 3\$ have serious defects which can be brought out in open forum.

Several students may need convincing that 4 is a much better contract than 3NT, so now you could have the remaining 26 cards dealt to East and West at random and the hand played out TWICE at every table, first in 3NT, and then in 4 is 3NT should always fail since the Defenders have two chances to lead hearts, while 4 is should always make, unless trumps are 4 – 1 and even then it has good chances.

CDL has several advantages over the direct play of prepared hands:

- (1) The teacher gives attention to all students simultaneously, not just one table at a time.
- (2) Pressure on individual students is relieved because the class's collective attention is focused on the problem to be solved.
- (3) The teacher can more easily spot weaknesses when all share one problem.
- (4) Carefully-planned questioning involves all students.
- (5) The visual and tactile experience of handling the cards during a problem-solving exercise leads to better recall, when students later play other hands, than trying to remember something written on the board or in the student's notes.

The preparatory work for the teacher is detailed, but all students respond well.

ADDITIONAL CDL EXAMPLES

Our next deal is more appropriate for a much later lesson. First have two students at each table make up the West hand as:

- **★** K Q 8 4
- **Q**72
- **•** 6
- ♣ A Q 7 6 5

Then the other two students make up the East hand:

- **♠** 6 5
- AK983
- Q852
- **♣** K 3

Again take the class a bid at a time through the auction, getting the students to agree each bid in turn. Eventually they should construct the auction 1♣ - 1♠, 1♠ - 2NT, 3♥ - 4♥, pass. The play requires some care if the clubs are 4-2, so this is a hand worth using near the end of the course.

CDL has many other applications. The following example has been successful with near-beginners on the topic of responding to a 1NT opening bid.

Each table invents and constructs a typical 1NT opening bid. If you have three or more tables, make sure that there is a least one hand of twelve points, one of thirteen and one of fourteen points. Then each table shuffles the remaining 39 cards and deals them into three random hands.

The students at a given table use each of the random hands as the responding hand and decide in each case what the bidding and final contract should be. Usually there will be a selection of 1NT passed, 2NT, 3NT, Two or Three or Four of various suits, perhaps even a slam, but any situation beyond what they have learned thus far can either be tried out now or postponed until later in the course.

There is sure to be plenty of variety and the vital point is to keep the pot boiling with questions. How many options are there? What is the difference between bid 'X' and bid 'Y'? Do you want to sign off, invite game, bid game or force? Refrain from telling them what you consider to be best until they have genuinely considered the alternatives and given their group opinion.

Finally, here is a way CDL can be used to help students recognise that any given hand can have different values according to what has gone before in the auction and that often the best bid has to be

worked out 'at the table'.

The specific objectives of this exercise (which will probably include several problems) could be:

- (1) The student is able to work out sensible options when there appears to be more than one possible response.
- (2) The student is able to justify what appears to be the best response.
- (3) The student is able to categorise the chosen bid as weak, invitational, forcing for one round or forcing to game, and so become aware of the need for this categorisation.

Each table first constructs this hand:

- **▲** A 3
- K973
- Q64
- ♣ A 8 7 4

Now the students must decide their response to each of the following opening bids: 1♣, 1♠, 1♠, 1♠, and 1NT. Typically it takes about 20 minutes to work through one of these problems, including the categorisation of each choice. The students can see that the hand they are using is a common hand indeed. This sort of problem brings up interesting points about showing four-card majors and not leaping to 3NT just because the point count is right. Many hands can be presented in this way both to introduce and reinforce different ideas.

COMMITTEE BRIDGE

The key feature of CDL is the constant interaction between you and your class. Another effective technique has the teacher taking a more passive role initially. We call it 'committee bridge', and like CDL it comes in several flavours.

Committee Bridge works on the premise that two, or more, heads are often better than one. In its full-blown version, teams of two, three or four students (more than four is usually impractical), collectively bid and/or play each of the four hands of the current deal. Each team must agree amongst themselves each bid before they make it and each card in the play. Many bids will be obvious, at least to some of the students, and a judicious mix of your better and slower students on each 'team' often allows the less able students to improve their understanding out of your direct gaze.

For maximum benefit each team should really DISCUSS each action before taking it. If you happen to notice a mistake being made, generally you should not correct it immediately, unless that mistake will destroy the point of the exercise for the other teams. Rather, let the students see for themselves the fruits of their error.

You may decide to play two or more deals 'committee-style' before conducting an open post-mortem of the deals. Alternatively, if a given deal seems to be causing problems around the class, it may be better to review that deal immediately before going on to the next. Three or four deals should probably comprise the maximum committee bridge session - it does take rather a long time.

Constructive (i.e. non-competitive) bidding exercises respond well to the committee approach, especially as the auctions get longer later in the course. During play exercises, Dummy could sometimes get involved, either standing mute behind Declarer to see if he agrees with his partner's play, or forming a temporary sub-committee with Declarer for the duration of the play.

There is an extremely important long-term lesson to come out of committee bridge. Almost every bridge hand requires one or more decisions by each player. Whenever a player is unsure about what he should do next, he should hold an 'internal discussion' with himself, very similar to the deliberations of a committee.

Fledgling chess players are often told to 'sit on their hands' during a chess game, i.e. not to reach for a chess piece until they have decided exactly what to do. Committee bridge can instil the equivalent discipline in your bridge students.

TEACHING AIDS

There are several things which you can use to simplify your classwork or enhance the presentation of your material. The remainder of this chapter covers methods which are based on various tools.

Duplicate Wallets

Possibly the most useful piece of equipment specifically for Bridge classes is a set of duplicate wallets. Wallets allow the same physical deal to be played several times around the class without getting muddled. That's the theory anyway, and it will turn into a practical reality very quickly, as soon as your students become familiar with their use. The *English Bridge Union* provides a 'Schools Starter Pack' which includes sixteen wallets plus playing cards. See Section F Appendix 4 for more information.

Certainly in early lessons students will mostly not remember a hand they constructed earlier, so you can save some of your preparation time by having the students themselves pre-deal practice material. One way is to have 'strips' with the four hands printed out (as below). The pack is divided into its four suits and each student takes their hand and makes it up from the four suits. They will be making up their own hand and won't pay any attention to the other hands. Each complete hand is then inserted into its correct pocket in the wallet.

North - Hand 1	East - Hand 1	South - Hand 1	West - Hand 1
AAK4	<pre>♣J10987 ♥4 ◆Q1063 ♣K86</pre>	♦ Q532	↑ 6
♥AK5		♥ Q632	∨ J10987
♦A98		• 752	∙ KJ4
♣AQJ2		• 53	↑ 10974

If you have, say, sixteen students, each table can make up one hand into a wallet and pass it to the next table. The class then plays the four deals in turn, passing each completed deal to the next table. Thus, a table will play the deal it in fact constructed, last. Later in the course it may well prove necessary to prepare the wallets yourself; this is for you to judge.

The use of wallets need not be limited to prepared hands. Recall from our discussion of CDL that you might ask your students to construct random hands which fulfil particular criteria, e.g. a 1NT opener. As a variant, you could give different written criteria to each table. They would prepare hands to match your specifications and then would pass them on to be bid, and perhaps played as well. We say "perhaps" here, since appropriate play hands usually require careful consideration.

Towards the end of the course we suggest that you run some real duplicate tournaments for your class. How to do this comes in a later chapter. Note that the mechanics of running a class tournament are identical for both Minibridge and Bridge itself. In both cases the first step is to have students shuffle and deal each deck face down into four piles and insert the four hands into the pockets of a wallet. Alternatively, you could use some of your own prepared material for the tournament, but that would not give your students as much practical experience as random deals do.

The markings on the wallet indicate the Dealer, and the Vulnerability when that becomes relevant. When the deal is to be played, the open wallet remains in the centre of the table throughout the hand. After play finishes, the players return their hands to the correct pockets so that other tables can play the identical deal. The outside of the wallet also has a slot to hold the 'traveller', a small form on which the North player is meant to enter the final contract and the resultant score.

The essence of Duplicate Bridge is that a given deal be played at different tables and the score attained at each table compared with those reached at other tables. In a learning environment

comparative attainment matters and the wallets really help.

Bidding Boxes

Bidding boxes allow the auction to unfold on the table in front of each player. Calls are displayed rather than spoken and remain on the table until the auction is over and the opening lead made. It is customary for each player at the table to have their own box, but it is possible to have a single box on the table and pass it round. It can then be Dummy's job to put the box back correctly for the next deal. See page A 30.

Overhead Projector

Many schools still use overhead projectors, although their use has been largely superseded by Computer presentations such as Power Point or by Smart Boards. OHPs can still be a valuable resource for bridge teaching. Beg, borrow or steal one for your Bridge lessons if you can. The combination of an OHP and a blackboard, or a whiteboard which can double as a projector screen, is hard to beat for presentation. We have emphasised elsewhere the importance of using real cards, where you can, as a teaching medium. But it also matters to get your students used to comprehending standard hand diagrams, to prepare them for outside reading. By the way, feel free to transfer any of the material in this resource pack to OHP slides.

To give you just a few instances of OHP use, consider first a possible lesson on opening leads. Prepare a slide with all four hands on it and with the complete auction already filled in. Display the slide with only the auction and the West hand visible and consider the problem of the opening lead with the class. Use the black/white board to note important points. When the class has agreed a lead, the successful lead one hopes, you can reveal the other hands easily and quickly, reinforcing immediately the points you wish to make.

Similarly in a lesson on Declarer play, Declarer's and Dummy's hands might be initially visible, and the Defenders' hands only revealed after the class has decided how to attack the hand.

The next page is an A4-sized blank hand diagram suitable for slide making. This can be used, in conjunction with clear plastic overlays, for a wide variety of temporary material.

With reasonably confident students, an OHP can also be used for 'guinea pig' bidding practice. Prepare one or more slides with pairs of hands to be bid, side by side as West and East. Sit your two 'volunteers' on either side of the projector, with their backs against the wall on which is the OHP image, so they cannot see the display. Give one student a sheet with just the West hands on it, and the other just the East hands. Reveal the first hand to the rest of the class and have the two students bid it. After each hand get the class to agree or criticise the bidding. Try to set a light but serious tone (now there's a contradiction), so as not to embarrass your victims. Normally the hands you use will be aimed at reinforcing or reviewing recent classwork so the whole class will benefit.

This sort of exercise is particularly helpful in later bidding lessons when the auctions have become rather longer than 'bid, response, pass'. However, even a fairly simple sequence, such as 1 - 1 , 3 - 4 , pass will make increased sense to your class when they can watch both hands while the auction develops.

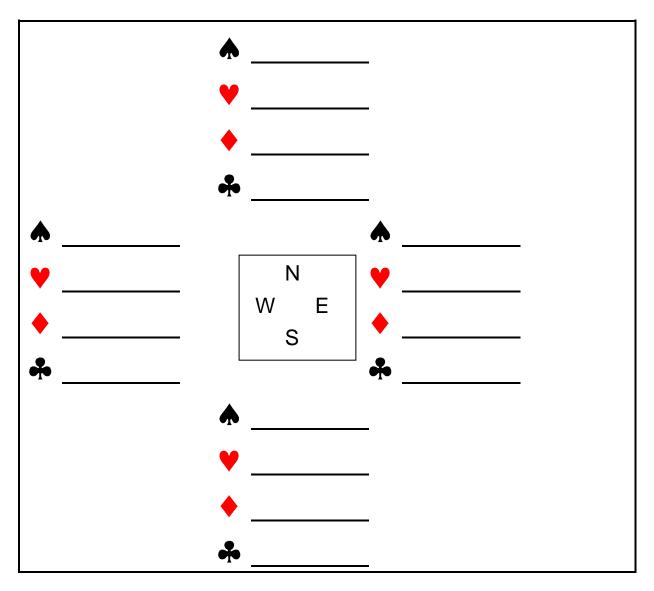
Power Point Presentation / Smart Boards

Any of the material in these notes can be made into Power Point slides and the techniques described above are also relevant. Smart Boards can also be used if you have access to one.

Individual White Boards

Individual hand held A4 **'Show Me' – dry wipe boards** can be a useful accessory. Each student has a board, pen and eraser. Students write down the answers and when the teacher says 'show me' turn their answers to him. This is a very useful way to stop people calling out the answer before others have even had a chance to think. These work out at approx. £15.60 for a pack of ten with different size packs available.

Hand Blank



West North East South

Other Visual Aids

Putting technology aside, if a bit of DIY appeals to you, here are two teaching aids which have proven their worth when teaching simple card play.

The first is called a 'flannelgraph'. First you need a pack of playing cards, either oversized or with large corner characters which are intended for card players with poor eyesight. (They are available from the EBU Bridge Shop). Next you will need some velcro. You can obtain Marler Haley Minidots or a similar self-adhesive product, or use the HOOKED half of ordinary velcro, cut into small pieces, to be stuck on the backs of the cards with very strong glue. It is best to use two Minidots, top and bottom, so the cards will adhere flush to the backing. Then you need a piece of material to which the velcro will adhere easily, such as felt or brushed nylon, in a dark, restful colour. The material should be fixed snugly to a flat surface. Alternatively a card table with a permanent felt top could be propped up to provide a vertical surface.

A little more robust is something called a 'card board'. All that's needed is a sheet of hardboard, approximately card table size, several strips of Chart Channel and two large blobs of blu-tack. Chart Channels are long, sticky- backed strips of stiff plastic about 1/2" wide. They are preformed so that playing cards can easily slot into and out of them. Stick the Chart Channels onto the hardboard in parallel rows just wide enough for playing cards to slide easily along the channels. You finish up with a stiff, flat surface that sits in the chalk tray of a blackboard, for instance, and stays upright with the help of the blu-tack.

Neither a flannelgraph nor a card board is particularly useful for a complete deal of 52 cards; they both are too 'fiddly'. However, they really come into their own for single-suit play demonstrations, since the entire class can watch the play of a suit evolve with real cards on show. For a lesson on the finesse, say, all kinds of winning and losing finesses can be demonstrated quickly and with a certain amount of style. Setting up long cards in a suit, avoiding blockages, even some simple safety plays - all these topics respond well to these two visual aids.

Cards on the table

Bridge is played with cards on the table and all these other techniques take something away from that. You may find it is better to just use cards on the table as the students will get used to this.

Chapter 3

TEACHING STRATEGY

A competent Bridge player requires skills in several different areas. In order to avoid overloading and confusing the student near the beginning of the course, we have deliberately divided the bulk of the material into three distinct topics, Declarer Play, Defence and Bidding. We believe that teaching these topics more or less serially, rather than in parallel, is the more effective approach.

Declarer's play in a named contract is the central skill. Without an appreciation of what is likely to happen in the play, bidding makes no real sense, and reduces itself to a long arid list of point-count rules. Thus our first recommendation is to cover 'Declarer Play' completely before attacking 'Bidding'.

Adherence to this will mean that the first, complete, 'real' Bridge deals for the class will be the practice hands in Chapter 4 of 'Bidding'. This is quite a distance into the course, and may appear to be an unfriendly scheme for teaching a game. Minibridge is our answer to this dilemma. While working through 'Declarer Play', we suggest that you continue to encourage Minibridge, in and out of class.

Our approach to defence builds on BOTH of the other sections. Logically it should not be seriously considered until the other sections have been completed. This presented us with a practical difficulty when we were designing the course. The deals in both Declarer Play and Bidding have been constructed (we hope) so that correct play in the first case will be successful, and proper bidding in the second case will lead to making contracts. The Defenders, at least as far as our formal material is concerned, have been reduced to 'bit players' for a very long time.

This is apt to form a dangerously apathetic opinion of 'defence' in your students' minds. It will be vital for you to watch out for this when you come at last to this topic. Point out that in the real world, many contracts succeed which can, and really should, go down. Good defence is hard work - counting points, counting shape, counting Declarer's tricks, coping with Partner, etc. - but potentially extremely rewarding and thus very gratifying when it comes out right.

The material within each section is cumulative. Even when new topics are introduced, they are often explained in terms of what has preceded them. Many of the quizzes and practice hands combine testing of the latest topic with some review of earlier work, If you are to use our material most advantageously, then your options to vary the order of presentation are rather limited. Moreover, the various Bridge topics within each section are presented in differing sequences. The logical progression of that particular section was the primary criterion. We did not attempt to standardise topic order across sections. This, too, militates against a possible parallel approach.

Recommended Order of Topics

To summarise then, our recommended strategy is:

- (1) Minibridge (found in Section A, Chapter 4);
- (2) Declarer Play (Section B);
- (3) Bidding, (Section D Chapters 1 to 3);
- (4) Change from Minibridge to Bridge, but with simplified scoring (see the end of The 'Mechanics' of Bridge);
- (5) Bidding, (Section D Chapters 4 to 15);
- (6) The full Duplicate scoring details (Section F, Appendix 1);
- (7) Bidding, (Section D Chapters 16 to 21, including choice of Strong Two openers (18A) or Weak Two openers (18B));
- (8) Defenders' Play; (Section C)
- (9) Practice Duplicate Pairs; (Section A)
- (10) Practice Duplicate Teams-of-Four. (Section A)

At some stage the Proprieties should also be covered, as well as that portion of the Laws related to the common infractions mentioned at the end of 'Running a Duplicate Bridge Event'. These last two items are probably best handled in a piecemeal fashion throughout the latter half of the course.

Chapter 4

MINIBRIDGE

The definitive rules of Minibridge appear at the end of this chapter. The Game is in fact much simpler than it might first appear, although even experienced bridge players find it diverting. But its real charm, and relevance for us, is that it can be used as a vehicle for taking students with absolutely no experience of cards to the point where they can understand and appreciate many of the ideas behind Bridge.

On the assumption that you find that you have students with such a lack of experience of card playing, the remainder of this chapter is a series of short lessons which build up to Minibridge itself.

Electronic Version of Minibridge

The EBU has a version of Minibridge available through the EBU website. Blue Chip Minibridge is free to download from this link: http://www.bluechipbridge.co.uk/minibridge.htm

MINILESSON ONE

Objectives: The student will be able to:

- (a) recognise the four suits;
- (b) recognise the relative rank of the cards;
- (c) understand what a trick is at no trumps;
- (d) understand that the winner of one trick leads to the next trick;
- (e) deal the cards and sort a hand.

Lay out a complete deck face up on the table. How many 'kinds' of cards do you see (i.e. the four suits)? Select all the cards of one suit, arrange them in correct descending order - ace on the left to deuce on the right. Get the students used to holding thirteen cards and extracting cards one at a time.

What is a trick? Give each of four students one random card from the same suit. Each of them lays down his card in turn, face up on the table in front of himself, and the one with the highest card wins the TRICK.

Now give the students two random cards each, all eight from the same suit. Someone leads and now the students try to win the first trick. Here you can introduce choice into their play. The next important step is to have the winner of the first trick lead to the second trick.

Next, remove the deuce from a suit and give each of the four students the chance to deal three cards, one at a time, to each player. Have the player to the left of the Dealer lead to the first trick and the winner of each trick lead to the next.

The next exercise introduces a second suit into the play. Each player gets one card, each of a different rank, but two cards are from one suit and two are from another. Now, who wins the trick depends on which suit is led, not just on the relative ranks of the cards.

Give two cards to each player - one from spades, say, and one from clubs. Demonstrate the necessity of following suit. Finally just using two suits, increase the number of cards, one at a time, to six for each player. Again remove the two deuces first.

Note that for this lesson only, the students are playing as individuals, not as partners.

MINILESSON TWO

Objectives: Using the concepts from Minilesson One, the student will

- (a) cooperate with his partner in the play;
- (b) recognise that sometimes a 'small' card will win a trick;
- (c) play a series of tricks in 'duplicate' style.

For this lesson we complicate the issue by using three suits. Show that partner winning the trick is just as good as the player himself winning the trick. The concepts to concentrate on here are when a high card should be played, when a small card, and how Partner's play to a particular trick affects the player's own action.

With three suits in play, the hands can be increased to nine cards each. Leave the deuces in so that there will be more variation in suit lengths.

From this point onwards, get the students to play out their hands in duplicate-bridge style, showing their played cards in front of themselves and then turning them face-down, vertically for the winning side, horizontally for the losers. Although this doesn't really matter until Minilesson Four, it's easier for the students if you 'start as you mean to go on'.

Without remarking on it, see if any of the students actually ever play 'second hand low' to leave the trick for Partner, or continue playing on the suit led by their partner.

Finally use a reduced pack with all four suits. 28 cards in total comprising the AKQJ1032 of each suit. Dealer out seven cards to each player and play out as above. This will give practice at sorting and arranging a hand as well as playing the tricks out.

MINILESSON THREE

Objectives: The student will be able to:

- (a) play with a Dummy;
- (b) count high-card points;
- (c) start to play Minibridge, but only at no trumps and without the Game Bonus;
- (d) begin to appreciate the value of 'long' suits.

From this lesson onwards the students have complete hands of thirteen cards.

Describe the point count (ace = 4, king = 3, queen = 2, jack = 1). Have the students practice sorting their hands into suits of alternating colours and with the higher cards in each suit to the left. Then they announce their point count.

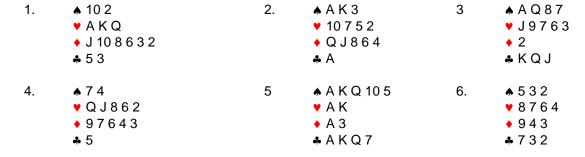
The next step is to identify the Declaring side as the side with the majority of the points, and to identify the actual Declarer. The re-deal rule when both sides have 20 points is introduced. If both of the players on the Declaring side have the same point count the players can choose who is to be Declarer for the moment.

After Declarer and Dummy are identified, show the class how to lay out Dummy's hand on the table. Declarer's goal is always seven or more tricks for this lesson (and also for Minilesson Four). Point out that with the Declaring side holding the majority of the points, it is reasonable to insist that Declarer should win more than half of the tricks. Thus the Declaring side only scores points for tricks won over and above the first six tricks. Use the full Minibridge scoring table from the start, so they get used to working out the score.

The trick-taking power of a long suit should now start to become evident to the students. However, we feel that it is very important at this stage NOT to suggest any particular plays to the students, other than to encourage their natural inclination to win tricks, and a gentle suggestion that leading a long suit early in the play is often a good idea.

Sample exercise:

How many points in these hands?



Answers (1)10 – average (2)14 (3)13 (4)3 (5)29 – rare! (6) 0 – a Yarborough (no card higher than a 9)

MINILESSON FOUR

Objectives: The student will be able to:

- (a) understand the concept of a trump suit,
- (b) choose the best trump suit.

Some students may find the concept of a trump suit quite difficult at first, so you may have to return briefly to 'hands' containing only one or two cards. The necessity of following suit must be emphasised here, as well as co-operating with partner ("You trumped my ace, partner!"), and remembering which suit has been led.

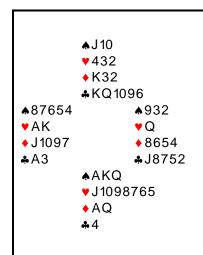
The salient points which need to be emphasised are:

- (1) You win the trick if you play the highest card on it of the suit led, unless someone else (legally) trumps it.
- (2) If the suit led is trumped twice, or even three times, then the highest trump played wins the trick.
- (3) if you are able to follow suit then you are not allowed to trump the trick.
- (4) if you are not able to follow suit, you are not obliged to trump the trick.

When all of the above has been absorbed, then it's time for the students to start to choose trumps in Minibridge. There are certain to be students who will prefer choosing a short, strong trump suit over a longer, but weaker suit. Rather than telling them that only long suits should be trumps, get them to play the same hand twice, first with the short, strong suit as trumps, and then with the longer suit as trumps. This should be a real 'eye-opener' for those students, and is one of the reasons for introducing duplicate-style play from the very beginning.

After this lesson has sunk in, the students will be ready to make sensible choices about trump suits. The tendency will be always to choose their longest combined suit as trumps, and to forget about no trumps. The scoring changes introduced in the next lesson should correct this tendency.

Sample hand:



N/S have 25 points, E/W have 15 points. South plays the hand.

The first time the hand is played, South is declarer and should try playing the hand with **spades as trumps**. If N/S play in spades, the opposition have more trumps than declarer and dummy and declarer will lose control of the hand.

Now rotate the deal so West has the South hand and play with hearts as trumps. There are more tricks available with hearts as trumps, despite missing the three top cards, than there are in spades where five top honours are held. In hearts, the lead is probably the *J won by the ace and a heart is played. The queen and king fall together. Just two hearts and one club are lost.

Remember: I e n g t h in trumps is more important then **strenath**.

MINILESSON FIVE

Objectives: The student will be able to:

- (a) choose between no trumps and a trump suit;
- (b) decide whether to play for 'Game' or not;
- (c) use the complete Minibridge scoring;
- (d) follow the rules about clockwise announcement and about who is Declarer when both players have the same point count.

Explain to the students that you are going to add a few more rules to Minibridge in order to make the game more interesting and more like 'real' Bridge.

The first is the idea of announcing Game. By this time they will have noticed that if they have lots of trumps then they can take more tricks as Declarer with a trump suit than in no trumps. Thus it is reasonable that a Game in no trumps should require fewer tricks than one with a trump suit.

The other idea is that if the Declaring side has a lot more high card points than the Defenders, then Declarer should take a lot more tricks.

100 is a nice round number, so let's set that as the goal. Then we need to alter the scoring slightly to equalise the difference between no-trump and trump Games, so we score fewer points per trick for a trump contract than for a no-trump contract.

The next change is to distinguish the important suits, spades and hearts, from the lesser suits, diamonds and clubs. This is completely arbitrary – it just makes the game more interesting. Thus we only score 20 points per odd trick for bidding in a MINOR suit, but we score 30 points per odd trick when a MAJOR is chosen. By ODD TRICKS we mean the seventh and subsequent tricks won by Declarer.

The effect of these changes is that (surprise, surprise) it takes nine tricks to make a no-trump Game, ten tricks for a major and eleven tricks for a minor Game.

Encourage the students to try for a 'Game' whenever they have 25 or more points. A lot of these Games will fail, but the students should enjoy the challenge. .

When looking around for a trump suit, the magic number is EIGHT trumps between Declarer's hand and Dummy's. At this point it is sufficient for the students to know that eight trumps usually give Declarer the chance to get rid of the Defenders' trumps and still have some trumps left over to do something useful. That's enough for now. Let them discover by playing Minibridge what some of those useful things are.

Recommend that they play their longest combined suit as trumps, assuming they have an eight-card fit, whenever they are NOT announcing Game and that often it's better to try for a no-trump Game when they have a long Minor suit fit.

Finally, with this lesson start to enforce the rules about clockwise announcement, and who should be Declarer when both players on the Declaring side hold the same point count.

Sample Minibridge hands:

♦ A32		Dealer North
₩ /\32		North East South West
◆ QJ1052		10 6 12 12
• K75	-	
♠ KQJ	 4974	N/S have 22 points. E/W have 18 points.
♥KQJ1076	♥ 543	South should choose part score in no trumps.
◆987	♦ 64	· ·
. 6	♣AQ932	West should lead ♥K.
♠ 1086		
∀ A8		South can see 7 top tricks (1♠, 1♥, 5♠, 0♣)
♦AK3		South wins the A A K and then A?
♣ J 108		by playing ◆A K and then ◆3.
♠ KJ2		Dealer East
v 1085	5	North East South West
◆ Q 10 ⁻	73	8 12 7 13
♣ Q 10 4		N/S have 15 points. E/W have 25 points.
♦ A84	♦ 10753	West plays the hand and chooses game in hearts.
♥KQ964	♥ AJ72	North might lead a trump, to avoid giving a trick away.
♦ A86	• K2	West can see 9 top tricks (1♠, 5♥, 2♦, 1♣). The extra trick can
♣ 72 ♠ Q96	♣ A83	come from ruffing a diamond in the East hand, which has the
♣ Q96 ♥ 3		shorter trumps (so a ruff is an extra trick).
↓3 ♦ J954	4	As long as hearts break 2-2 or 3-1, West can draw all the trumps
♣ KJ9		before taking the ruff with East's fourth trump.
♣ J10		Dealer South
♥ A65	4	North East South West
∀ A65 ♦ KJ9		North East South West 16 7 7 10
∨ A65 ⋄ KJ9 & AK9	8	North East South West 16 7 7 10 N/S have 23 points. E/W have 17 points.
∀ A65 ♦ KJ9		North East South West 16 7 7 10 N/S have 23 points. E/W have 17 points. North plays the hand and chooses game in diamonds.
◆A65- ◆KJ9 •AK9	8 ♠A952	North East South West 16 7 7 10 N/S have 23 points. E/W have 17 points. North plays the hand and chooses game in diamonds. East leads &J, it's the safest lead.
 ★A65 ★KJ9 ★AK9 ★763 ★KJ92 ★A63 ♣Q74 	8 ♠A952 ♥Q10873 ◆4 ♣J106	North East South West 16 7 7 10 N/S have 23 points. E/W have 17 points. North plays the hand and chooses game in diamonds. East leads ♣J, it's the safest lead. North can see 3 top tricks (0♠, 1♥, 0♦, 2♣) but the diamonds will
★A65.★KJ9.★AK9.★763.▼KJ92.★A63.	8 ♠A952 ♥Q10873 ◆4 ♣J106	North East South West 16 7 7 10 N/S have 23 points. E/W have 17 points. North plays the hand and chooses game in diamonds. East leads ♣J, it's the safest lead. North can see 3 top tricks (0♠, 1♥, 0♦, 2♣) but the diamonds will provide five tricks when ♦A has gone. The spades provide three
 ★A65 ★KJ9 ★AK9 ★763 ▼KJ92 ◆A63 ★Q74 ★KQ8 ▼- 	8	North East South West 16 7 7 10 N/S have 23 points. E/W have 17 points. North plays the hand and chooses game in diamonds. East leads ♣J, it's the safest lead. North can see 3 top tricks (0♠, 1♥, 0♦, 2♣) but the diamonds will provide five tricks when ♦A has gone. The spades provide three when the ♣A has been driven out. South's club loser goes on the
 ★A65 ★KJ9 ★AK9 ★763 ▼KJ92 ◆A63 ★Q74 ★KQ8 ▼- ◆Q108 	8	North East South West 16 7 7 10 N/S have 23 points. E/W have 17 points. North plays the hand and chooses game in diamonds. East leads ♣J, it's the safest lead. North can see 3 top tricks (0♠, 1♥, 0♦, 2♣) but the diamonds will provide five tricks when ♦A has gone. The spades provide three when the ♠A has been driven out. South's club loser goes on the ♥A.
 ★A65 ★KJ9 ★AK9 ★763 ▼KJ92 ◆A63 ★Q74 ★KQ8 ▼- 	8	North East South West 16 7 7 10 N/S have 23 points. E/W have 17 points. North plays the hand and chooses game in diamonds. East leads ♣J, it's the safest lead. North can see 3 top tricks (0♠, 1♥, 0♦, 2♣) but the diamonds will provide five tricks when ♦ A has gone. The spades provide three when the ♠A has been driven out. South's club loser goes on the ♥A. Win the opening lead and play trumps straight away. West wins
 ★A65 ★KJ9 ★AK9 ★763 ▼KJ92 ◆A63 ★Q74 ★KQ8 ▼- ◆Q108 	8	North East South West 16 7 7 10 N/S have 23 points. E/W have 17 points. North plays the hand and chooses game in diamonds. East leads ♣J, it's the safest lead. North can see 3 top tricks (0♠, 1♥, 0♦, 2♣) but the diamonds will provide five tricks when ♦A has gone. The spades provide three when the ♠A has been driven out. South's club loser goes on the ♥A.
 ★A65 ★KJ9 ★A763 ★KJ92 ◆A63 ♣Q74 ★KQ8 ▼- ◆Q106 ♣532 	8	North East South West 16 7 7 10 N/S have 23 points. E/W have 17 points. North plays the hand and chooses game in diamonds. East leads ♣J, it's the safest lead. North can see 3 top tricks (0♠, 1♥, 0♦, 2♣) but the diamonds will provide five tricks when ♦A has gone. The spades provide three when the ♠A has been driven out. South's club loser goes on the ♥A. Win the opening lead and play trumps straight away. West wins ♦A but cannot do anything to beat the contract.
*A65 *KJ9 *AK9 *A63 *Q74 *KQ8 *- *Q10 *532	8	North East South West 16 7 7 10 N/S have 23 points. E/W have 17 points. North plays the hand and chooses game in diamonds. East leads ♣J, it's the safest lead. North can see 3 top tricks (0♠, 1♥, 0♠, 2♣) but the diamonds will provide five tricks when ♦A has gone. The spades provide three when the ♠A has been driven out. South's club loser goes on the ♥A. Win the opening lead and play trumps straight away. West wins ♦A but cannot do anything to beat the contract. Dealer West
*A65 *KJ9 *AK9 *A763 *KJ92 *A63 *Q74 *KQ8 *- *Q103 *532 *864 *876 *J109 *93	8 \$A952 \$Q10873 \$4 \$J106 4 8752	North East South West 16 7 7 10 N/S have 23 points. E/W have 17 points. North plays the hand and chooses game in diamonds. East leads ♣J, it's the safest lead. North can see 3 top tricks (0♠, 1♥, 0♠, 2♣) but the diamonds will provide five tricks when ♠A has gone. The spades provide three when the ♠A has been driven out. South's club loser goes on the ♥A. Win the opening lead and play trumps straight away. West wins ♠A but cannot do anything to beat the contract. Dealer West North East South West 1 16 16 7
*A65 *KJ9 *AK9 *AK9 *A63 *Q74 *KQ8 *- *Q108 *532 *864 *876 *J109 *93	8 A952 Q10873 4 AJ106 4 8752	North East South West 16 7 7 10 N/S have 23 points. E/W have 17 points. North plays the hand and chooses game in diamonds. East leads ♣J, it's the safest lead. North can see 3 top tricks (0♠, 1♥, 0♠, 2♣) but the diamonds will provide five tricks when ♦A has gone. The spades provide three when the ♠A has been driven out. South's club loser goes on the ♥A. Win the opening lead and play trumps straight away. West wins ♦A but cannot do anything to beat the contract. Dealer West North East South West 1 16 16 7 N/S have 17 points. E/W have 23 points.
*A65 *KJ9 *AK9 *AK9 *A63 *Q74 *KQ8 *- *Q10 *532 *864 *876 *J109 *93 *A95	8	North East South West 16 7 7 10 N/S have 23 points. E/W have 17 points. North plays the hand and chooses game in diamonds. East leads ♣J, it's the safest lead. North can see 3 top tricks (0♠, 1♥, 0♠, 2♣) but the diamonds will provide five tricks when ♠A has gone. The spades provide three when the ♠A has been driven out. South's club loser goes on the ♥A. Win the opening lead and play trumps straight away. West wins ♠A but cannot do anything to beat the contract. Dealer West North East South West 1 16 16 7
*A65 *KJ9 *AK9 *AK9 *A63 *Q74 *KQ8 *- *Q10 *532 *864 *876 *J109 *93 *753 *A95 *83	8	North East South West 16 7 7 10 N/S have 23 points. E/W have 17 points. North plays the hand and chooses game in diamonds. East leads ♣J, it's the safest lead. North can see 3 top tricks (0♠, 1♥, 0♠, 2♣) but the diamonds will provide five tricks when ♠A has gone. The spades provide three when the ♠A has been driven out. South's club loser goes on the ♥A. Win the opening lead and play trumps straight away. West wins ♠A but cannot do anything to beat the contract. Dealer West North East South West 1 16 16 7 N/S have 17 points. E/W have 23 points. East chooses game in clubs because of only two losers.
*A65 *KJ9 *AK9 *T63 *KJ92 *A63 *Q74 *KQ8 *- *Q106 *532 *864 *876 *J109 *93 *A95 *83 *QJ1062	8	North East South West 16 7 7 10 N/S have 23 points. E/W have 17 points. North plays the hand and chooses game in diamonds. East leads ♣J, it's the safest lead. North can see 3 top tricks (0♠, 1♥, 0♠, 2♣) but the diamonds will provide five tricks when ♠A has gone. The spades provide three when the ♠A has been driven out. South's club loser goes on the ♥A. Win the opening lead and play trumps straight away. West wins ♠A but cannot do anything to beat the contract. Dealer West North East South West 1 16 16 7 N/S have 17 points. E/W have 23 points. East chooses game in clubs because of only two losers. South leads ♠A K.
*A65 *KJ9 *AK9 *AK9 *A63 *Q74 *KQ8 *- *Q10 *532 *864 *876 *J109 *93 *753 *A95 *83	8	North East South West 16 7 7 10 N/S have 23 points. E/W have 17 points. North plays the hand and chooses game in diamonds. East leads ♣J, it's the safest lead. North can see 3 top tricks (0♠, 1♥, 0♠, 2♣) but the diamonds will provide five tricks when ♠A has gone. The spades provide three when the ♠A has been driven out. South's club loser goes on the ♥A. Win the opening lead and play trumps straight away. West wins ♠A but cannot do anything to beat the contract. Dealer West North East South West 1 16 16 7 N/S have 17 points. E/W have 23 points. East chooses game in clubs because of only two losers. South leads ♠A K. East can see 7 top tricks (0♠, 2♥, 0♠, 5♣). Ruffing the diamond provides one extra trick (as there are 5 clubs in dummy too). Spades provide 3 extra tricks once the ♠A has been driven out.
*A65 *KJ9 *AK9 *A763 *KJ92 *A63 *Q74 *KQ8 *- *Q106 *532 *864 *876 *J109 *93 *753 *A95 *83 *QJ1062 *A92	8	North East South West 16 7 7 10 N/S have 23 points. E/W have 17 points. North plays the hand and chooses game in diamonds. East leads ♣J, it's the safest lead. North can see 3 top tricks (0♠, 1♥, 0♠, 2♣) but the diamonds will provide five tricks when ♠A has gone. The spades provide three when the ♠A has been driven out. South's club loser goes on the ♥A. Win the opening lead and play trumps straight away. West wins ♠A but cannot do anything to beat the contract. Dealer West North East South West 1 16 16 7 N/S have 17 points. E/W have 23 points. East chooses game in clubs because of only two losers. South leads ♠A K. East can see 7 top tricks (0♠, 2♥, 0♠, 5♣). Ruffing the diamond provides one extra trick (as there are 5 clubs in dummy too). Spades provide 3 extra tricks once the ♠A has been driven out. Ruff the second diamond. Draw trumps. Play ♠K Q J 10. South
*A65 *KJ9 *AK9 *A763 *KJ92 *A63 *Q74 *KQ8 *- *Q106 *532 *864 *876 *J109 *93 *753 *A95 *83 *QJ1062 *A92 *QJ10	8	North East South West 16 7 7 10 N/S have 23 points. E/W have 17 points. North plays the hand and chooses game in diamonds. East leads ♣J, it's the safest lead. North can see 3 top tricks (0♠, 1♥, 0♠, 2♣) but the diamonds will provide five tricks when ♠A has gone. The spades provide three when the ♠A has been driven out. South's club loser goes on the ♥A. Win the opening lead and play trumps straight away. West wins ♠A but cannot do anything to beat the contract. Dealer West North East South West 1 16 16 7 N/S have 17 points. E/W have 23 points. East chooses game in clubs because of only two losers. South leads ♠A K. East can see 7 top tricks (0♠, 2♥, 0♠, 5♣). Ruffing the diamond provides one extra trick (as there are 5 clubs in dummy too). Spades provide 3 extra tricks once the ♠A has been driven out.

MINILESSON SIX

Objectives: The student will:

- (a) be able to play Minibridge competently;
- (b) understand that the Defenders are allowed to send signals to one another via the cards they play.

This is an optional, or, if you will, an advanced Minibridge lesson.

Now that the students are playing Minibridge with some competence and, we hope, with a lot of enjoyment, you can quite easily organise a competition, either on a pairs or an individual basis. If you have enough students for several tables in your class, then you could even run a duplicate-style competition with the North-South players competing against one another, likewise the East-Wests, and with a number of duplicate boards circulating amongst the tables.

The new idea which we suggest might be introduced at this time is very simple defensive signalling.

The students should have noticed that most of the Defenders' small cards do not take tricks. Thus it might be sensible for the Defenders to use some of their small cards to send messages to one another. What's more, you can tell them, it's perfectly legal to do so AS LONG AS Declarer is in on the 'secret'.

We suggest that only two types of signal be introduced at this stage:

- (1) Playing a relatively HIGH small card says. "I LIKE THIS SUIT; please continue playing it when you can." On the other hand, playing your LOWEST card says either, "I DON'T LIKE THIS SUIT" or "I LIKE SOME OTHER SUIT BETTER."
- (2) If a Defender decides to lead from a sequence of cards in a suit, he should LEAD THE HIGHEST CARD OF THE SEQUENCE. Thus leading a queen denies holding the king; leading the eight denies the nine, etc.
- (3) However, when playing to a trick that SOMEONE ELSE has led, the Defender should PLAY THE LOWER, OR LOWEST, OF EQUAL CARDS.

You can give several examples of both these types of signal and thus gently lead the class onto the exciting road of inference.

It's also worth mentioning to the students that when a player is Declarer, he has no reason to follow the signalling rules since he has no active partner during the play. In fact it is quite in order for Declarer to 'false card', that is to attempt deliberately to mislead the Defenders.

Further Minibridge Hands

A complete set of Minibridge hands featuring 10 sets of 4 hands to play in No Trumps (+ 16 hands for revision), 10 sets of 4 hands to play in a trump contract (+16 hands for revision) and 16 hands to defend is available separately from the EBU Education Department. The four hands on the previous page are taken from the booklet.

RULES OF MINIBRIDGE

- (1) The cards are dealt out one by one to the four players going clockwise round the table starting with the player on the Dealer's left. Players play in two partnerships sitting opposite each other everyone should end up with thirteen cards. If you are using a predealt hand you will be told who the Dealer is.
- (2) Cards rank in order from highest to lowest A, K, Q, J, 10, 9, 8, 7, 6, 5, 4, 3 and 2.
- (3) Each player estimates the value of his hand by using a standard scale of points for the high cards: ace = 4, king = 3, queen = 2, jack = 1.
- (4) Each player then announces his points, starting with the dealer and going clockwise round the table. The total should add up to 40.
- (5) The pair with the most points between them becomes the declaring side, the other pair becoming the defending side. If both sides have 20 points, redeal the cards. The person on the declaring side with the most points becomes the Declarer and his partner becomes the Dummy. If both players have the same number of points, then Declarer is the one who announced his points first.
- (6) The Dummy's hand is put down on the table for all to see and Declarer chooses the contract. He announces either part-score or game and either no-trumps or a specific trump suit. The goal for a part-score is seven tricks, and the goal for game contracts is nine tricks in no-trumps, ten tricks in hearts or spades or eleven tricks in clubs or diamonds.
- (7) The first person to lead a card is the player to the left of Declarer. Each person plays a card in turn clockwise and whoever puts down the highest card wins the trick, any trump outranking any card in another suit. If either Defender wins a trick, it counts as a trick for his side. Dummy never plays his own cards Declarer tells him which cards to play.
- (8) The cards are then turned over and the winner of the trick leads the first card for the next trick.
- (9) Declarer controls the play of Dummy's cards and, if the winning card comes from the Dummy, the first card for the next trick comes from Dummy (but the Declarer says which card it should be).
- (10) After all the cards have been played, the players agree how many tricks have been won by each side and calculate the score.
- (11) The position of the dealer moves round the table clockwise with each deal.

How to score

- (1) The declaring side only scores points if they win the target number of tricks (or more).
- (2) No points are won for the first six tricks. For each additional trick, points are scored according to the contract, as follows:

Clubs/diamonds 20 points **Hearts/spades** 30 points

No-trumps 40 points for the first scoring trick, 30 points for each

subsequent trick

(Note that the goals of nine, ten or eleven tricks, according to the choice of trumps, will lead to a total of 100+ points — the requirement for game.)

- (3) If game has been announced before the play of the cards (and it is achieved) you gain a bonus of 300 points.
- (4) If a part-score has been announced (and seven or more tricks have been made) you gain a bonus of 50 points.
- (5) If you do not reach your goal, you do not get any points for the tricks you do make. Instead, the Defenders get 50 points for each trick that the declaring side are short of their target.

Scoring Examples (Assume South is Declarer in all cases.)

Declarer's Announcement	Declarer's tricks	Calculation	North/South score	East/West score
Part score in 4	8	2 x 20 + 50	90	
Part score in 4	6	1 x 50 away		50
Game in ♠	10	4 x 30 + 300	420	
Part score in ♠	10	4 x 30 + 50	170	
Game in ♥	8	2 x 50 away		100
Part score in NT	9	40+30+30 + 50	150	
Game in NT	9	40+30+30 + 300	400	
Game in NT	8	1 x 50 away		50
Game in ◆	12	6 x 20 + 300	420	

Variations for Three Players

Each player deals in turn, dealing out four hands, one to each player plus a Dummy. The three players announce their point counts clockwise starting with the Dealer. The player with the most points will be Declarer, and his 'Dummy' will be the fourth, unassigned hand. If there is a point-count tie, the first player to announce is the Declarer. If his point count plus Dummy's known point count is less than 21, the hand is scrapped and the player who dealt the hand re-deals another.

Once you know who Declarer is the Dummy is put opposite Declarer, the other two players complete the table as Defenders and play carries on with a) Declarer choosing the contract as in (6) above, b) Declarer's left Hand Opponent leading as in (7) above and then play carries on as before.

Each of the three players has his own score. Points are scored in the normal manner with both of the Defenders scoring points if the Declarer fails to reach his goal.

Chapter 5

THE 'MECHANICS' OF BRIDGE

This chapter is a kind of checklist for you and your class, to make sure that the correct techniques are learned by the students. Much of this material will be developed naturally and simply through the Minibridge lessons, but there are differences between the two games and the class must be weaned off Minibridge at some time. Our suggested point is around Chapter 4 of the 'Bidding' section of the course.

BASIC CONCEPTS

Bridge is a partnership game for four people. The two players who sit opposite one another compete as a unit against the other pair. In common with all other Bridge literature, we use the cardinal compass points to refer to the players. North and South are one pair, East and West are their opponents. Partnerships may be fixed, or they can vary during a session. They may be pre-arranged by the players (or the teacher), or they can be decided by chance, for example by 'cutting' the deck, where the players who select the two highest cards from a shuffled deck become one pair.

Hands in the text are always shown with South as Declarer so that the North hand sits above it, as it would appear in a real hand. But in the play hands the hands are arranged so that within any group of four hands each player will have a chance to be Declarer.

The division of the pack into the four suits, the relative rank of cards within a suit, the mechanics of the shuffle and deal, the roles of Declarer, Dummy and the two Defenders, how the Dummy is laid out (but not when), who makes the opening lead, the nature of a trick, how tricks are won, who leads to the next trick, what a trump suit is, the difference between a trump and a no-trump contract and some indication of when each should be preferred, Declarer's goal to fulfil his Contract and the Defenders' goal to set the Contract - all these simple but vital concepts arise automatically in Minibridge and are reinforced through its play.

CARD PLAY FOR DUPLICATE BRIDGE

From the very beginning we feel that your students should be taught to play and to quit each trick in 'duplicate style'. This has several advantages:

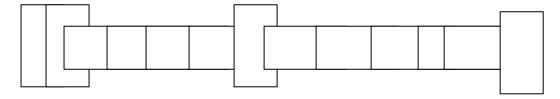
- (1) The deal is preserved for subsequent use at another table during your practical
- (2) If an unusual result occurs at a particular table, there is no dispute about the actual order of play.
- (3) The students themselves can easily review both the Auction and the Play at the end of a deal.
- (4) The students are preparing themselves to play as they must in competitive events.
- (5) Even when the students play 'socially', keeping their hand intact until the end of play helps to reduce the incidence of too many balanced hands being dealt if the cards are imperfectly shuffled between deals.

In most trick-taking card games, the cards which make up each trick are thrown in the centre of the table. The winning side collects the complete trick and adds the trick to its pile at the side of the table.

At any form of Duplicate Bridge, however, the four hands must be intact after play is complete. Thus for each trick the four players, including Dummy under Declarer's instructions, place the card to be

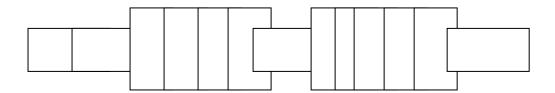
played face up immediately in front of themselves. At the end of the trick each player turns the card face down and adds it to a spread-out pile near the edge of the table just in front of him. Each card is placed so that it partially overlaps the card from the previous trick, and is pointed vertically towards the side, North-South or East-West, which won the trick.

One example will clarify all this. Suppose South plays 3NT. The Defence win the first two tricks, and Declarer or Dummy win the next four. The Defenders take trick seven, but Declarer now wins the next five tricks to make his Contract exactly, although he has to lose trick thirteen. At the end of the deal, the quitted tricks in front of each Defender should look like this:



Not only is it clear that the Defence has taken exactly four tricks, but it is also plain which those tricks were.

Conversely, the piles of tricks in front of Declarer and Dummy should appear thus:



Again it is obvious that Declarer has taken nine tricks, and the Defenders only four. In both pictures the cards are not shown overlapping equally because in real-life that never happens!

THE LANGUAGE OF BRIDGE BIDDING

At the beginning of each deal an AUCTION is held amongst the four players. Each player in turn, starting with the Dealer and proceeding clockwise around the table, may either make a BID, or 'PASS', and the auction continues until a Bid is followed by a pass from each of the other three players. For the purposes of this course, the Double and Redouble are ignored until late in the 'Bidding' lessons when competitive bidding is introduced.

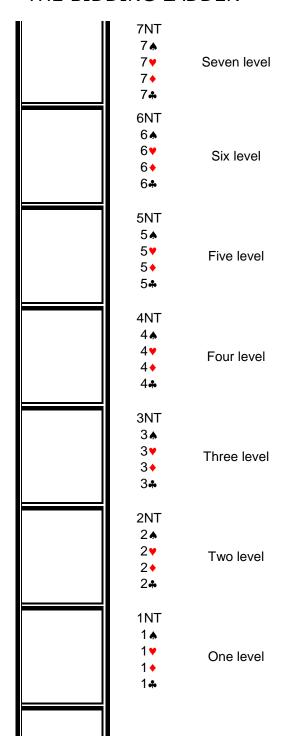
A BID consists of two parts - a LEVEL (1 to 7) and a DENOMINATION (either a SUIT or No Trumps). Each Bid, just as in a commercial auction, must be HIGHER than all previous bids in that auction. We will explain what 'higher' means in a moment, but we cover 'level' and 'denomination' first.

Since one side or the other must win at least seven tricks in the play, the first six tricks won by Declarer, known as the 'book', are ignored during the bidding. Thus a bid of 'One Something' is an undertaking to win one plus six tricks = 7 tricks. Similarly, a bid to take all thirteen tricks would be 'Seven Something', i.e. thirteen minus six.

The suits are ranked from low to high in alphabetical order: Clubs, Diamonds, Hearts, and Spades. A bid of 3♦ is higher than 3♣ but lower than 3♥ or 3♠. So 3♦ is a legal bid after 3♣ or any bid at the one level or two level from another player, but it would be illegal (or INSUFFICIENT to use the jargon word) after someone else has called 3♥, 3♠, or a bid at a higher level.

A player may also elect to take tricks without any particular suit as trumps. 'No Trumps' as a call outranks all four suits at the same level. A bid of 2NT says we can make eight tricks without any trump suit. In an auction 2NT ranks just above 2 and just below 3...

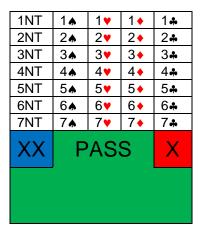
THE BIDDING LADDER



The Bidding Ladder starts at the bottom at 1.4 and works its way up until you reach 7NT.

However, you will probably use a bidding box which shows the bids in a different way.

THE BIDDING BOX



The bidding box has 35 cards printed from 1♣ to 7NT. At the front of the bidding box you will have a number of green pass cards, some red double (X) cards and some blue redouble (XX) cards.

To make a bid you put your thumb and forefinger on the bid you want to make and take out that card and all the cards behind it and lay the pile on the table. If you want to pass, double or redouble you take the correct card out and add it to your pile. The cards have a bigger symbol on them so that when they are on the table everyone can see the calls that have been made.

As you make successive bids, the cards overlap so all the calls can be seen.

Once the auction is over and the opening lead has been faced, the cards are collected up and returned to the box.

THE TRANSITION FROM THE BIDDING TO THE PLAY

The Declaring side is the one which makes the final positive bid, and the actual Declarer is the player on the Declaring side who FIRST made ANY bid in the final denomination. The Defender to Declarer's left leads to the first trick. Then Dummy spreads his hand on the table, face up, sorted into suits, the cards in order of rank, in columns pointing lengthwise towards Declarer, with the trump suit, if any, to Dummy's right.

For example:	West	North	East	South
	pass	1NT	pass	3♥
	pass	4♥	pass	pass
	pass			

Although North bid 4♥, South bid the hearts first therefore he will be Declarer and West will make the opening lead. North will be Dummy.

Play then proceeds in the same fashion as Minibridge, except that the final Contract determines the precise goals in the play for both sides. You should make it clear to the students from the outset that Overtricks and extra Undertricks, while nice, are less important by far than making the Contract, or defeating it by a single trick.

SIMPLIFIED SCORING

We suggest that the same simple scoring scheme used in Minibridge continues to be used until competitive bidding is introduced. The complete scoring table for Duplicate Bridge are given in Section F, Appendix 1, in a form suitable for a student handout. For the early part of the course, however, we recommend:

- (1) Ignore Vulnerability; effectively always play at 'Love All'.
- (2) The Game Bonus is 300.
- (3) Probably ignore all Slam bonuses. If you choose to mention these early in the course use the Non-Vulnerable values, 500 and 1000.
- (4) No trumps 40 for the first scoring trick and 30 for the subsequent ones; majors 30 for each scoring trick; minors 20 for each scoring trick
- (5) Use the part score bonus of 50.
- (6) Undertricks are always 50 each since there is no doubling yet.

Chapter 6

THE PROPRIETIES

If you look at the Laws of Cricket or the Laws of Golf you can quickly get swamped by what is good and bad practice. The Laws of Duplicate Bridge contain laws some of which tell you what are fairly obvious things – Bridge is played with a pack of 52 different cards. It also covers how players should behave – a player should maintain a courteous attitude at all times.

In this introductory guide we will steer well clear of the ethical side of the game, assuming that students will behave impeccably. However it is worth noting the following from *Bid Boldly, Play Safe* by Rixi Markus first published in 1966. The list still represents very sound advice today and is updated in a few cases to cover stop cards, alert cards and bidding boxes.

13 Rules for Duplicate Ethics

There is some good advice

- 1. Don't look at partner or your opponents during the bidding or the play of the hand.
- 2. When you are dummy, keep silent; don't touch any of your cards unless your partner names it and don't look at your opponents hands.
- 3. Don't say anything about a hand while it is being bid or played.
- 4. Avoid looking at any other player's hand, no matter how carelessly he exposes it.
- 5. Using bidding boxes, make every call in the same smooth way and take as long to make a simple bid as you need to make a difficult one. Don't let your hand hover over the box.
- 6. When you alert your partner's call make sure your opponents see the alert card.
- 7. When you use the STOP card leave it on the table while you count to 10.
- 8. At the end of the auction leave your bidding cards on the table until the opening lead has been faced.
- 9. When your partner takes longer than usual to pass don't make any positive bid unless it is more than justified by your own holding.
- 10. When you are defending, take the same length of time over the play of each card.
- 11. When your partner takes a long time to double an opponent's contract, don't remove the double unless your reason for doing so would have been demonstrably compelling even if partner had doubled immediately with evident glee!
- 12. Don't expect an inexperienced player or opponent to observe all these rules but be particularly punctilious about refraining from taking advantage of his lapses.
- 13. If you are not good at making a quick assessment of your hand, say so before you pick up your cards and then take your time. If you find yourself taking longer than usual to decide not to make an opening bid, pretend you didn't realise it was your turn.

Chapter 7

RUNNING A DUPLICATE BRIDGE EVENT

It is not difficult to run a small tournament-style Bridge event for your class. We have tried to anticipate any potential problems with this chapter, so the level of detail below may seem daunting at first. A 'real' competition will be useful (and enjoyable) training for your class, however, and we do hope you will 'have a go'.

The Schools' Starter Packs (see Section F, Appendix 3) contain all of the stationery you will need. The 16 wallets in the pack should be enough for your needs. We shall look at a 'pairs' competition first, and later on describe what a 'teams-of-four' event entails. Much of the organisational detail is the same for both sorts of competition. We suggest that the class plays a few 'Pairs' games first, before trying out 'Teams'.

The organiser of any competition is known as the Tournament Director. The task is threefold:

- (1) Planning,
- (2) Controlling the Play, and
- (3) Calculating the Result.

PLANNING FOR 'PAIRS'

Essential equipment and stationery must be on hand. You will need:

- > Duplicate wallets (or boards),
- > Table numbers.
- > Travelling score slips (known as 'travellers'),
- Personal score cards,

Optional items are:

- Curtain cards
- Laws of Duplicate Contract Bridge (2007).
- Computer scoring program (such as JSS Scorer http://homepages.nildram.co.uk/~jasmith/).

There are several different ways to prepare the hands for play. You could setup hands with specific practice points about them ahead of time. This has the advantage that you can arrange for all players to have a similar number of 'good' hands, but this is too much like ordinary classwork, and is not recommended. Much more realistic is to have the players themselves shuffle and deal out the hands they are going to play on the first round before the event starts.

If you are using curtain cards, the players can fill these in at the end of each hand, the first time it is played, and place the curtain card in the board (wallet) slot with the corresponding hand. The use of curtain cards is not universal. We recommend them for your students, though. Should the cards be replaced wrongly at the end of a hand, this can immediately be detected at the 'next' table and easily remedied. A fouled board cannot fairly be included in the results. The whole point of 'duplicate' Bridge is that everyone plays exactly the same hands.

Each table is given a number by placing a card (say about 3" square) in one comer. Players will be changing tables after each round and the boards will need to be moved as well so the table numbers are quite useful. The usual arrangement is to number adjacent tables consecutively, with the highest numbered table ending up near Table 1 in an approximate loop. The position of North in the room is arbitrarily defined.

It will be the responsibility of the North player to record the score on each traveller at the end of the hand. North always scores on the top line available. The information to be entered on the traveller is:

- (a) the North-South pair number, East-West pair number;
- (b) the final contract, with an indication of whether it made or not, and the number of overtricks or undertricks; a doubled contract is normally indicated with an 'X' following the contract, and a redoubled contract with an 'XX'; a contract made exactly should have either a '✓' or an '=' appended;
- (c) the Declarer as a single letter:
- (d) the actual score, which is ALWAYS from the point-of-view of North-South. If they have trouble working out the score they are printed on the backs of the cards in the Bidding Box.

After entering the score, North should show it to East and/or West for one of them to check all of the details. The first North to enter a score on the traveller should also fill in the Board Number at the top.

For example, suppose on Board 9, where East-West is vulnerable, the first three results in a 5-table event are all played by East in 4 with variable success - made with an overtrick, then made exactly, and then doubled and down two. Note that the first round has North-South 5 playing East-West 5; the second round is North-South 4 against East-West 3, and the third is North-South 3 versus East-West 1. After three rounds the traveller should look like this:

						Board:	9	
Pair	Nos.				Sc	ore	Match	Points
NS	EW	Contract	Tricks	Decl	NS	EW	NS	EW
5	5	4 ♦ + 1	11	E		650		
4	3	4♠ ✓	10	Е		620		
3	1	4 x − 2	8	Е	500			

At least one member of each partnership should also keep a Personal Score Card. One of the most enjoyable aspects of Duplicate Bridge is comparing your results after the game with the other players who held the same cards. Be sure to remind the class, though, that none of the opponents should see your personal score during the event, hands which you play early in the set will be played by others at a later stage. By the way, using curtain cards when the hands are randomly dealt gives you an accurate record of any particularly interesting or exciting hands, especially if you want to review one or two deals with the whole class.

We hope that you won't need a copy of the Laws. The final section of this chapter tells you what should happen following most of the common infractions at the table. It may seem harsh to invoke the Laws against beginners, but even experienced players occasionally revoke or lead out of turn, so this too is an important practical aspect of the course.

There are basically two types of Pairs movements. In one, known as a 'Howell' movement, all but one pair moves around the room. Sometimes a pair sits North-South, sometimes East-West. A Howell requires a card on each table to tell the players where to move next. Moreover, there is a completely different player movement for each possible number of tables. The main advantage of a Howell is that there is only one winning pair at the end.

Instead, we recommend the use of a 'Mitchell' movement where, at the end of each round, all the North-South pairs remain stationary and the East-West players move to the next higher-numbered table. From the 'last' Table, East- West move to Table 1. Each pair is given its starting table number as its 'pair number', so for instance there will be a North-South pair 2 as well as an East-West pair 2.

Here is the starting set-up for a 5-table Mitchell playing 2-boards a round. At the end of the round the EW pairs move to the next higher numbered table (from table 5 they go to table 1), the boards move down one table.

Section A Teachers Guide

Table 1
Boards 1-2
Table 2
Boards 3-4
Boards 5-6

Table 5
Boards 9-10
Boards 7-8

With an ODD number of tables, such a progression works perfectly.

When the number of tables is EVEN, however, a change is needed, otherwise the East-West players will meet boards they have previously played. Here is the starting set-up for a 6-table 'Relay and Share' Mitchell

Table 1 Table 2 Table 3 Boards 1-2 Boards 3-4 Boards 5-6 Relay Table Table 1 and 6 share boards Boards 7-8 Table 6 Table 5 Table 4 Boards 1-2 **Boards 11-12** Boards 9-10

The pairs are numbered as the table so there is a NS pair 1 and EW Pair 1 at Table 1 and so on. The boards are put out as shown, with an extra set on a table or chair between tables 3 and 4 (The 'relay'), with table 1 and 6 sharing boards (the 'share'). At the end of the round, the pairs move up one table: from 3 to 4, from 6 to 1. The boards move down one table: from 1/6 to 5; from 4 to the 'relay', from 'the relay' to 3 etc.

There is an important little trick to use when two tables share more than two boards. Give each table only one board to start with and place the remainder on a table or chair between the two tables. Tell each North player to always take their next board from the spare pile. Suppose Tables 1 and 6 are sharing three boards. Table 1 starts with Board 1, Table 6 starts with Board 2 and Board 3 is the spare board. Whichever table finishes first should take Board 3 next. If the two tables just swap their boards and leave Board 3 on the chair then both tables will be waiting for it and everyone will be kept waiting.

With an ODD number of PAIRS, pretend you have an additional non-existent North-South pair sitting at the highest- numbered table. Each of the East-West pairs will have to sit out for one round, when they reach the last table. For example, if you start with eleven pairs, set up the room for a SIX-table game as above, with the relay table between Tables 3 and 4, and East-West pair 6 sitting out the first round at Table 6. This removes the physical sharing of boards every round. The pair who sit out for the last round could even help you with the scoring.

The duration of the event will be determined by the number of boards played. In a typical club, twenty-four to twenty-eight boards will usually be played at a rate of eight boards per hour. A duplicate for relative beginners will be significantly slower, a rate of six boards per hour being good. Thus the timings below can be expected, at least initially:

5 x 2-board rounds = approx 1h 45mins

6 x 2-board rounds = approx 2h

4 x 3-board rounds = approx 1h 50mins

Although 6 x 2-board rounds and 4 x 3-board rounds are both 12 boards in total, the 4 x 3-board movement will be quicker in practice as there is less movement of pairs.

Place on each table its table number, travelling score slips, personal score cards, and curtain cards (if used). When the players are ready to start, distribute the boards, and assuming the hands are not 'prepared', have one card in each board turned face up to indicate the need to deal. Otherwise it's too easy for the players to forget to deal a board, and end up replaying a hand they've already seen.

CONTROLLING THE PLAY

When all is ready, announce the arrangements for the event. For example: "We will be playing a 5-table Mitchell movement, with two boards in each round. Please write your names and pair numbers on the BACK of one of the travellers. Deal and play [and if using curtain cards record your hand as soon as you've played it]."

At the end of the round, tell the room to move: "Please check you have entered your names and pair numbers on the travellers and that the travellers have been numbered. North-South, remain seated. East-West, move UP one table. North, move the boards DOWN one table. Move please."

The Tournament Director is there to sort out problems that arise. Slow play can be difficult to manage. So you may need to remove a board from a table that falls well behind. Try to get the students into the good habit of playing all the boards scheduled for the round, leaving discussions about the hands until all have been played.

CALCULATING THE RESULT

A good computer scoring program will help you to calculate the results. The program will have instructions about how to enter the movement, the names and the scores. The program will then work out the results for the pairs.

The basic unit of scoring in a Pairs event is the match-point (MP). You get 2 MPs for each score you beat and 1 MP for each score you tie with.

Here is the traveller from Board 9 seen earlier, but with all the scores and the match points:

						Board:	9	
Pair	Nos.				Sco	re	Match	Points
NS	EW	Contract	Tricks	Decl	NS	EW	NS	EW
5	5	4 ♦ + 1	11	Ε		650	0	8
4	3	4♠ ✓	10	Ε		620	2	6
3	1	4♠ x – 2	8	Е	500		8	0
2	4	3♠ =	9	Е		140	4	4
1	2	3♥ - 1	8	Ν		50	6	2

The scoring program will give various reports including the ranking list, individual pairs results and the travellers. It will also take into account automatically any adjustments where, say, you had to remove a board because of slow play or stopping the movement early if you run out of time.

Averaging a Result

Very occasionally, when a true score cannot be obtained, the director decides to award what is called an 'average' score at one table.

For example, here is Board 9 again. Suppose time ran out and 1 v 2 could not play the board. The TD gives both pairs 'average' (i.e. 50% each). The revised scoring will be as shown, with MPs given to 1 decimal point. Your scoring program will do it for you so don't worry why it does this – it is the correct way to do it.

						Board:	9	
Pair	Nos.				Sco	re	Match	Points
NS	EW	Contract	Tricks	Decl	NS	EW	NS	EW
5	5	4 ♦ + 1	11	Е		650	5.2	2.8
4	3	4♠ ✓	10	Е		620	2.8	5.2
3	1	4 x − 2	8	Ε	500		7.7	0.3
2	4	3♠ =	9	Ε		140	0.3	7.7
1	2				Average		4	4

TEAMS-OF-FOUR COMPETITIONS

PLANNING

In a Teams of four event each team has a North/South pair and an East/West Pair. At the end of the event the N/S pairs compare their scores with the E/W pairs and the team with the highest score wins. For a small event this can easily be done by the TD at the end, but for a larger event you can use a scoring program to record the scores, but then you will need to use travelling score sheets just as you do for pairs.

Team membership is determined before the event starts. If the class has already formed regular partnerships, we suggest a random draw for teammates. Otherwise, hold a complete draw for partners and teams. The easiest method is with a pack of cards. If you have, say, sixteen participants, remove the aces, twos, threes and fours from a deck, shuffle them and have each player take a card. The four aces are one teams, the deuces another, etc. Each team decides for themselves how they will line up.

In any case, each team chooses a North-South and an East-West pair. The North-South pairs are usually stationary for the entire event, while the East-West's will move. The team takes its North-South table number as its 'team number'.

If you have only two or three teams, there is less of a need for curtain cards since the boards will only be moved once or twice and there is less chance of mis-boarding.

TEAM MOVEMENTS

The number of teams determines the movement you should use.

For 2-teams, you play a match playing against both pairs of the other team. Both teams have pairs X and Y. One team sits NS at table 1 and EW at table 2. After the break team 2 switches their NS and EW pairs around and you play the second-half. Scores can be checked at the end of each half. Boards are shared across the two tables.

TWO TEAMS OF FOUR

Table 1			
NS	Bd	EW	
1X	Α	2Y	
1X	В	2X	

7	Table	2
NS	Bd	EW
2X	Α	1Y
2Y	В	1Y

Board sets A and B can be any number of boards depending on the time you have for the two rounds. For two rounds of 4 boards each you will need about 75 minutes.

AN ODD NUMBER OF TEAMS

As with Pairs events, an ODD number of teams is the simpler case. At the start the EW pairs move down two tables, thereafter moving down two tables and the boards going down one table until the East-West pairs get back to their teammates whom they obviously do not play.

The schedule for 3-teams looks like this:

٦	Table	1
NS	Bd	EW
1	Α	3
1	В	2

ı			
		Γable	2
	NS	Bd	EW
	2	В	1
	2	С	3

Table 3			
NS	Bd	EW	
3	С	2	
3	Α	1	

Bd sets A, B and C can be any number of boards depending on the time you have for the two rounds. For two rounds of 4 boards each you will need about 75 minutes.

The schedule for 5-teams is like this:

٦	Table	1
NS	Bd	EW
1	Α	3
1	В	5
1	С	2
1	D	4

	Table	2
NS	Bd	EW
2	В	4
2	С	1
2	D	3
2	Ε	5

	Table	3
NS	Bd	EW
3	C	5
3	D	2
3	Ē	4
3	Ā	1
	, ,	į

Table 4			
NS	Bd	EW	
4	D	1	
4	Ε	3	
4	Α	5	
4	В	2	

Table 5			
NS	Bd	EW	
5	Ε	2	
5	Α	4	
5	В	1	
5	С	3	

The movement is complete in 4-rounds. For 4 x 3-board rounds you will need nearly 2 hours. The players will NOT be able to compare scores with their teammates until after play is finished.

AN EVEN NUMBER OF TEAMS

We cover here movements for four or six teams. For an even number of 8 teams or above a scoring program will be able to produce suitable movement cards for the number of boards you wish to play.

The schedule for 4-teams is as follows:

Ī	7	Table	1
	NS	Bd	EW
	1	Α	4
	1	В	2
	1	С	3

Т	Table	2
NS	Bd	EW
2	Α	3
2	В	1
2	С	4

-	Table	3
NS	Bd	ΕW
3	Α	2
3	В	4
3	С	1

٦	able	4
NS	Bd	EW
4	Α	1
4	В	3
4	С	2

Matches are completed on each round as the EW pairs swap seats with their opponents. Boards circulate round all four tables on each round, so a round needs to be of at least 4-boards. You can score up after each round.

The movement for **6-teams** has team 6 sharing with each table in turn so the simplest arrangement is to arrange tables 1 to 5 in a circle, with table 6 in the middle.

On round 1, the EW pairs move to the tables as shown on the next page. On subsequent rounds the EW pairs move up one table and the boards move down one table, except that table 6 never has boards of its own, instead sharing with the table where its EW team-mates are.

The schedule is as follows:

-	Γable	1
NS	Bd	EW
1	Α	6
1	В	4
1	С	2
1	D	5
1	Е	3
		_
_	Table	4
NS	Table Bd	4 EW
		-
NS	Bd	EW
NS 4	Bd D	EW 2
NS 4 4	Bd D E	EW 2 5
NS 4 4 4	Bd D E A	EW 2 5 3
NS 4 4 4 4	Bd D E A B	EW 2 5 3 1

1	Table :	2
NS	Bd	EW
2		
_	В	3
2	С	1
2	D	4
2	Е	6
2	Α	5
_		3
_		_
٦	Table	5
NS	Γable Bd	5 EW
NS 5	Bd E	EW 4
NS 5 5	Bd E A	EW 4 2
NS 5 5 5	Bd E A B	EW 4 2 6
NS 5 5	Bd E A	EW 4 2
NS 5 5 5	Bd E A B	EW 4 2 6
NS 5 5 5 5	Bd E A B C	EW 4 2 6 3

1	Γable	3
NS	Bd	EW
3	С	5
3	Ď	6
	_	-
3	Ē	1
3	Α	4
3	В	2
Ī	Гablе	6
NS	ъ.	-14
INO	Bd	ΕW
6	A Bd	±vv 1
6		1
	A	-:-
6 6 6	A D B	1 3 5
6 6 6	A D B E	1 3 5 2
6 6 6	A D B	1 3 5

On each round one team will come to its own home table. Instead it moves to table 6 and plays there, resuming its progression at the end of the round. You might find it easier to give each EW pair a movement card:

The event is complete in 5 rounds, so a multiple of 5-boards is needed, so 5 x 2-board rounds or 5 x 3-board rounds. Scoring cannot be done until the end of the event.

T Rd 1 2 3 4 5	eam At 6 2 3 4 5	1 Bd A C E B
T Rd 1 2 3 4 5	eam At 5 1 2 3 6	4 Bd E B D A C

Т	eam	2
Rd	At	Bd
1	4	D
2	5	Α
3	1	С
4	6	Ε
5	3	В
T	eam	5
Rd	At	Bd
1	3	С
2	4	Ε
3	^	В
	6	D
4	1	D
	-	_

Т	eam	3
Rd	At	Bd
1	2	В
2	6	D
3	4	Ā
4	5	C
5	1	Ē
	•	_
Т	eam	6
T Rd	eam At	6 Bd
Rd	At	
Rd 1	At 1	Bd A
Rd 1 2	At 1 3	Bd A D
Rd 1 2 3	At 1 3 5	Bd A D B
Rd 1 2 3 4	At 1 3 5 2	Bd A D B E
Rd 1 2 3	At 1 3 5	Bd A D B

SCORING

Teams events are scored using International Match Points (IMPs). There is an IMP scale printed on the personal score cards or see Page F3.

Suppose you are running a five-team event with three boards per round. Below are two imaginary personal score cards for the pairs making up Team 1:

	Т	eam 1 N	S	
Board	l versus Score		IMPs	
1	3	400		-1
2	3		-100	2
3	5	100		12
4	5	620		0
5	2		-170	-1
6	2		-140	2
7	4	120		6
8	4	130		0
9				
10				

	Т	eam 1 EV	V	
Board	versus	Sc	ore	IMPs
1	3		-430	-1
2	3	150		2
3	5	630		12
4	5		-620	0
5	2	140		-1
6	2	200		2
7	4	100		6
8	4		-130	0
9				
10				

On each board add the two scores together and then convert to IMPs using the scale. So on Board 1 the two scores of +400 and -430 add together to give -30, which converts to -1 IMP.

In this example team 1 have a net score of +20 IMPs. The team with the largest IMP score wins the event.

THE LAWS OF THE GAME

As your students get better you might think about entering a junior county or national tournament (such as the EBU's Junior Teach In or Young Bridge Challenge) you might want to introduce them to the laws of the game. In the early stages things such as bidding at the wrong time or failing to follow suit (revoking) will just be corrected and move on. But eventually you will want to deal with the irregularity in the proper way, so here are some of the most common infractions.

A FOULED BOARD

A board is said to be 'fouled' if it cannot be played at a particular table because of an irregularity. Misboarding at a previous table is the most common cause. Non-offending pairs who now cannot play the board all receive an 'average plus' score (see above) for the fouled board(s). Curtain cards are a great help in avoiding, or correcting, fouled boards.

A CALL OUT OF ROTATION

A 'call' is the correct term for passes, bids, doubles and redoubles. A call out of rotation is condoned if the next opponent makes any legal call himself in which case the auction continues normally as if no infraction had occurred. Otherwise, the call out of rotation is cancelled and the auction reverts to the player whose proper turn it was to call. The penalty on the offender and his partner depends on the precise circumstances, as set out below.

(a) pass out of rotation:

- (i) Before any player has bid, or when it was the turn of right-hand opponent (RHO) to call, the offender must pass when next it is his turn to call;
- (ii) After any player has bid and when it was the turn of offender's partner to call, the offender must pass whenever it is his turn to call. His partner may make any sufficient bid, or pass, but may not double or redouble at that turn, and if he passes and is subsequently to make the opening lead, Declarer may either:
 - (1) require him to lead a specified suit, or
 - (2) prohibit the lead of a specified suit, such prohibition to continue for as long as he retains the lead.

(b) Bid out of rotation

- (i) Before any player has called and when it was RHO's turn to call,
 - (1) if RHO passes, the bid out of rotation may be repeated and there is no penalty;
 - (2) if RHO bids, the offender may in turn make any legal call and, if he repeats the denomination of his bid out of turn, his partner must pass when next it is his turn to call; otherwise, his partner must pass whenever it is his turn to call. Law 26 may also apply (see below).
- (ii) Before any player has called and when it was the turn to call of offender's partner or left-hand opponent (LHO), offender's partner must pass whenever it is his turn to call and Law 26 may apply.
- (iii) After any player has called and when it was the turn to call of offender's partner, partner must pass whenever it is his turn to call and if he is to make the opening lead, Declarer may either:
 - (1) require him to lead a specified suit, or
 - (2) prohibit the lead of a specified suit for so long as he retains the lead.

- (iv) After any player has called and when it was the turn to call of RHO:
 - (1) if RHO passes, the bid out of rotation must be repeated if sufficient and there is no penalty. If the bid was insufficient it must be corrected and the laws for insufficient bids apply.
 - (2) if RHO makes a legal bid, double or redouble the provisions of paragraph (b) (i) (2) apply.

(c) Double or redouble out of rotation

When a player has doubled or redoubled out of rotation:

- (i) If it was the offender's partner's turn to call, that player must pass whenever it is his turn to call, and the offender in turn may not double or redouble the same bid he doubled or redoubled out of turn. Also, if the offender's partner is to make the opening lead, Declarer may:
 - (1) require him to lead a specified suit, or
 - (2) prohibit the lead of a specified suit for so long as he retains the lead.
- (ii) If it was RHO's turn to call:
 - (1) if RHO passes, the double or redouble must be repeated and there is no penalty;
 - (2) if RHO bids, the offender may in turn make any legal call. His partner must pass for the rest of the auction and Law 26 applies.

Lead restrictions (Law 26)

When a player names a denomination NOT selected as his final call at that turn (as in changing a call or correcting an illegal call) then if he becomes a Defender:

- (a) If the suit was mentioned by the offender during the legal auction then there is no lead penalty.
- (b) If the suit wasn't mentioned by the offender during the legal auction then if his side becomes the defence then Declarer can ask the offender's partner at his first turn to lead to either lead the suit or not to lead the suit.
- (c) If the withdrawn call was in NT or a double then the Declarer can prohibit the offender's partner from leading any one suit at his first turn to lead.

AN INSUFFICIENT BID

You can always accept an insufficient bid if you want to. So a legal, but unusual auction might be $1 \lor -1 \diamondsuit$, $1 \diamondsuit$. If the insufficient bid is not accepted it must be corrected.

- (a) If the offender bids his suit at the lowest sufficient level then the auction just carries on normally.
- (b) If the offender makes a legal call that means the same as, or is more precise than the insufficient bid it replaces, then the auction just carries on normally.
- (c) If the offender bids or calls anything else then his partner must pass throughout the rest of the auction.

This covers 90+% of all Insufficient Bid rulings. There is something else concerning artificial calls but you will need to read Law 27 in the Law Book.

LEADS OUT OF TURN

(a) Opening lead out of turn:

Despite the rule about making opening leads face down, this is still one of the most common irregularities.

Declarer has the following options:

- (i) Accept the lead out of turn, place his own hand face up on the table and become the Dummy; his partner becomes Declarer.
- (ii) Accept the lead but have partner put down Dummy as usual; Declarer plays to the first trick from his own hand next and play continues as normal.
- (iii) Require the lead to be made from the correct hand; in this case he has three further options:
 - (1) He may require a lead of the same suit as the lead out of turn.
 - (2) He may prohibit a lead of that suit, such prohibition to last for as long as the opening leader retains the lead. In either case (1) or (2), the card led out of turn may be picked up.
 - (3) He may allow the opening leader to lead whatever he likes (which includes the suit of the lead out of turn); in this case the lead out of turn remains on the table as a 'penalty card' and must be played at the first legal opportunity.

(b) Later leads out of turn:

Any lead out of turn may be accepted and this is automatically done if the next hand follows to the trick. If the lead is not accepted then the lead must be made from the correct hand.

- (i) Declarer's lead out of turn: If it was a Defender's turn to lead there is no penalty and the lead reverts to that Defender. If Declarer led from his own hand instead of from Dummy or vice versa, he may lead anything he likes from the correct hand. In either case the card led out of turn is returned to the hand it came from.
- (ii) Defender's lead out of turn: Declarer may insist on or prohibit the lead of the same suit as that led incorrectly, such prohibition to last for as long as the lead is retained; in either case the card led in error is picked up. Alternatively Declarer may simply leave the card as a penalty card, in which case the leader may play any suit he wishes but the penalty card must be played at the first legal opportunity.

PENALTY CARD

A card becomes a penalty card when a Defender exposes it prematurely.

- (a) A **Major Penalty Card** is any card played out of the hand by a Defender when it should not be, so it might be a lead out of turn or a revoke. If it is a lead out of turn, the appropriate law applies. (see above). A Major penalty Card must be played at the first legal opportunity whether in leading, following suit, discarding or trumping.
- (b) An honour card, or a small card played other than inadvertently (e.g. a lead out of turn), becomes a MAJOR penalty card. It must be played at the first legal opportunity, AND if the offender's partner gains the lead while the major penalty card is still on the table, Declarer has the usual options of insisting on or barring the lead of that suit. If Declarer exercises either of these options, the penalty card is restored to the offender's hand and he may make any legal play to the current trick. Declarer may instead simply leave the penalty card on the table and allow any lead from offender's partner.

(c) A Minor Penalty Card can only arise when a Defender accidentally drops a single card below a ten on the table or plays two cards to a trick. It must be left face up on the table but the only penalty is that the minor penalty card must be played before any other nonhonour card in the same suit. You can choose to play an honour in the suit, or to play another suit instead, but if say the five of diamonds is a minor penalty card, it must be played before any other diamond in your hand from the nine downwards.

REVOKES

A Revoke occurs when a player doesn't follow suit when he can.

A revoke is 'established' when the offender or his partner leads or plays to the following trick. If it is discovered before that point, then the revoke must be corrected and the illegally played card (if it is a Defender's card) becomes a penalty card. There is no further penalty for the revoke.

Whenever a revoke is corrected before becoming established, each member of the non-offending side may withdraw any card played to the trick after the revoke but before attention was drawn to it, without penalty.

Once the revoke is established, it may no longer be corrected. Play continues to the end of the hand and then you transfer tricks to the non-offenders according to the guidelines below:

Trick Penalties for Revokes:

- (a) If the offending side won neither the revoke trick nor any subsequent trick, there is no penalty.
- (b) Otherwise, you need ask only two questions:

Did the offending player win the revoke trick? Yes/No Did the offending side win any other tricks after the revoke? Yes/No

If you get 'yes' to both questions, transfer two tricks. If you get 'yes' to only one questions, transfer one trick. If you get don't get 'yes' to either, then transfer no tricks.

The only way the revoker can win the revoke trick is by trumping when he should not. So in a trump contract it could be a two trick transfer, but in No Trumps it can only ever be

one trick at most, since you cannot trump to win a trick in No trumps.

(c) If the offending side gains MORE tricks by the revoke than the above penalty takes away from them, then the Director should adjust the score to restore equity on the board.

Section B DECLARER PLAY

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INFORMATION FOR TEACHERS

This section of the course introduces beginners to the essential card-play techniques of the game of Bridge, i.e. techniques that they must be familiar with in order to play the game purposefully, as declarers, with the ability to make clear decisions about how to plan the play of the hand. It will not be possible for beginners to make plans regarding play unless they are fully aware of the strategies that are available to them. The main features here are clear explanations, with examples, of the various techniques. There are some practice hands, with guidelines, through which declarers can experience for themselves the correct way to play basic card play situations.

No knowledge of bidding is required for this section. All practice hands have their individual stated contracts, so you will not be constrained in any way by the Student's bidding inexperience. They will need to know, of course, that there is an auction prior to the play of the hand, and what a contract actually states in terms of the number of tricks required, but other than this they will be able to get to grips immediately with the development of their card play skills.

The entire course adheres strongly to the principle that good teaching should be progressive. Each of the chapters in this section deals with a separate technique, and they have been arranged in a more or less ascending order of difficulty. The practice hands within each chapter have also been arranged, so that hand by hand and chapter by chapter the students should feel an increasing capacity to deal with more and more demanding matters. This should heighten the sense of progress in both teacher and student, providing additional motivation to what should already be an enjoyable learning process.

There are Teachers' Notes at the start of each chapter which suggest the main teaching points, matters which need to be stressed, ways of illustrating the topic being taught etc. Each chapter states the card-play technique to be examined, and contains also Student's Notes which the students may read through in advance of a lesson, go through with their teacher or use for revision. (These notes may be photocopied as required). The practice deals associated with each chapter may also need to be photocopied for use by the class, depending on the chosen method of getting the practice deals into the students' hands as cards.

In order that complete beginners can benefit from this course, preliminary lessons (based on Minibridge – See Section A, Chapter 4) are assumed, to introduce them to the very basic procedures of a trick-taking game. Some of the points may seen unduly obvious, but they may not be as obvious to a newcomer to Bridge as to those of some experience, and thoroughness at this stage will be appreciated later as things become more complex.

As the lessons continue, you will find it increasingly useful to read through the Student's Notes and extract items and examples for careful analysis, preferably carried out by students with cards under your guidance. Thus the learning process is an active one, depending for its success on the students' experience and handling of situations. Sometimes the technique to be practised can be demonstrated to best effect by highlighting what happens within one critical suit, so this could be isolated from the rest of a deal for close scrutiny. Successful demonstration and analysis of key points will enable the students to use the Student's Notes for reinforcement and revision rather than trying to learn from them 'from cold', although some students may well find this within their capacity.

If you want extra practice deals, either for your own demonstration purposes or for additional work by the students, these can be quickly arranged from the printed deals simply by transposing, say, the hearts and spades and then the clubs and diamonds, and maybe re-arranging one or two of the significant cards, to give hands that will function in exactly the same way as the originals without looking identical to them. If the contract stipulates a trump suit then obviously this also would have to be adjusted.

The techniques illustrated in the first eight chapters (with the probable exception of Chapter 7, which involves hold-up play by Declarer) arise in both trump and no-trump contracts. Only the last two chapters are aimed at techniques which apply specifically to trump contracts. However, to simplify matters for the students, all the techniques of Chapters 1 to 8 are presented in a no-trump context.

This should enable students to concentrate more fully on putting these techniques into operation without the additional distraction of having to attend to opponents' trumps. With experience, and your guidance, students will come to see how the various techniques frequently merge or overlap. Their awareness of card play will thus begin to acquire a real sense of cohesion.

It is difficult to prescribe a time scale for the coverage of the card-play topics contained herein, in view of the fact that different Bridge classes will have students of different age groups, some of whom can grasp concepts more quickly than others. Moreover, some classes will have longer periods of time at their disposal than others, depending on local constraints. You will have to exercise your own judgement as to how much material you feel you can cover in a given lesson, or series of lessons, taking into account the factors affecting your own circumstances. To this end, we include just four complete-deal play examples at the end of each chapter of the main text. Further examples can be found at the end of this section for the use of those of you who have the time and/or feel the need to give your pupils more practice on any given topic.

The important thing is to offer your students a general 'overview' of Bridge card-play techniques in the early stages of their learning. There may well be some topics that you feel could be covered in greater depth, but the purpose of this course is to give the students a first taste, at a relatively simple level, of the common techniques that are required at the Bridge table. It is hoped that a basic awareness of the techniques illustrated here will enable the students to develop into purposeful Bridge players, capable of making positive decisions about how to play a hand, and capable also of developing and understanding of the more advanced aspects of the play of the cards at a later stage.

Bridge players know that there is a great deal of fun and enjoyment to be derived from the game. We hope you will be able to convince your students of this. It is uncertainty about the strategies of any game which undermines the pleasure of the participant, so if you acquaint the novices with the appropriate skills needed to take part you will have made a valuable contribution in ensuring their enjoyment and lasting involvement in Bridge.

Pre-prepared hands

If you are lucky enough to belong to a bridge club with a dealing machine then they may let you use their machine to pre-deal all the example hands. All the hand sets B1 to B10 are available in both the dlm format (for duplimate machines) and pbn format (for other machines). Please contact the EBU if you require these files by sending an email to postmaster@ebu.co.uk putting 'Deal files' in the subject line.

Cashing winners in 'cold' no-trump contracts

Teachers notes

Although the only technique to be practised in this chapter appears to be the simple cashing of tricks, there are opportunities for revision of all the basic procedures that arose in Minibridge, namely:

- (a) Opening lead from Declarer's left-hand opponent;
- (b) Dummy's cards are displayed on the table;
- (c) Cards played clockwise;
- (d) Observing who wins each trick;
- (e) Quitting the completed tricks (duplicate style);
- (f) Winner of each trick (including Dummy) leads to the next trick.

Obviously all players at the table should share the responsibility for seeing that these basic procedures are observed.

It is at this very early stage that the novice Declarer should be instructed to inspect each suit carefully immediately after Dummy's cards have been displayed, to count the number of top tricks that are available in a deal, and to compare this total to that required for the stated contract. In this chapter there will always be enough tricks for the contract, so Declarers will only actually need to identify them. However, the importance of counting the existing top tricks at the start of each hand cannot be overstated. This simple task should develop into a habit carried out without fail on every deal.

Even within this elementary topic there is scope for some progression from the simple to the more complex. Students could be asked to state the number of top tricks they expect to take from the various situations, such as those suggested in the Student's Notes. You may well find that the three top tricks available from a holding A K Q - 4 3 2 may not be quite as visible to a complete beginner if the same cards are presented as A Q 3 - K 4 2. Also, although beginners may correctly count the number of tricks available in a holding of A K Q J - 5 3 2, there may be some initial confusion over the number of tricks one can cash from A K - Q J. These situations can be presented by using the cards of one suit, and asking the class how many top tricks they can see.

Summary of lesson objectives:

- (1) Students will be aware of all the basic procedures at the table listed in the Teacher's Notes.
- (2) Students will acquire the habit of counting top tricks at the start of every hand, i.e. before playing from Dummy at trick one.
- (3) Students declarers will be aware of the combined assets of their own hand and Dummy's, with regard both to individual suits and to the pair of hands overall.

Cashing winners in 'cold' no-trump contracts

Students notes

The bidding has finished and the contract has been reached. You are to be Declarer for your side, so your Left Hand Opponent makes the opening lead. Your partner displays your Dummy on the table and you now get the chance to 'take stock' of the situation. It is at this point, BEFORE you play any card from Dummy that a little thought must go into how to proceed. You know what the contract is, so you know how many tricks you require. Careful inspection of each suit in turn (your cards and Dummy's) will tell you how many tricks you are GUARANTEED to take, through having the top card or cards in any of the suits. Thus, you can tell whether or not you have sufficient IMMEDIATE TRICKS for your contract, in which case the contract is said to be 'cold'. Sometimes you will have the tricks, and sometimes you will not. You will have to consider each of these possibilities carefully.

These immediate tricks, which you can take any time you want to, are usually referred to as TOP tricks. This is because they are won by the TOP card in any suit (namely the ace), or by a sequence of top cards such as the ace and king, or the ace, king and queen. The term 'top trick' will be used from now on in reference to such tricks.

Let us look at an example. Imagine that you are a Declarer (South) faced with these cards:

♣76 ♥862 • QJ54

♣J1032

AKQJ ▼AKQJ ◆103

♣Q94

You and your partner have reached a contract of 2NT (eight tricks) and your Left Hand Opponent leads the ♠2. You can see that you can take four top tricks in spades and four top tricks in hearts, so your contract is in fact 'cold', and you will have no difficulty in achieving it. You will simply take tricks with the ♠A K Q J and the ♥A K Q J, in any order you like. Your opponents cannot beat any of these cards so you are sure to take eight tricks.

However, if you and your partner had bid 3NT then the situation is not so cut-and-dried. You would require NINE tricks, and as you have already seen, there are only EIGHT top tricks in evidence at the start of the hand. As Declarer, you would have to try to take one trick in addition to those heart and spade tricks, and to do so would have put into operation a specific technique, which will be described later.

Your first task as Declarer, then, at the start of EVERY hand, is to see whether or not you have sufficient top tricks for your contract. In this chapter we will consider several deals in which you, as Declarer, DO have sufficient top tricks. Although such hands must be the easiest to play, they are nevertheless not necessarily free from possible pitfalls.

Before we look at any full deals let us make sure that you know how to count up top tricks. Remember, TOP tricks are those which can be won AT ANY TIME during the play of a hand. Here are some examples of how top tricks may appear. The examples contain the cards of both Declarer and Dummy, with Declarer as South and Dummy as North:

A 4 2 (b) 7 3 2 A K 5 (c) A 3 2 K 7 5 (d) A K Q 10 8 5 (e) A Q 5 K 8 3 (f) A (g) Q J 6 4 Two top tricks (the ace and the king) Two top tricks (the ace and the king) A K 10 A G S A Gain two top tricks but this time divided between Declarer's hand and Dummy's. Three top tricks, the ace, king and queen in the Dummy. A Gain, three top tricks but divided between the two hands A Gonly one trick. When you play the ace, the king falls under it. Four tricks, the ace, king, queen and jack.	A 4 2 (b) 7 3 2 A K 5 (c) A 3 2 K 7 5 (d) A K Q 10 8 5 (e) A Q 5 K 8 3 (f) A (g) Q J 6 4 Two top tricks (the ace and the king) A Kapain two top tricks but this time divided between Declarer's har and Dummy's. Three top tricks, the ace, king and queen in the Dummy. A Gain, three top tricks but divided between the two hands Conly one trick. When you play the ace, the king falls under it.	(a)	763	_	One top trick (the ace)	
Two top tricks (the ace and the king) A K 5 (c) A 3 2 K 7 5 A 3 2 Again two top tricks but this time divided between Declarer's hand and Dummy's. (d) A K Q 10 8 5 (e) A Q 5 K 8 3 (f) A (g) Q J 6 4 = Two top tricks (the ace and the king) A 4 3 2 Again two top tricks but this time divided between Declarer's hand and Dummy's. Again, three top tricks, the ace, king and queen in the Dummy. Only one tricks but divided between the two hands K Four tricks, the ace, king, queen and jack.	Two top tricks (the ace and the king) A K 5 (c) A 3 2 K 7 5 Again two top tricks but this time divided between Declarer's har and Dummy's. (d) A K Q 10 8 5 (e) A Q 5 K 8 3 (f) A (g) Q J 6 4 = Three top tricks, the ace, king and queen in the Dummy. Again, three top tricks but divided between the two hands K 8 3 (f) A Conly one trick. When you play the ace, the king falls under it. Four tricks, the ace, king, queen and jack.		A 4 2	_	One top thek (the ace)	
A K 5 (c) A 3 2 K 7 5 Again two top tricks but this time divided between Declarer's hand and Dummy's. (d) A K Q 10 8 5 (e) A Q 5 K 8 3 (f) A (g) Q J 6 4 Four tricks, the ace, king and queen in the Dummy. Only one trick. When you play the ace, the king falls under it.	A K 5 (c) A 3 2 K 7 5 Again two top tricks but this time divided between Declarer's har and Dummy's. (d) A K Q 10 8 5 (e) A Q 5 K 8 3 (f) A (g) Q J 6 4 Four tricks, the ace, king and queen in the Dummy. Only one trick. When you play the ace, the king falls under it. Four tricks, the ace, king, queen and jack.	(b)	732		Tive ten trials (the see and the line)	
 K 7 5 A K Q 10 8 5 A Q 5 K 8 3 A Gain two top tricks but this time divided between Declarer's hand and Dummy's. Three top tricks, the ace, king and queen in the Dummy. A Q 5 A Q 5 K 8 3 A Gain, three top tricks but divided between the two hands A CONITY OF THE TOP TOP TOP TOP TOP TOP TOP TOP TOP TOP	 K 7 5 A K Q A K Q B Three top tricks, the ace, king and queen in the Dummy. A Q 5 A Q 5 A A S 3 A A S 4 A A S 5 A A S 6 A A S 7 A A S 8 A A S 8 A A S 9 A S 9<!--</td--><td></td><td>A K 5</td><td>=</td><td colspan="2">Two top tricks (the ace and the king)</td>		A K 5	=	Two top tricks (the ace and the king)	
K 7 5 and Dummy's. (d) A K Q 10 8 5 (e) A Q 5 K 8 3 (f) A (g) Q J 6 4 = Four tricks, the ace, king and queen in the Dummy. Three top tricks, the ace, king and queen in the Dummy. Again, three top tricks but divided between the two hands Conly one trick. When you play the ace, the king falls under it. Four tricks, the ace, king, queen and jack.	K 7 5 and Dummy's. (d) A K Q 10 8 5 (e) A Q 5 K 8 3 (f) A (g) Q J 6 4 = And Dummy's. Three top tricks, the ace, king and queen in the Dummy. Again, three top tricks but divided between the two hands Conly one trick. When you play the ace, the king falls under it. Four tricks, the ace, king, queen and jack.	(c)	A 3 2		Assets from the defect of the first flower divided by the company Development Land	
Three top tricks, the ace, king and queen in the Dummy. 10 8 5 (e) A Q 5 K 8 3 (f) A C Only one trick. When you play the ace, the king falls under it. K (g) Q J 6 4 Four tricks, the ace, king, queen and jack.	Three top tricks, the ace, king and queen in the Dummy. 10 8 5 (e) A Q 5 K 8 3 (f) A (g) Q J 6 4 = Three top tricks, the ace, king and queen in the Dummy. Again, three top tricks but divided between the two hands When you play the ace, the king falls under it. Four tricks, the ace, king, queen and jack.		K 7 5	=	•	
10 8 5 (e) A Q 5 K 8 3 (f) A Only one trick. When you play the ace, the king falls under it. K (g) Q J 6 4 = Four tricks, the ace, king, queen and jack.	10 8 5 (e) A Q 5 K 8 3 (f) A (g) Q J 6 4 = Four tricks, the ace, king, queen and jack.	(d)	AKQ			
= Again, three top tricks but divided between the two hands (f) A = Only one trick. When you play the ace, the king falls under it. (g) Q J 6 4 = Four tricks, the ace, king, queen and jack.	 K 8 3 A a gain, three top tricks but divided between the two hands A b a constant A constant A constant A constant A constant A constant A constant B constant A constant A constant A constant B constant A constant A constant B constant		10 8 5	=	Three top tricks, the ace, king and queen in the Dummy.	
K 8 3 (f) A = Only one trick. When you play the ace, the king falls under it. K (g) Q J 6 4 = Four tricks, the ace, king, queen and jack.	K 8 3 (f) A = Only one trick. When you play the ace, the king falls under it. K (g) Q J 6 4 = Four tricks, the ace, king, queen and jack.	(e)	A Q 5		Again, three ten tricks but divided between the two bands	
 Conly one trick. When you play the ace, the king falls under it. Q J 6 4 Four tricks, the ace, king, queen and jack. 	 Conly one trick. When you play the ace, the king falls under it. Q J 6 4 Four tricks, the ace, king, queen and jack. 		K 8 3	=	Again, three top tricks but divided between the two hands	
 (g) Q J 6 4 = Four tricks, the ace, king, queen and jack. 	 (g) Q J 6 4 = Four tricks, the ace, king, queen and jack. 	(f)	A		rana trial. When you play the one the bine fello under it	
= Four tricks, the ace, king, queen and jack.	= Four tricks, the ace, king, queen and jack.		K	=	Only one trick. When you play the ace, the king falls under it.	
		(g)	Q J 6 4		Four tricks the age king gueen and jock	
71.02					roul tricks, trie ace, king, queen and jack.	
(h) Q J		(h)	QΊ			
Only two tricks here.A K	= Only two tricks here. A K		A K	=	Only two tricks here.	

Now for some play practice. If you are practising alone, note the contract for each hand and then see if you can identify all the top tricks which would enable you to make the contract. If you are practising the actual play of the cards with another one or more people there are several aspects of basic procedure that you should observe until they become 'automatic':

- (a) Declarer's Left Hand Opponent makes the opening lead.
- (b) THEN the Dummy hand is exposed on the table opposite Declarer.
- (c) Cards are played from each hand in turn CLOCKWISE around the table, Dummy's card being selected by Declarer.
- (d) The hand that wins each trick must lead the first card of the following trick. This applies also when Dummy wins a trick.
- (e) Until 'defender play' becomes a little more developed, Defenders should make a point of noting the suit of the opening lead card, and persist in leading that suit at every opportunity.

REMEMBER AGAIN: In all hand diagrams in this course SOUTH is Declarer.

★J98▼KQJ9◆84 *QJ107	AKQ ▼A532 •962 •862 •1074 •1084 • J107 •95 •653 •76 • AKQ3 • AK43	(the ace) and three top tricks in spades (ace, king and queen),
♣952 ♥AKQ •AK7 ♣8532	AR43 AJ87 ▼74 ◆QJ86 ♣QJ107 AAK3 ▼8533 ◆9542 ♣AK ♣Q1064 ▼J1096 ◆103 ♣964	
♣ 43 ▼KQJ •QJ109 ♣ 1042	AKQ ▼A653 ◆K62 ♣K83 AJ109 ▼98	(the ace and king, again divided between the two hands), one top trick in hearts, (the ace) and three top tricks in spades (the ace,
AQJ3 VAQ2 AQ9 AK73	♣976 ▼864 ◆1075 ♣J986 ♠K54 ▼K53 ◆K83 ♣A54 ♣108 ▼J1097 ◆J642 ♣Q102	Board B1/4: Declarer East plays in 3NT. Opening lead: ♥J You can take two top tricks in clubs (the ace and king), three top tricks in diamonds (the ace, king and queen), three top tricks in hearts (the ace, king and queen) and four top tricks in spades (the ace, king queen and jack), making a total of twelve top tricks.

В7

Avoiding blocking in 'cold' no-trump contracts

Teacher's notes

You can reassure the students that in the practice deals within this topic there will again be sufficient top tricks for the contracts to be made. By contrast to the last topic, where there was no importance with regard to the order in which the top tricks were cashed, the students should be told that the order in which tricks are cashed in these practice deals assumes a great deal of importance. The success or failure of the contracts depends on whether or not they take their top tricks in the correct sequence.

Each practice deal contains a suit with the potential to become blocked, e.g. A Q J 6 – K 3. Invariably, to reinforce this concept, there will be no means of recovering the situation if a student fails to cash tricks in such a suit in the correct order. It will help students to prepare for play practice if several such situations are analysed in isolation, possibly gathered around one table, while you present examples of 'blockable' suits to them and invite suggestions as to how to play them. Likely examples would be:

K 2 – A Q J 4;	A K J 4 – Q 6;
J 3 – A K Q 6;	K Q J 3 – A 5;
Q 4 – A K 2;	A Q 3 – K 5;
A Q 3 – K J 5 2;	A Q 6 2 – K J 4 etc.

Careful study of these situations will hopefully lead to the students concluding for themselves that it is necessary to play the winning card or cards from the shorter holding first. It may be beneficial to the students if you lay out several of these examples simultaneously, so that comparisons can be made.

Prior to play practice, in the interests of continuity with the previous lesson as well as reinforcement, students should be reminded yet again to count their top tricks as soon as Dummy is displayed. In these cases they should be able to see sufficient top tricks for their contracts. Encourage them to call you immediately if they cannot.

The students should be instructed to deal with the problem suit first. It is very important that this habit is encouraged at this early stage. It will prevent them from cashing winners aimlessly, which would have the effect of prematurely using up crucial entry cards and stoppers in later, more complex topics.

Summary of lesson objectives:

- (1) Students will have reinforced the idea of counting top tricks at the start of every hand.
- (2) Students will know the correct sequence of cashing tricks in a potentially blockable suit by taking the winner or winners from the suit with the shorter holding of cards first.
- (3) Students will acquire the habit of giving such problem suits priority in terms of cashing winners in otherwise 'cold' contracts.

Avoiding blocking in 'cold' no-trump contracts

Student's notes

In this chapter we will again be looking at deals in which the Declarer has sufficient top tricks to be able to make the contract. This time, however, a greater degree of care must be exercised with regard to the order in which the top tricks are taken, otherwise the problem known as BLOCKING will be encountered.

Try these examples yourself, using cards of one suit on a table:

Example 1. Imagine that this is one of the four suits that you are holding:

North: A Q 3 2

South: K 4

You can quite easily take three top tricks in this suit, AS LONG AS YOU PLAY THEM IN THE CORRECT ORDER! If you take a trick with the ace first, the remaining cards in the suit will then look like this:

Q 3 2 (A)

K (4)

The king is now inconveniently BLOCKING the suit, because it must win the next trick, keeping the lead in the South hand. The rest of the suit is now

Q 3 (A,2)

None (K,4)

With SOUTH on lead, you cannot now take the queen. In order to be able to play the queen you would have to use another suit first, to let Dummy win a trick and get the lead, and that might not always be possible. In this example, then, the taking of three top tricks (ace, king, and queen) got badly interrupted.

Example 2. Q 6

AK53

Again there are three top tricks available, but again care must be taken with regard to the order in which they are taken. If you take the ace first the remaining cards in the suit will look like this:

Q (6)

K 5 3 (A)

Now the queen is BLOCKING the suit and there could be problems when you try to take two more tricks with the king and the queen. If you play the king now, the queen must be played on the same trick, instead of winning another trick separately.

Alternatively, if you play the three from the South hand, you will win the trick with the queen, but the remaining cards in the suit will now be like this:

None (6, Q)

K 5 (A, 3)

with the lead in the North hand. You have become 'cut off' from the king, and must now use another suit to 'get back' to the South hand. As in the previous example, the smooth taking of three top tricks got interrupted. Here is one more example to help you appreciate the problem.

Example 3. **J 7 3**

AKQ4

There are four top tricks, but if you take two of them with the ace and the king, the remaining cards in the suit would be as follows:

J (3, 7)

Q 4 (A, K)

Again there could be difficulties in taking tricks with the queen and the jack SEPARATELY, while the jack is blocking the suit.

How can we 'untangle' these blockages? It was stressed earlier that the ORDER in which you attempt to win your top tricks in the previous three examples is important. Look again at the cards, and try to see the significance of the card underlined in each case:

Example (1)	Example (2)	Example (3)
A Q 3 2	<u>Q</u> 6	<u>J</u> 7 3
K 4	AK 5 3	A K Q 4

NOTE WELL! In the first two instances the card underlined should be used to take THE VERY FIRST TRICK in the suit. In example (3) the jack should be used to win either the first or the second trick, but NOT the third trick. Test them again, yourself, using cards on a table, and this time you will find that there are no problems in taking the remaining tricks. The common factor is that the underlined cards all appear in THE SHORTER HOLDING. To avoid blocking, therefore, TOP TRICKS IN THE SHORTER HOLDING MUST BE TAKEN BEFORE THOSE IN THE LONGER HOLDING.

And so to some more play practice. In the deals in Chapter One it did not matter in which order your top tricks were taken. This time you must be careful, otherwise problems with blocking will arise!

♣98632 ♥1097 •42 ♣QJ8	♠K5 ♥AK86 ◆A865 ♣AK7 ♠107 ♥QJ4 ♠KQJ109 ♠1094 ♠AQJ4 ♥532 ◆73 ♣6532	Board B2/1: Declarer North plays in 3NT. Opening lead: ◆ K You can take two top tricks in clubs (the ace and king), one top trick in diamonds (the ace), two top tricks in hearts (the ace and king), and must take four tricks in spades to make a total of nine tricks for the contract. The first spade trick must be taken by the ◆K, otherwise the suit will become blocked, and you will be 'cut off' from subsequent spade winners.
♣ J6 ♥ AKQ ♦ A763 ♣ A874	♣10987 ♥9632 •9 ♣KQJ10 ♠AKQ3 ♥875 •542 ♣653 ♠542 ♥J104 ◆KQJ108 ♣92	Board B2/2: Declarer East plays in 3NT. Opening lead: ◆ K You can take one club trick, one diamond trick and three heart tricks, and if four spade tricks are taken this will bring the total to the required nine. The spade suit might fail to produce four tricks, though, unless the first spade trick is taken with the ♠J.
♣ KQJ ♥ 1075 ♦ 64 ♣ QJ109	A53 ♥QJ2 ◆A987 AK5 A1072 ♥986 ◆KQJ102 8 A9864 ♥AK43 ◆53 A763	Board B2/3: Declarer South plays in 2NT. Opening lead: ♣Q You can take two club tricks, one diamond trick and one spade trick. Four heart tricks will bring the total up to the required eight, but the first two heart tricks must be taken with the ♥Q J in dummy, in order to avoid blocking the suit.
♣642 ▼AQ43 ◆742 ♣854	↑75	Board B2/4: Declarer West plays in 3NT. Opening lead: ♣Q You can take two club tricks, one diamond trick and two spade tricks. Four heart tricks will bring the total up to the required nine, but to avoid blocking the suit you must take the first two heart tricks in the East hand, with the ♥K J.

B 11

Using 'entries' when a suit is blocked.

Teacher's notes.

The scene can be set very clearly for this topic by comparing one of the last chapter's critical suits to one of those from this chapter. For example, compare $K\ 2-A\ Q\ J\ 4$ with $K-A\ Q\ J\ 4$. You can show that fours tricks can be cashed within the first suit example itself, but not in the second. The students may be able to conclude for themselves that the assistance of another suit, to provide an entry card, will be required to cash all four tricks in the second example.

Going back to the idea of progression, the entry card which will allow the declarers to 'untangle' the winners in a blocked suit need not, of course, always be an ace. For example, the JACK in a suit as J 4 – A K Q 2 would be just as effective as an ace, and students invariably feel greatly encouraged when they find they can identify these less obvious entry cards.

All the critical suits in this chapter will involve a completely blocked suit, e.g. K Q – A J 6 2. The suit will need to be unblocked, and then another suit used to provide an entry to the hand containing the remaining winners in the blocked suit. An important aim of this chapter, therefore, is to make students aware of the frequent need to cash tricks in the correct order. If entry cards are cashed before a blocked suit is cleared then the contract will fail. Students should always attend to the problem suit in a hand immediately, and leave all other top tricks alone for the time being so that they can serve later as possible entry cards.

Success at this topic should mean that students really are developing the ability to make a clear, advance plan of the play of a hand.

As the hands progress in degree of difficulty, the students will need to carry out the following procedures:

- (a) Count the number of top tricks at the start of the hand (still always sufficient for the stated contract):
- (b) Identify the problem suit, intending to give it priority in the play;
- (c) Identify an entry card for use after clearing the blocked suit;
- (d) Ensure (following the advice in (b)) that this entry card is not used up prematurely, this final point will be tested when the entry card is in the suit which is led at trick one, with Declarer having the option of winning the first trick either in hand or in Dummy!

Initial practice prior to card play could involve use of two suits only, one blocked, needing to be cleared, and the other containing an entry card. Students could discuss the optimum order of cashing the tricks.

Summary of lesson objectives:

- (1) Students will have firmly established the idea of counting top tricks at the start of every hand.
- (2) Students will be able to identify a blocked suit and give it priority over less urgent top tricks.
- (3) Students will be able to identify a card of entry to the remaining winners in a blocked suit once the blocking cards have been cleared.
- (4) Students will know the best sequence in which to cash tricks, given a 'blocked suit situation', i.e. unblock the suit, use an entry card, and then cash remaining winners in the originally blocked suit, thereby appreciating the concepts of 'timing', and 'preserving' entry cards.

Using 'entries' when a suit is blocked

Student's notes

Sometimes YOU will come across situations where a suit is hopelessly blocked. Consider this suit (using actual cards, if you like):

QJ63

ΑK

There are four tricks available, with the ace, king, queen and jack AS LONG AS THE BLOCKAGE CAN BE OVERCOME. After the ace and king have been played the suit will look like this:

(3,6)

(A, K) None

The South hand is still on lead. The only way for the Queen and Jack to be played is to first let the North hand win a trick IN ANOTHER SUIT, so that the North hand is on lead. Let's look at the above suit in a fuller context:

♦ A53	Contract : 1NT by South.
♥ QJ63	Opening lead: &K
▲ 852	

852

Declarer requires seven tricks for the contract, and in fact can see **.**642 seven top tricks: one diamond trick, four heart tricks and one

spade trick.

★10742

♥ A K

♦A763

♣A107

However, the heart suit is blocked. The blockage can be overcome, though. First (after winning trick one with the ♣A) the ♥A K must be played out, which is the first stage of the 'unblocking' procedure. After that, Declarer must lead a spade from the South hand (which has kept the lead up to now) and win the trick with north's ace. This transfers the lead to the North hand, and NOW the ♥Q J can be played. These cards produce the fifth and sixth tricks for Declarer, and the ◆A makes the seventh, for the successful completion of the contract.

This example illustrates the dual role of Declarer's top tricks. They are not certain winners which help towards achieving the contract; they are also means of access from one hand to the other. their importance in this respect should never be underestimated! when a top trick enable you to 'cross' from hand to dummy, or vice versa, it is usually referred to as an entry card, letting you enter the hand where you want the lead to be. In the example we have just considered, the A was an entry to the North hand, where the ♥Q J were waiting.

As well as noting the function of top tricks as entries, you must also appreciate the importance of saving them for the right moment. If, in the last example, the ♣A were to be played BEFORE the ▼A K, there would subsequently be no access to the ▼Q J, because the entry card would have been used up too soon. It is essential to play off, or (to use the usual Bridge term), to CASH the ♥A K BEFORE taking a trick with the AA, so the example was, in fact an introduction to the idea of TIMING (yes, another piece of Bridge terminology!).

TIMING is the art of playing a trick AT THE MOST BENEFICIAL MOMENT. One of the most frequent faults in beginners' Bridge play is that they tend to cash their top tricks too quickly, and thus lose the chance to put these tricks to better use later.

In all the practice deals in this chapter there will be an element of 'timing', and so the ORDER in which tricks are taken will be very important. To get the timing right in these cases, however, all you need to do is to remember that if a suit is blocked, the entry card to the longer holding in that suit MUST NOT BE PLAYED UNTIL THE SUIT HAS BEEN UNBLOCKED. Here is another example for you to look at before you start your play practice, which will help to make the procedure clear.

AJ32	Contract : 2NT by South.
♥ A8	Opening lead: ♦K
♦ 632	
. 9742	Can you see how South can take eight top tricks? There are two club tricks, one diamond trick, one heart trick and four spade tricks.
ΛKQ	
♥ 9642	
♦A97	
♣ AK103	

However, the spade suit is blocked. After winning the first trick with the ◆A, Declarer must 'clear' the spade suit by cashing the ♠K Q in the South hand. Then the North hand must be 'entered' by leading a small heart and winning the trick with the ace. Now the ♠A J can be cashed. You will notice how important it is NOT to play the ♥A UNTIL AFTER the ♠K Q have been played off.

	★ 1076 ▼ 542	Board B3/1 : Declarer South plays in 3NT. Opening lead: ▼K
♣842 ♥KQJ108 ◆5 ♣KQJ8	 ★KJ64 ♣A54 ↓J953 ↓9 ↑1098732 ♣109 ♠AKQ ↓A763 ◆AQ ♣7632 	You can take one club trick, one heart trick and three spade tricks. Four diamond tricks will bring the total up to the required nine, but you must first unblock this suit by cashing the •A Q in the South hand. After that, the •A can be used as an entry to the •K and •J. (You may have noticed that the contract would surely have been defeated if the opening lead had been the •K instead, as this would have knocked out Dummy's only entry card before it was required).
A AQ ∀ AK7 • AK5 • AKQJ2	<pre></pre>	Board B3/2: Declarer West plays in 7NT. Opening lead: ♥Q You need thirteen tricks for this contract, and can take five club tricks, two diamond tricks and two heart tricks. Four tricks from the spade suit will bring the total to thirteen, but this suit is blocked. You must unblock it by cashing the ♣A Q, and you can find an entry to the East hand in the club suit if you lead the ♣2 and win the trick with the ♣10. As in all deals in this chapter, you must ensure that the entry card is left alone until it is required.
♣ 873 ♥ 10876 ♦ KJ ♣ KQJ10	A52 ♥QJ32 ♦832 ♣764 AQJ109 ♥954 •Q1097 ♣98 AK64 ♥AK •A654 ♣A532	Board B3/3: Declarer North plays in 2NT. Opening lead: ♠Q You must decide carefully in which hand you should win the first trick. The club, diamond and spade suits contain four top tricks altogether, and the heart suit should yield another four once you have unblocked it. However, after cashing the ✔A and K in the South hand you will then require an entry to the North hand. Only the ♠A can provide this, so it must not be used up at trick one. The first trick, therefore, must be won with the ♠K in the South hand in order to preserve the ♠A for later use as an entry.
♣ KQ64 ♥ KQJ ◆ 82 ♣ 7542	AJ10982 ▼542 ▼7 AKQJ10 AA ▼A3 ◆AKQJ10 AA9863 ▼753 ▼109876 ◆96543 A	Board B3/4: Declarer East plays in 6NT. Opening lead: ▼10 There are indeed twelve top tricks available in this deal: one club trick, five diamond tricks, three heart tricks and three spade tricks, although clearly the spade suit need to be unblocked. Again, a little care is needed at trick one. If you play the ▼J from Dummy following the opening lead of the ▼10, it will appear to be capable of winning the trick, as you can play the ▼3 from the East hand. However, do you want the jack to win? To let the ▼J win would cause the heart suit to be blocked by the ace, and there would be no further entry card available to the East hand after the ♠A had been cleared. No, you must overtake the ▼J with the ▼A at trick one, winning the trick in the East hand. Then you can cash the ♠A and get across to Dummy (for the ♠K Q) by leading the ▼3. Well done, if you got it right!

'Driving out' your opponents' top cards

Teacher's notes

Point out to the students that in this chapter they will be dealing for the first time with hands that do not immediately contain sufficient top tricks for the stated contracts. As always they should count the number of top tricks that they begin with, noting the number of extra tricks needed to bring the total up to that required. They should be able to see without difficulty the suit from which these extra tricks are to be established.

Starting with some simple situations, the students could be asked to assess the trick-taking potential of suits such as K Q J - 7 4 2. They should be made aware of the fact that such a suit contains no top tricks, but can ESTABLISH two tricks (after the ace has been driven out). The distinction between top tricks (cashable at any time) and established tricks (which were not tricks in their own right at the start of a hand) is an important one for future situations. It is relevant to defensive play (passive leads) and more advanced Declarer play (end-plays) to mention but two.

Show the students various semi-solid suits and ask them how many tricks can be developed in each. Examples could include:

K Q – 5 2;	8 5 2 – Q J 10;	
KQJ-652;	KJ3-Q62;	
Q J 10 9 – 7 5 3;	Q 4 – K 2;	etc.

Remind the students of the importance of tackling the problem suit (or, in this case, the 'semi-solid' suit) first. Driving out the opponents' top card or cards in a particular suit must be done before taking other winners.

Notice how themes now begin to merge and overlap if you use examples like Q 4 - K J 3. Here you have a potential blocking problem as well as a driving-out situation, so the student should use the queen (from the shorter holding) first to drive out the ace. Also, an example such as K Q - J 5 3 means that the student carries out a driving-out move, followed by the unblocking of the suit and, finally, the use of an entry card. If the students can maintain awareness of all these concepts simultaneously then a degree of cohesion is beginning to grow in their perception of Bridge play.

Care should be taken during this lesson to avoid digressing into other matters. In the practice deals the East-West hands have been arranged so that a defender holding the ace which Declarer wants to drive out is not able (deliberately or otherwise!) to perform a devastating hold-up play to cut Declarer off from potential winners. Such aces are usually part of a doubleton holding only. Thus, consideration of defensive hold-up plays can be quietly sidelined for now.

Also, as the emphasis in this lesson is on driving out high cards, the advice given on how to handle a suit such as A Q J 2-5 3 (requiring two tricks from that suit) is simply to cash the ace and then lead to the queen, driving out the king, rather than pointedly finessing the queen. The finesses will be dealt with in a later chapter on 'leading towards honours', and therefore treated as a quite separate issue. This will avoid trying to teach two separate concepts within the framework of one specific lesson.

Summary of lesson objectives:

- (1) Students will be able to identify and evaluate the trick-taking potential of Semi-Solid suits.
- (2) Students will appreciate the necessity of giving such suits priority in the play of a hand.
- (3) Students will be able to relate the play of a potentially blockable Semi-Solid suit (such as K 2 Q J 5) to the previously practised correct play of potentially blockable Solid suits (such as K 2 A Q J 5), i.e. attend to the high cards in the shorter holding first.
- (4) Students will be able to understand the need for an entry card as well as a driving-out play in the case of a suit such as KQ J32.

'Driving out' your opponents' top cards

Student's notes.

In all of the practice deals that you have tried up to now, there have always been sufficient top tricks for the contract to be fulfilled. From now on we will be looking at situations in which there are NOT enough top tricks for the contract. Declarer will have to 'create' extra tricks, in addition to the top tricks that are initially in view, in order to bring the total number of tricks up to the required amount. In this chapter, therefore, you will be trying out one of several card play techniques that Declarer can use in order to make these extra tricks.

Consider this suit:

632

KQJ

If you were holding these cards in one suit at the start of a hand, you would not be able to count any top tricks in that suit, despite holding the king, queen and jack, as there is no card there that can take a trick immediately. Any of them can be beaten by the ace of that suit, which is held by one of your opponents. Clearly, though, if you play the king (or the queen, or the jack) and see it lose to the ace, then the other two cards become winners, as they are now the highest cards still in play in that suit. You will be able to cash them when you regain the lead. A suit such as K Q J, then, has NO top tricks, but is does have the potential to develop TWO tricks by DRIVING OUT the ace.

Now consider this suit:

542

Q J 10

Again, there are no top tricks in this suit but there is the potential to develop ONE trick. If you lead, the queen, it will lose to one of the top two cards in the suit, either the king or the ace. If you subsequently lead the jack it will lose to the other remaining top card, and at that point the ten will become a winner, as it will be the highest card still in that suit after the queen and jack have DRIVEN OUT the ace and king.

One more example:

853

KQJ10

This suit will produce three tricks after the ace has been DRIVEN OUT.

It should be fairly easy even at this stage to calculate how many tricks can be developed in suits containing a nice sequence of high cards such as those in the above examples. Now consider the number of tricks that can be developed from a few more possible card combinations:

(a) 8 5 4 = One trick, after the ace has been driven out. K Q

(b) 7 5 2 = Three tricks, after the ace has been driven out.

K Q J 10

Consider this deal:

(c) 6 3 = Two tricks, after the ace and king have been driven out. Q J 10 9

Of course, the high cards do not need to be in the same hand:

(d) Q 7 3

= Two tricks, after the ace has been driven out.

K J 2

(e) J 9 5 2

= Two tricks, after the ace and king have been driven out.

Q 10 4 3

At this point you will probably find it beneficial to see how you should plan the play of a complete hand that contains a suit in which tricks need to be developed:

Consider this deal:

♦ 9652	Contract : 3NT by South.
♥ K84	Opening lead: &Q
♦A53	
. A54	You require nine tricks, but you only have seven top tricks: two club tricks, two diamond tricks and three heart tricks.
 KQJ	
♥AQ3	
♦K62	
& K832	

Clearly the spade suit will produce two tricks to bring the total up to the required nine. Therefore you should start developing the spade suit immediately. Leave all the other top tricks alone! You can win the first trick with the &K in the South hand, and then lead the &K. If either defender wins with the AA you can win back the lead with the next trick and cash the AQ J, to add to the seven top tricks you began with.

There are a couple of observations that can be made about the last example hand. First, what should you do if the $\bigstar K$ wins the trick when you lead it? Quite possibly a defender with the ace may choose not to play it on that particular trick. The answer is that you should simply persevere with the spade suit by leading the queen. Either that card will lose to the ace, thus ensuring that the $\bigstar J$ will win a trick later on, or the defender with the ace may again not play it yet. In this event you can now abandon the spade suit altogether, having made the two tricks required from it, and simply cash your winners, to take the nine tricks needed for your contract.

Secondly, you must note the importance of working on the spade suit before cashing any top tricks. This was emphasised in the notes to the example above. If, for instance, you cash the ◆A K before touching the spade suit, you might find that when the defenders win a trick with ♠A, they could then

take tricks with the \bullet Q, \bullet J, \bullet 10 etc. They could take even more tricks if you had also cashed both the \clubsuit A K.

We pointed out earlier the role of top tricks as entry cards, which let you enter the hand that you want to have the lead. Now another role becomes evident. Top tricks serve as STOPPERS, that is, they 'stop' opponents from cashing tricks and let you keep control of the situation, for a while anyway.

This degree of control is too frequently given away by beginners who are in too much of a hurry to cash their winners. One of the biggest steps forward that a beginner can make is to appreciate that if there are insufficient top tricks for a contract, no purpose is served by cashing them, and the situation can only be worsened by doing so. If there are not enough top tricks for your contract, then you must look beyond them for extra tricks. Frequently you will need to give up the lead, or at least RISK giving up the lead, in your search for those extra tricks. By leaving your top winners alone you have some guarantee that you can quickly regain the lead, should you have to lose it. So in such circumstances, only take your top winners when your opponents force you to!

Another point regarding tricks taken at Bridge is now apparent. The nine tricks that you took in the last example consisted of seven TOP TRICKS (♣A K, ◆A K, and the ▼A K Q), and two ESTABLISHED TRICKS, namely the ♠Q J (assuming that the king drove out the ace). The distinction between top tricks will be very important at a later stage, so remember:

- (a) TOP TRICKS are those tricks that can be taken whenever you like, with the top cards of any suit, i.e. the ace (one top trick), or a combination of ace and king (two top tricks), or ace, king and queen (three top tricks), etc.
- (b) ESTABLISHED TRICKS are those tricks that are 'manufactured', and which can not be cashed at ANY time, e.g. the queen and jack of a suit in which you originally held K Q J, and drove out the ace with the king.

If you have fully understood the contents of this chapter so far, you will be ready to try out some practice hands in this topic of driving out opponents' top cards. In each case there will be insufficient top tricks for the stated contract, so you will have to look carefully to see from which suit the extra tricks needed are going to come. The hands are fairly straightforward and they will offer you an opportunity to put this technique of 'driving out' into effect without too much complication.

	Board B4/1 : 3NT by South; Opening Lead: ♠Q
<pre></pre>	You require nine tricks for your contract, but there are only six top tricks available, ♣A K, the ◆A K and the ♣A K. You can ESTABLISH three tricks in hearts by driving out the ace. You should therefore win the first trick with the ♣A and immediately lead the ♥K. In fact any heart from the South hand will do. If it loses to the ace, you can win back the lead and cash three established heart tricks (queen, jack and ten), which, when added to your six top tricks, will bring the total of tricks up to the required nine. If you win trick one with the ♠K in Dummy, lead the ♥2. If East plays a small heart, you now play the king in an attempt to drive out the ace; the effect is just the same.
	Board B4/2 : 1NT by West; Opening Lead: ♠Q
AQJ1096 VQ97 Q108 A8 AK5 A52 VK43 VA52 A765 QJ109 A754 A87 VJ1086 VKJ9 AK632	You require seven tricks for your contract, but there are only five top tricks, one diamond, two hearts and two spades. You can ESTABLISH two club tricks by driving out the &A K with say, the &Q J, leaving you with two established club tricks. Win the first trick with either the AA or K, and then straightaway lead the AQ, in order to start the driving out process. This will lose to either the ace or the king, and the defenders should persist with spades, taking out your remaining top spade. You can lead the AJ to drive out the other top club and establish two club winners, but before you can cash them the defence may be able to take some spade tricks, and you will not be able to follow suit to all of them. Do not discard any of the established club winners! A couple of your small diamonds can be discarded safely.
AK3	Board B4/3: 1NT by North; Opening Lead: ♥K You require seven tricks for your contract, but there are only five top tricks, two diamonds, one heart and two spades. You can ESTABLISH two tricks in the club suit by driving out the ace. Win the first trick and then lead the ♣Q, to start the driving out process. If it wins, lead a small club with the intention of playing either the king or the jack. This may drive out the ace, but if it does not then ABANDON the club suit, as you will have taken the two club tricks required, and go back to simply cashing your top tricks. Two club tricks plus five top tricks will give you the required seven.
** K J 10 ** 8 6 3 ** Q 7 6 3 ** 9 7 2 ** A K 6 5 ** Q 6 3 ** A 5 4 2 ** A 7 ** A K J 10 9 ** 4 2 ** Q 10 3 ** 9 8 7 ** Q J 10 9 2 ** 8 5	Board B4/4: 3NT by East; Opening Lead: ◆Q You require nine tricks, but there are only seven top winners, two spades, one heart, two diamonds and the ♣A K. However, it is possible to take four club tricks by ESTABLISHING two more in addition to the ace and the king. Win the first trick with the ◆K, in the East hand, leaving the ◆A as an ENTRY to the West hand for later, and turn to the clubs immediately by cashing the ♣A K. Now persist with the ♣J to drive out the queen. If the jack should win, continue with the ten. If this wins you have taken four club tricks; if the ten loses to the queen, the nine is established as a winner, and the ◆A is an ENTRY to the West hand to cash the remaining club(s).

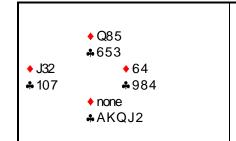
'Exhausting' the opponents' cards in a suit

Teachers notes.

Explain to the students that this will be another topic in which they will tackle hands which do not have sufficient top tricks to make the contracts. This will be evident following the usual count of top tricks on seeing Dummy. Extra tricks, i.e. additional to the initial top tricks, will need to be established.

In this lesson the students are going to be shown that the more cards Declarer holds in one particular suit then the fewer the defenders hold in that suit, and that as tricks are played the defenders are likely to run out of cards in that suit before Declarer does. The clearest way of demonstrating this technique is to use the thirteen cards of one suit, either on a table or on some form of display board using enlarged cards.

In order to progress from the simple to the more complex, start with an example such as A K Q J 2-653, with the remaining cards distributed three/two between the defenders. The defenders and Dummy could then be given additional cards of another suit, (preferably of a different colour to accentuate the difference), so that all four hands are holding five cards. This partial deal using, say, clubs as the working suit and diamonds for the spare cards might look like this:



Ask your students to assume that they are in a no-trump situation, and then go through the motions of cashing the winners from the top. On the play of the jack both defenders will be seen to discard, showing that they hold no further cards in that suit. Thus it should be clear to all that the \$2 will also take a trick. Stress that this came about because the two was part of a suit in which the declaring side held MORE CARDS THAN THE DEFENDERS, in the case outnumbering them by eight cards to five.

Having now mentioned the NUMBER of cards held by the respective sides, more attention can now be given to the concept of counting the actual cards being played off. It would probably be beneficial to replay the above partial deal, having first asked the students again how many clubs are held initially by the DEFENDERS, given that North/South hold eight between them (5). Cash the AA, to which all follow, and then ask how many clubs are left with the defenders now (3). Cash the K, to which all follow, and repeat the question (1). As you cash the Q, remark that you therefore KNOW FOR SURE that you are drawing the last club from the defenders (point to it as it appears in the trick), and 'prove it yet again' by cashing the jack on which all discard. Finally confirm that even the little two will now take a trick since it is the only club card left in play.

It would benefit your students, before going on to further examples, if you asked them to look again at the lie of the club suit within the above partial deal. Ask if the end result would be any different.

- (a) If the defenders' clubs were divided 4-1, or
- (b) If the defenders' clubs were divided 5-0.

While asking, transfer a club from the West hand to the East hand each time, so that the class can actually see each new lie of the cards. With the defenders' clubs lying 4-1, North/South can still take five tricks, but when they are 5-0, North/South take only four tricks. This will enable the students to accept that the technique being practised here cannot GUARANTEE success at the table. The outcome depends on the distribution of the suit in the defenders' hands. You can, of course, reassure them that there is a good chance of success, but it will be useful for them to learn here that very often, in Bridge, nothing is certain – just as in other sports.

After demonstrating the trick-taking potential of a strong eight-card suit of the type A K Q J 2 opposite 6 5 3, you can then proceed to suits of similar length but with diminished strength, for example A K 9 7 2 opposite 8 4 3. Lay out these cards, divide the remaining five between West and East, and then go through the motions of cashing the two top tricks, before stopping to ask the class to reassess the situation. Your demonstration will have gone from a situation like this:

to these remaining cards after two more tricks have been played:

The students can probably conclude for themselves that the third trick in the suit will be won by East (in this example), but that Declarer will be quite happy to concede this trick, in order to establish the last two cards held in the suit as winners. There are three points to stress here:

- (1) Declarer has been working on a suit containing the majority of the thirteen cards, resulting in the defenders 'running out' of cards in the suit before Declarer.
- (2) Declarer DELIBERATELY LOSES A TRICK in the course of playing out this suit. (This will lead things smoothly into the next lesson, which concerns 'ducking', i.e. deliberately playing a small card from each hand).
- (3) Also stress the point that Declarer will not be able to cash the established cards until the lead has been regained, hence the perennial advice to avoid cashing top tricks 'at random', but rather to deal with the problem suit(s) first and to retain the top tricks in the other suits for the purpose of winning back the lead.

When the reason for the deliberate loss of tricks is clear, the students can be asked to estimate the number of tricks they would hope to make, given reasonable distribution of outstanding cards, from a variety of card holding. They should be encouraged to work out how many cards of the specific suit the defenders hold, and to try to visualise, assuming an even distribution of the outstanding cards, how many tricks will go to the defenders and hence how many Declarer will win. Here are some examples that the class could consider:

A K Q 2	-	753	(four tricks, if the defenders hold three cards each)
K Q J 3 2	-	764	(embracing the principle of 'driving-out')
A Q 9 7 4 2	-	K 6	(embracing the principle of 'avoiding blocking')
K Q	-	A 8 6 5 3 2	(requiring an unblocking play, then an entry card)
A K 2	-	97654	(clear the suit in three rounds, then an entry card)
A 9 7 5 3	-	8642	(one, but possibly four if the suit breaks 2-2)
97532	-	10 8 6 4	(none, but could be three if the suit breaks 2-2)
A 8 7 3 2	-	6 5 4	(one, but could be three if the suit breaks 3-2)
Q 10 9 7 5 3	-	J8642	(none, but could be five if the A and K fall together)

As you can see, judiciously chosen examples can illustrate how the various techniques practised to date can indeed overlap, with more than one being required for the correct handling of certain suit combinations.

Summary of lesson objectives:

- (1) Students will be aware of the trick-taking potential of suits containing the majority of the thirteen cards, and how this potential increases with the number of cards held, irrespective of their 'quality'.
- (2) Students will appreciate the possible need to concede one or more tricks to establish extra winners.
- (3) Students will be able to relate the play of these suits to previously practised techniques, and incorporate these earlier techniques where necessary.

'Exhausting' the opponents' cards in a suit

Student's notes.

Sometimes, as Declarer, you will find that your hand and Dummy's combined contain the majority of the thirteen cards in a suit. Imagine that this is the situation in, say, the club suit after the cards have been dealt:

The suit contains only three top tricks (ace, king and queen), but in practice it will bring in FIVE tricks. After the ace and king are cashed, the opponents will have no cards left in this suit, and when the queen is cashed, they will both fail to 'follow suit' – positive proof that they have run out of clubs. You can therefore play the ten, in the sure knowledge that it cannot be beaten, and finally score a trick with the lowly TWO! You thus make the three top tricks, plus two established tricks with the ten and the two.

In this example the North/South hands in the diagram (i.e. Dummy and Declarer) contained, between them, nine out of the thirteen clubs in the pack. Whenever you hold the majority of the cards in any one suit, it is likely that, if you keep playing the suit, your opponents will run out of cards in that suit before you will, leaving any remaining cards as established winners for yourself. One or two more examples should make this point clear. Try them with actual cards!

After three 'rounds', or tricks, the defenders will run out of cards in this suit. If you cash the ace and king the remaining cards will be:

The next trick in the suit must be won by East with the jack, but then the situation will be:

	None	
None		None
	7 4	

The seven and four in your (South) hand will be established winners which can be cashed next time you regain the lead. Note that one trick HAD to be given up in the process of 'clearing out' your opponents' cards in this suit.

If you take your top trick, the ace, and then lead the suit once more, losing a trick in the process, the situation will then be:

7 5 None None 9 8 6

You will have established three more tricks by 'clearing out' the opponents' cards.

Example (4).

10 8 3 AJ K Q 9 7 6 5 4 2

When you hold a lot of cards in a suit, you may be able to establish several tricks even though the defenders hold ALL the top cards. Suppose you win the opening trick in another suit and then start to work on the suit shown above by leading the ten from Dummy. East wins the queen and you note that West had to play the jack. When you regain the lead, you then play a second round of this long suit, and are delighted to see the 'defenders' last two 'winners' falling together. You have just managed to establish FOUR more tricks for your side – not bad for such a puny-looking suit.

Notice that the correct handling of this suit also required that Dummy's TEN be played on the first or second round. It would have been a real shame to 'block' this suit by accident, after expending so much effort to establish several extra tricks.

Always remember the possibility of establishing extra winners in suits in which you hold the majority of the thirteen cards. If you keep leading the suit, even if you lose a trick, or tricks, in the process, you will very probably reach a point where you will still have cards of that suit left, and the remaining cards will then be established as tricks.

	♠A753	Board B5/1 : 2NT by North; Opening Lead: ♥K
	♥A96	Bodia Bo/1 : 2111 by North, Opening Load. VIC
	♦863	You have only seven tricks, one spade, one heart, four diamonds
	♣A63	and one club. However, Declarer and Dummy hold eight diamond
♠KQ86	♦ 1094	cards between them, so after the ◆A K Q have been taken, the
¥ 83	♥ KQJ105	defenders will probably have no cards left in this suit. This will be
♦ 754	♦ 109	proved to be the case when the jack is cashed. Both defenders
♣ Q1095	. ⊀87	will be seen to fail to follow suit. Therefore you can play the ◆2 in
	♦ J2	the sure knowledge that this card will also win as an
	♥ 742	ESTABLISHED trick, bringing the total to eight.
	♦AKQJ2	
	♣ J42	
	♦ 953	Board B5/2 : 3NT by East; Opening Lead: ♠Q
	♥ 8763	
	♦Q9865	You have only eight top tricks: two spades, one heart, one
	♣ 6	diamond and four clubs. However, the club suit contains eight
♠ 62	AK84	cards, and has the potential to bring in five tricks in all: four top
♥ 542	♥AJ9	tricks and one established trick. During the play you should notice
♦ 742	♦ AJ3	that the first three top tricks remove four of the defenders' five
♣AQJ42		club cards, and the fourth top club trick extracts their last one,
	♦ QJ107	from the South hand. You will still have one small club left, which can be cashed as a fifth club trick. Note that the &K must be
	∀ KQ10	taken early to avoid blocking the suit!
	♦ K10	taken earry to avoid blocking the suit:
	♣ 10973	Decard DE/O - ONT his Courts On a visual and a C
	AK432 ▼A86	Board B5/3 : 3NT by South; Opening Lead: &Q
	◆ 1052	You have only seven top tricks, two spades, three hearts and two
	♣ 73	clubs. However, extra tricks can be established in the spade suit.
♠ Q106	♣73 \$J8	Cash the A K, noting that both defenders follow suit each time.
♥ 10	♥J97543	This means that the defenders have only one more spade card
♦K987	◆ AJ	left between them. Leading a third round of spades (which loses
♣QJ109		to the queen) strips them of spades, and on regaining the lead
	♦ 975	you can cross to Dummy with the ♥A in order to cash the two
	♥KQ2	established spades.
	♦Q643	
	♣ AK4	
		Board B5/4 : 3NT by West; Opening Lead: ♠Q
	♠ QJ1092	You have only seven top tricks, but there is a chance to develop
	♥ Q94	five tricks instead of just two in the club suit, which contains the
	♦ Q98	majority of the thirteen cards. However, the suit is blocked. You
	ஃ J9	must cash the A K, and cross to Dummy with a top heart in
♠AK87	♦ 54	order to lead another round of clubs, conceding this trick while
♥ 653	♥AK2	clearing out the defenders' last club. On regaining the lead, cross
♦ AJ63	♦ 72	to Dummy with the other top heart in order to cash the three
. AK	* 865432	established club tricks. Thus you should make ten tricks in all,
	♠ 63	fulfilling the contract with one overtrick. This deal highlights again
	♥J1087	the importance of tackling the suits in the right order. If you cash
	♦ K1054	the top hearts too soon, and then start working on the club suit,
	. Q107	the heart tricks will not be there for entry purposes when they are
		needed.

B 27

Maintaining communication by 'ducking'

Teacher's notes.

The work in this chapter should represent a fairly simple development from that of the last one. The students will again be dealing with suits containing the majority of the thirteen cards, such as 7 5 3 – A K 8 4 2, which can produce four tricks, but this time with no entry card to the established tricks. Declarer, who HAS TO concede a trick in thus suit, must be encouraged to do this before cashing the ace and king.

To demonstrate this technique clearly, you could ask the students how they would intend playing a suit such as the one above, laying it out with the long holding in Dummy. From their experience of the hands in Chapter Five, they will no doubt suggest the playing of the ace and king, followed by the conceding of a trick. You can follow their advice by turning the cards over to show how two extra tricks beyond the ace and king can indeed be established. If you ask then how the play would proceed, they should be able to suggest that they win back the lead and use an entry card for the established tricks.

With the presence of an entry card this is a fine suggestion, worthy of credit. But now the students could be shown the present problem, so if you set out the example suit again, and scatter a few threes and twos alongside Dummy's cards, indicating that there is now no entry card. Usually they will not immediately be able to solve this problem.

You can imprint the solution in their minds by asking them to state again the process of trick establishment, namely "Win with the ace", "Win with the king", "Concede a trick". You could even write these down on three separate pieces of paper, arranged in the order of the above statements. Then reveal the solution by slowly and deliberately moving the "Concede the trick" suggestion from third place to first place.

Demonstrate now with the cards that, after a trick has been deliberately conceded, the defenders become stripped of cards in the suit as before when the ace and king are cashed, but this time the lead is retained in Dummy for the established cards. It is also worth pointing out that the same applies if the ace and king are in different hands: K 5 3 – A 8 7 4 2.

It would be useful to provide another example for discussion, such as 7.42 - A.9653, in which Declarer must duck TWICE. Point out that the aim is to time the play of the ace to coincide with the extraction of the last card of the suit from the defence, simultaneously retaining the lead Dummy. If the students have acquired the habit of counting the defenders' cards of a suit as they are played, then they should quickly grasp this concept of 'timing' the play of the ace in this example.

As before, for the sake of allowing students to see the successful operation of this technique, the defenders' cards have been set out in such a way that any outstanding cards in a suit that Declarer is trying to develop are evenly divided. You could point out that this is not always going to be the case 'in real life', that they must expect some 'real life' contracts to fail because of 'bad breaks'. They will, however, be tackling the play of the hand in the way that is MOST LIKELY to succeed.

The possibility of bad breaks, of course, strengthens the case for Duplicate Bridge rather than Rubber Bridge. If a suit is breaking badly in a Duplicate competition, then it is breaking badly for ALL who play it.

Summary of lesson objectives:

- (1) Students will appreciate that if a trick must be conceded during the development of a suit, it can be beneficial to concede that trick prior to the cashing of any top trick or tricks in that suit, especially if there is no 'entry card' to the established winners.
- (2) Student declarers will be aware of the number of cards initially held by defenders (assuming even 'breaks') in a particular suit, and will remain aware of the decreasing number of these cards held, as tricks are played, until they can time the play of a top trick held in that suit to coincide with the last card or cards held by the defenders.

Maintaining communication by 'ducking'

Student's notes.

Consider this suit:

AK853

642

This suit contains two top tricks, but since it includes eight cards altogether, it has the potential to develop two more established tricks if the outstanding cards are divided 3-2 between the defenders, who could be quickly stripped of their cards. The suit might well be lying like this:

A K 8 5 3 Q 10 9 J 7 6 4 2

Cashing the ace and king would reduce the situation to:

8 5 3 Q None 6

A third round of the suit, won by the queen, would leave two established tricks in the North hand:

8 5 None None

That might seem fairly straightforward, but now consider the same situation in the context of this pair of North/South hands:

♦653 Contract : 3NT by South. ♥964 Opening lead: ♥Q

♦53

♣AK853

AK6

♥AK2

♦ AK96 ♣ 642

There are only eight top tricks, but the club suit could produce four tricks rather than just its two top tricks, assuming that the defenders' five club cards are divided 3 - 2. However, cashing the A K and then leading a third round of clubs to strip the defenders of cards in this suit would bring about this situation:

♦ 653 ♥96 ♦53 ♣ 85	(4) (A,K,3)	The lead can only be regained by the South hand, and there is no communication with dummy and the two club winners, owing to the lack of entry cards. Therefore this approach would appear to be fruitless; two extra club tricks can be established, but they appear to remain inaccessible.
AAK6 ♥A2 ◆AK96 &None	(K) (2,4,6)	

Let's re-consider that club suit, practising with actual cards:

In our previous procedure of stripping the opponents of their cards in this suit, we had to carry out the following actions:

- (1) win with the ace;
- (2) win with the king;
- (3) deliberately concede one trick.

The above was only a partial success, though, in as much as it established two club winners in the North, but there was no entry to them.

However, that final problem of entry can be resolved if we rearrange the sequence of the above actions. Try carrying out the same three actions in this sequence (with your cards):

- (1) deliberately concede one trick (i.e. simply play a low club from EACH hand; this manoeuvre is referred to as DUCKING);
- (2) win with the ace, after regaining the lead;
- (3) win with the king.

As before the defenders are stripped of their last remaining club in the course of the third action, but now you have retained the lead at this point in the play, and the lead is still in Dummy so that the established club tricks can now be cashed! The ENTRY to the established club tricks has been provided in the club suit itself, with the king!

Sometimes you will need to duck more than once:

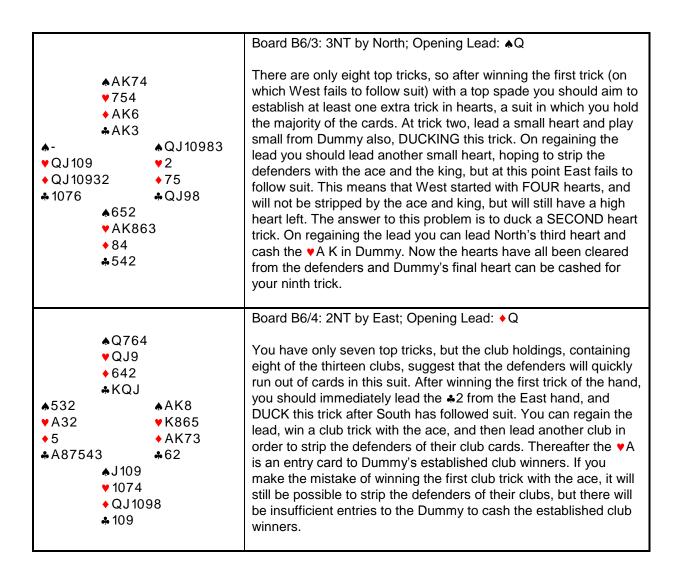
A8652

743

Here you must duck TWICE, then play the ace on the THIRD round.

So remember: if there could be problems with entries to your established winners after 'stripping' the opponents, the answer could be ducking!

♦ 943 ♥ 532	Board B6/1 : 2NT by South; Opening Lead: ♥Q
♦ 64	
♣AK632	You have only six top tricks but, holding eight of the thirteen club
♦ AJ ♦ KQ62	cards, you can be hopeful of making four tricks in all in the club
♥QJ1098 ♥64	suit. The defenders can be stripped of their clubs in three
◆Q87 ◆J10532	'rounds', but the first or second club trick must be ducked, in order
♣ 1054 ♣ QJ	to keep an entry to Dummy's established club tricks by means of
♦ 10875	one of the club suit's top tricks
♥ AK7	
◆ AK9	
. 987	
*J92	Board B6/2 : 6NT by West; Opening Lead: ♥Q As there are only ten top tricks it will be necessary to establish a couple of extras. The strong diamond suit with its nine cards looks very promising, and you could reasonably expect to strip the defenders of diamonds in three rounds with the ace, king and queen, and to cash three more established diamonds for a total of six tricks there, and thirteen tricks in all. After winning the opening heart lead, you should immediately lead a small diamond. When North follows suit you can win with an honour, but then you will see that South has to make a discard! This means, by simple reckoning that North started with four diamonds, and thus cannot be stripped of cards in this suit in three rounds. After winning one diamond trick, then, you must now give up a diamond trick to North by playing a small diamond from Dummy at trick three. On regaining the lead you can continue the diamonds, stripping North of the last two cards in the suit and retaining the lead Dummy in order to cash the established Diamonds.



Leading towards honours

Teacher's notes.

Here again we have a card-play technique which does not have a 100% guaranteed success in the quest for extra tricks other than the top tricks, but which allows the players to explore the best probability. The more academically inclined students might well take an interest in noting the different 'odds' on whether or not their plans succeed.

This is certainly a topic which can be developed very effectively through an active question-and-answer approach which leads the students to the correct conclusions. You could start by showing the class this suit (with the outstanding West/East cards concealed for now).

643

K 7 5

Question: "Will I win a trick with the king if I LEAD it from the South hand?"

Answer: "No. Whichever defender has the ace will beat the king."

Question: "What are the odds of making a trick with the king, then, by leading it?"

Answer: "Zero!".

Now lead the three from the 'Dummy', pull out and reveal a small card from East, and THEN play the king from the South hand. This time the questions and answers deal with more arbitrary matters than before.

Question: "Will I win with the king now?"

Answer: "It depends on whether West has got the ace or not."

Question: "What are the odds of winning a trick with the king, then, THIS time?"

Answer: "50-50".

Your students will take little convincing that a 50-50 chance is better than no chance at all. You might also ask, "What was the difference in the second play of the suit that altered the odds so dramatically?" The students will hopefully point out that you led a small card from opposite the king, instead of leading the king. Right! You can now emphasise, by going through those motions with the cards again, that when the king is played as the third card of the trick only one opponent (i.e. West, here) gets the opportunity to beat it, obviously preferable to giving either opponent the chance to beat it by leading it as the first card of the trick.

The point of the above play will not quite be complete until you have dealt with the question "What if East has the ace and plays it?" Again, keeping the work 'active', you can elicit the answer by demonstrating with the cards:

643

K 7 5

Lead the three from Dummy, and then extract and reveal the ace from the EAST hand (where you had deliberately placed it earlier in your 'lesson preparation'!). Now ask, "Which card should you play from South?", and the answer will surely be, "The five". You can point out that the king is now safely established as a trick, but that the lead has been lost and has to be regained before the king can be cashed, further evidence that it is so essential NOT to cash top tricks randomly in the play of a hand but to save them for entry and lead-regaining purposes

Before going on to further examples of 'leading towards honours', it would be worth asking your students, "When you led the three from Dummy towards the king, who were you hoping had the ace?" If necessary, steer them towards the answer, "That East has it", i.e. 'in front of' the king. The question, "Who do you hope has the ace?" is one that should be put in each worked example to help the students to visualise, or make optimistic assumptions about, the lie of the unseen honour cards. They will then be in a position to understand an explanation for the term 'FINESSE': to win a trick with an intermediate honour card when the opponents hold at least one higher card.

Here are some 'leading towards honours' situations, carrying a 50% chance of success that could usefully be explored by the class:

KQ6

5 3 2 Can you make 2 tricks?

Explain that you might. You must hope that the ace is in the West hand (i.e. 'in front of' the honours in Dummy) and lead twice from the south hand towards the king/queen.

A 6 3

Q 5 2 One top trick, but can you make two?

Possibly. You must hope that the king is in the East hand and lead the three from Dummy towards the queen.

A Q 3

6 5 2 One top trick, but can you make two?

Possibly. You must hope that the king is in the West hand (i.e. 'in front of' the queen). Lead the two from South and, if West plays small, try the queen from Dummy.

AQJ

532

One top trick, and potentially a second trick with the queen/jack combination which could drive out the king, but can make three tricks? Possibly. Lead the two from South and try the jack if West plays small. If the jack wins, return to the South hand in a different suit and then lead the three and try the queen. You hope that West holds the king 'in front of' the queen and the jack in Dummy.

It will be interesting to see whether your students can deduce that the odds on Success in the following example are 75%. Ask how they would attempt to take a trick with these cards.

QJ2

5 4 2

Following earlier principles they will probably agree that you start by leading a small card from South towards the honour cards. Point out that this time they are concerned with the whereabouts of two defensive honour cards, the ace and the king. You could ask the students to try to make a trick with the above holding (assuming ample entries to the South hand) with the ace and the king added to the West/East hands in the four possible ways:

WEST EAST
A K
K A
A K
Neither
Neither A K

By trying out these four possible distributions of the ace and king, the class should discover that only in the fourth case is a trick impossible. Therefore there is a 75% probability (i.e. 3 times out of 4) of success in this manoeuvre. The same logic applies to an attempt to score a trick with:

KJ4

532

By leading twice towards the king/jack, you are sure of a trick unless East holds BOTH the ace AND the queen 'over' them. If either of the missing honours lies 'in front' of' the king/jack, then a trick is certain.

The next step from that example is to divide the king and the jack:

K 4 2

J 5 3

Tell the class that you intend leading, say, towards the jack, and the three towards the king. Question: "Under what circumstances would this fail to produce a trick?" By now the students should be able to conclude, "ONLY if East has the ace and West has the queen." Any other lie of the ace and queen permits the making of a trick.

This topic, possibly more so than any other, really does lend itself to an investigative approach with the students, who should find it extremely rewarding to look into and solve these various situations.

Summary of lesson objectives:

- (1) Students will be able to appreciate which lie of missing honour cards would be advantageous to them.
- (2) Having decided on a possible advantageous lie of missing honour cards, students will be able to take advantage of this in the play of the cards on the assumption that the cards are in fact lying in the way they hope.
- (3) Students will have an awareness of the degree of probability (50% or 75%) of success.
- (4)
- (5)

Leading towards honours

Student's notes.

(The term 'HONOURS' refers to the ace, king, queen, jack and ten in each suit).

Sometimes you will hold cards in which none of the previous techniques seen to offer their assistance. Consider the following:

Example (1).

AK6

983

♦KQJ7

.973

★1032

♥AK2

♦A532

♣K52

In a contract of 3NT, against which West leads the ♥Q, South appears to have eight top tricks, but no obvious source of an extra trick. None of the previous techniques can be put into effect, but there is a possibility in the club suit. Let's consider it in isolation:

***973**

♣K 5 2

There may be a chance to win a trick with the king of clubs, but not by leading it from the South hand. Whichever opponent holds the ace would be able to beat it.

However, suppose that the \$3 is led from the North hand, and East follows suit with any club except the ace. Now South can try the \$K, and will fail only if west holds the ace. If East is still holding the ace, then the king will win, when played from the South hand AFTER East's turn to play.

The suit may have been dealt out in this manner:

If this is the case, then the defenders cannot prevent South from taking a trick with the king, as long as a small club is led from the hand opposite. If East plays the ace, South in turn will play the \$2, and will later cash the king after regaining the lead. If East plays a small club, the South will try the king and win immediately with it.

It was stated earlier that there was a chance of winning a trick with the &K, and it is probably evident now that there is in fact a 50-50 chance of so doing. It all depends which of the two opponents holds the ace. If West had held the ace in the previous example, then South's manoeuvre would have failed. There is no guarantee of success in this technique, then, but you will want to give yourself the best chance of success. The lead of a small club from the North hand allows only West the chance to beat your king, and then only if west happens to be holding the ace.

The previous example shows how it can be possible, by careful play, to win a trick with a king, despite the fact that your opponents hold the ace of the same suit. You will remember that the attempt involved leading a small card TOWARDS the king, from the opposite hand. This manoeuvre is referred to as a 'FINESSE', a term worth remembering.

Example (2).

♠KQ5 Contract: 2NT by South◆A853 Opening lead: ◆Q◆93♣10743

♦874

♥KQJ2

♦A764

♣A5

There are only six top tricks, four hearts, one diamond, and one club. Two more tricks are required to make this contract, and there is a chance of two tricks in the spade suit. You could certainly lead the •K to drive out the ace, but this would only establish one extra trick, the queen. A better play would be to lead a small spade from the South hand TOWARDS the king and queen, hoping that the ace is lying 'in front of' them in the West hand.

If West plays the ace, then your problems are over. You simply play a small spade from Dummy and at a later stage you can cash the $\bigstar K$ Q. If, however, West plays a small spade then you TRY, say, the king from Dummy. If, as you hoped, the ace is still in the West hand, then that high spade from Dummy will win.

Now you must repeat the process by leading from the south hand towards the AQ, so you must get the lead back into the South hand, by leading a small heart to the king. Then you can lead another small spade from the South hand and wait to see what card West produces and play accordingly. If West plays the ace, you play a small spade from Dummy and take the queen later, but if West again plays a small card, you play the queen from Dummy. This way you make two tricks with the AKQ, by means of a repeated finesse.

Clearly this approach will not work if East happens to hold the A. But often in Bridge, you must assume that the cards are lying where you want them to lie, and play to give yourself the best chance of success. In the above case this is a 50-50 proposition.

Let's consider once again the two critical suits of the above examples, and the way in which they were tackled:

Example (1).

***973**

.⊀K 5 2

One trick is required; lead a small club from the North hand towards the king, hoping that the ace is 'in front of' it in the East hand.

Example (2).

♣K Q 5

***874**

Two tricks are required; lead a small spade from the South hand towards the king/queen, hoping that the ace is 'in front of' them in the West hand.

The principle is hopefully now clear. When you are trying to win a trick with an honour card which is not the highest card in play at the time, lead 'towards' it from the opposite hand. This will ensure that the honour card is the third card of the trick to be played, so that only one defender gets the chance to beat it, instead of both defenders being given the opportunity.

Here are some possible sources of extra tricks that you could try, hoping that the missing honour cards are well placed for you:

Lead the two from dummy towards the queen, hoping that the king is in the East hand. If it is, then the finesse of the queen will be successful.

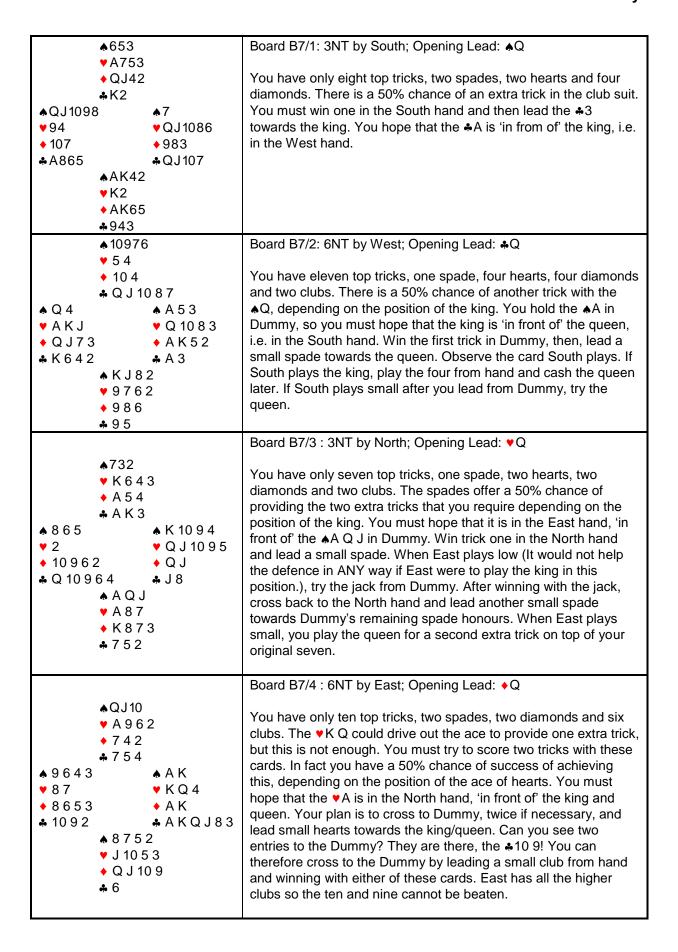
Lead the three from the South hand and try the queen, hoping that the king is with West.

Lead the three from the south hand towards the jack, hoping that West has the queen. (Note here that if West does have the queen and plays it at once, the suit is now 'blocked' by Dummy's jack. In this case you will then have to apply techniques from earlier chapters to untangle your three winners in this suit.)

Lead a small card from the South hand and finesse the queen, hoping that the king is in the West hand. If the queen wins, return the lead to the South hand with another suit, and then lead a second small card and finesse the jack if west again plays small.

The following are two special examples, because you will need to hope that one of two missing honour cards are favourable placed for you. One trick is required in each case:

Lead twice from the South hand towards Dummy's honour cards. You will only fail to win a trick with these cards if East holds both the ace and the king in example (5), or both the ace and the queen in example (6).



Simple 'hold up' play by declarer

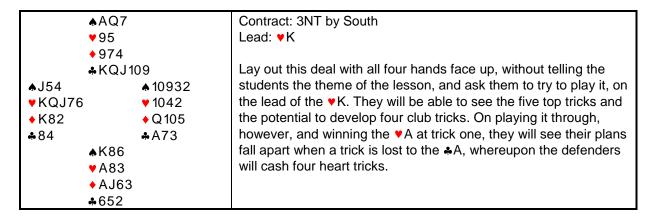
Teacher's notes.

In play practice, which up to now has been in no-trump contracts, West has invariably started the play by leading a long and fairly solid suit for the defence at trick one. Declarer's hands have always been given a 'stopper' in that suit, so that he can win the lead and set about organising the correct play towards his contract. The point of this lesson is to encourage Declarer to play this stopper at the optimum moment, rather than at the first opportunity. Previously it has not mattered if he parted with the stopper too soon, but knowing when to hold up the stopper will be a valuable addition to the student's Bridge strategies.

In this lesson, the aim is for West to be left with some established winners in the suit led at trick one but to lose the lead to East who will have no cards of the suit to return. This should enable students to get an initial grasp of the concept of the 'SAFE' defender as opposed to the 'DANGEROUS' defender.

There are, of course, occasions where Declarer must decide whether to hold up or not, depending on which defender can make a damaging lead through a particular holding. This alters the criteria for determining the 'safe' hand and the 'dangerous' hand. Such instances, though, are better dealt with as a separate topic on a later course.

A clear demonstration of the theme of this lesson could be effected by using an early practice deal from those provided for this chapter. Below is Deal 8/1 (with the hearts/spades and the clubs/diamonds transposed) in which Declarer should hold up the •A twice before playing it.



Now you are in a position to demonstrate the correct play of the hand. Take over as Declarer and ask the students to watch as you replay the hand, this time refusing to play the ♥A at trick one and at trick two, playing it only on the third round. Now force out the ♣A, and as East ponders his next move, ask the class in what way East's situation has changed. They will appreciate that East is unable to return a heart, and that you are therefore sure to make your contract. You can emphasise now that by holding up your ♥A as you did, you effectively 'disarmed' East, or rendered East SAFE (a useful term to add to their Bridge vocabulary).

The alert student or students will doubtless ask, "what if West had had the ♣A?", which is a very fair question. The answer should re-emphasise that a lot of card plays in Bridge are concerned with taking the best possible chance in any given circumstances. Failure to hold up the ♥A in the above example would mean that the defenders could cash their heart winners irrespective of which defender held the ♣A. By holding up the ♥A, though, the defenders can take their heart tricks only if the defender with the heart tricks holds the ♣A. You could actually ask the students to state the degree by which the probability of success changes, hold up or not, i.e. from 0% to 50% (in fact, since East has fewer

hearts than West, he is more likely that West will hold any other particular non-heart card, so the hold-up play actually increases Declarer's chances to slightly more than 50%).

Another likely question could be, "What if east still has a heart card left to lead?" You can answer this question most effectively by demonstrating with the heart suit in isolation from the previous deal. At the start of play the suit was:

After three rounds of hearts, the ace being held up twice, West is the only player who still holds any hearts. Therefore the only way in which East can produce a heart card would be if there had been one more heart card in the East hand (transfer one across)! And, consequently, one less in the West hand. In such a case the defenders could only establish for themselves three heart tricks instead of four as we see below:

As on so many other occasions a clear demonstration with actual cards will help these situations to 'register' in the minds of the students.

Having observed the way in which Declarer can make a successful hold-up play with an ace, the students should also be given the opportunity to see a similar hold-up play with a king of the suit lead. West is unlikely to be instructed to lead an unsupported ace against a no-trump contract, so a hold-up involving a king will invariably take place in our examples after the lead of a small card from West to the ace in East's hand, as in this situation:



East takes the ace and returns the suit, but Declarer must hold up the king, taking it only on the third round. With all these cards on display, the students will see that Declarer takes the king at the same time as East is rendered 'safe'.

The last item of your introduction to this topic of holding up must be the way in which Declarer decides how many times to hold up, in order to be certain that East has indeed been rendered SAFE. The Rule of Seven gives a good idea for this. Declarer counts the total number of cards in the suit led held between hand and Dummy, and subtracts this number from seven. The result gives the number of times to hold up. As usual, demonstrations with the cards of one suit will make it clear that the Rule of Seven ensures that East is rendered 'safe' whenever West begins with five cards or more in the suit led.

When students realise fully how a defender can be 'disarmed', they should be shown how to organise, where possible, the concession of a trick to the SAFE defender rather to the 'dangerous' one if such a choice presents itself. A demonstration of this could be carried out using the cards from the example at the end of the Student's Notes, which shows how it is sometimes possible to play in such a way that one risks the loss of a trick only to the 'safe' defender. Working through this example will be very useful for the students, who at a later stage might look in greater depth at 'avoidance play'. This would be a simple but useful first taste of this topic.

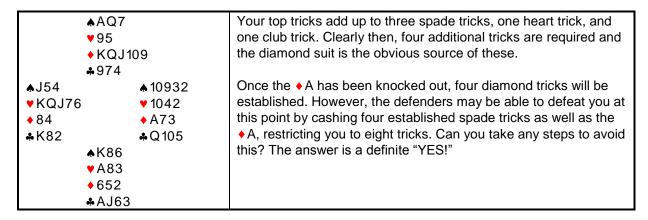
Summary of lesson objectives:

- (1) Students will see the benefit of 'cutting the communications' between the two defenders.
- (2) Students will be able to achieve this through simple hold-up plays, following the Rule of Seven.
- (3) Students will be aware of the concept of the SAFE defender, and of the desirability of giving up a trick, if it is necessary to do so, to this defender rather than to the DANGEROUS Defender.

Simple 'hold up' play by declarer

Student's notes

Imagine that you are playing the hand below in NT, and the opening lead is the ♥K:



If you win the first trick with the ♥A, and then drive out the ♦A at trick two, the remaining situation in the heart suit (with the defenders on lead!) will be:



and you will be powerless to prevent the defenders cashing four heart tricks.

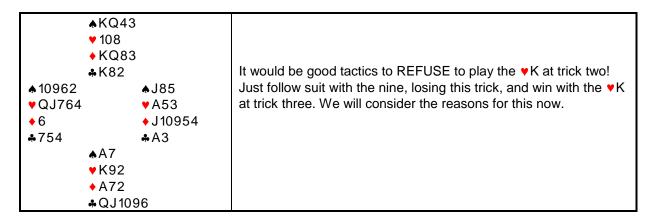
How can you prevent this from happening? Imagine that in the above hand you allow West to win the first trick with the ♥K by just following suit with the ♥3. West would continue with the ♥Q, and again you refuse to play the ace, following suit with the ♥8. At trick three you have to play the ♥A. Now, when you drive out the ♦A, the situation would be:



East is on lead, but has no heart card to lead. Whichever other suit East returns, you can win and cash enough tricks to make the contract.

If West had been holding the ◆A this plan would have failed. But by refusing to take the ♥A immediately, in other words by 'HOLDING UP' the ♥A, you considerably improved the chances of contract's success.

Here is a similar situation. You are playing in 3NT. West leads the ♥6. East wins with the ace and returns the ♥5.



You can count three spade tricks, one heart trick (The king is a top trick, following the play of the ace by East.), and three diamond tricks, a total of seven. The Club suit, therefore, must be used to establish extra tricks, but you will have to lose the lead in the process. If you win the second trick of the hand with the ♥K, and then lose the lead to East with the ♣A, the heart situation, with East to lead, would be:



Obviously you cannot prevent the defenders from cashing three more heart tricks (as well as the ♥A and ♣A) to defeat you. However, if you wait until the third trick of the hand to take your ♥K, then the heart situation around the table will become:



Now East has no heart card to lead after winning a trick with the ♣A, so you can win whatever East leads and make your contract by taking your established club tricks.

It follows, then, that if you have only one 'stopper' in the suit that your opponents lead against your no-trump contract, you should not feel forced to play it at the first opportunity. Play it at the time that you think is right, following this simple guideline:

THE RULE OF 'SEVEN': When your opponents make their lead against your no-trump contract, count the total number of cards in that suit that you hold in your own hand and in Dummy, and subtract this total from seven. The result tells you the number of times that you should refuse to part with your one stopper in the suit led.

Example 1.

Number of cards held in the suit led = 6. Subtract this from 7 = 1. Therefore HOLD UP the Ace, i.e. refuse to play it, once, before playing it.

Example 2.

Total number of cards in the suit led = 5. Subtract this from 7 = 2. Two hold ups are required. East's ace counts as one, so refuse to play the king on the second round. Play the king only on the third round.

In both cases, this will ensure that East will be unable to continue West's suit at a later stage in the hand, if West started with five cards or more.

The examples show how it is possible for the defenders to 'lose communication' with each other. Very often the defenders attack a no-trump contract with West's longest suit, hoping to exhaust Declarer of cards in that suit and then cash the remainder as there established tricks. To counter this you, as a Declarer, want to get to a stage where one of the defenders' hands might contain some established tricks but the other has no card of that suit to lead when it later wins a trick. A typical situation might be:

	None	
10 5		None
	None	

West has two established tricks, but if EAST gets the lead he has no card of that suit to lead, so West remains unable to cash those tricks. As far as the Declarer is concerned, East has been rendered SAFE, unable to attach further in that suit.

This is an important point to appreciate. Once you realise that one defender has run out of cards in the suit led, it is safe to let that defender win a trick during the play. Remember, you often have to lose the lead during the play, if you have to establish extra tricks yourself. If you can choose which defender to lose the lead to, you should arrange to lose the lead to the SAFE defender, that is, the one who can no longer continue the suit which was attacked at trick one. Below is an example to demonstrate this principle.

Imagine that you need an extra trick in either one of these two suits, but that West has some winners to cash if he gets the lead (East has NO spade cards):

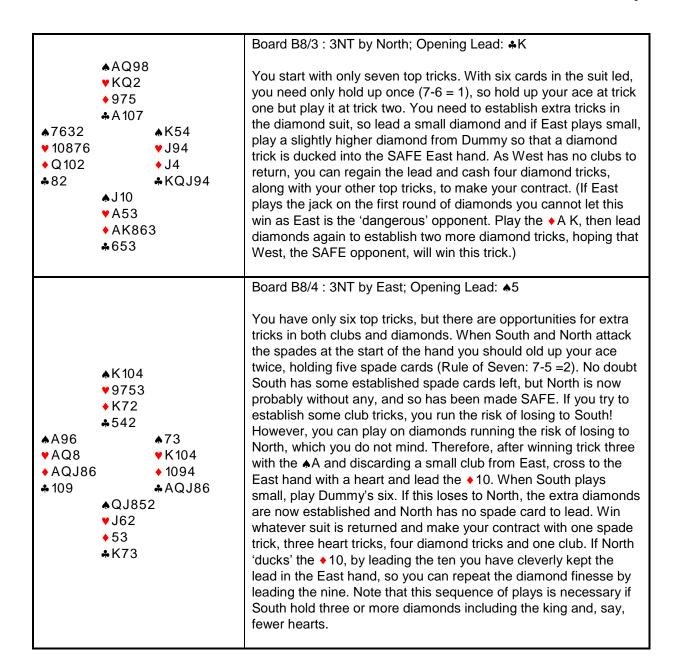
AQJ6★532AQJ6

The cards held in each suit are identical, but if West has winners to cash you should play on the DIAMOND suit. Lead the two from the South hand, and West plays small, try the queen from Dummy. One of two things might happen next:

- (1) The queen might win, since the king is 'in front of' it in the West hand, in which case you have your extra trick immediately.
- (2) The queen might lose to the king in the East hand. However, the ◆J is now established as your extra trick, and although East had the lead, his is the hand with NO spade cards, and so he cannot harm you. You have lost a trick to the SAFE defender.

Remember, then, that if you have a choice as to which defender might win the lead, try to lose the lead to the SAFE defender.

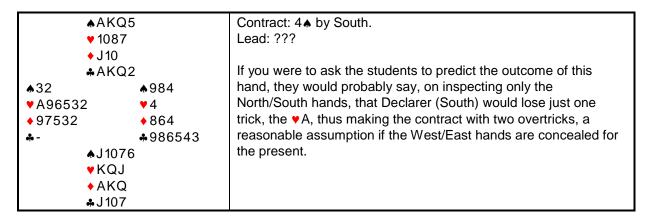
	♦95 ♦AQ7 •KJ1096 •974 •4764 •10932	Board B8/1 : 3NT by South; Opening Lead: ♠K Your best play, following the Rule of Seven, is to duck the first two tricks before playing the ♠A (you hold five spade cards, 7 – 5 = 2). You start with only five top tricks. You must drive out the ♠A in an attempt to make the contract. Having delayed your play of the
◆82 ♣K82	◆ A73 ♣ Q105 ♠ A83 ♥ K86 • Q54 ♣ AJ63	♣A, you give yourself the chance of finding the ◆A in the East hand which is now SAFE, as it has no more spades to lead. (If East does have another spade then they were distributed 4-4 between West/East, so they can only make THREE tricks in spades, not enough to defeat you).
AAK5 ▼KQ102 ◆95 AA974	*QJ1062 *A96 *108 *KJ2 *83 *J53 *AQJ4 *8653 *974 *874 *K7632 *Q10	You only have four top tricks. You will have to develop tricks both in hearts and in diamonds, and the order in which you tackle these suits is important. With only the ♣A you would need to hold up twice to make South safe. Holding both the ace and king, though, you should still hold up once to be sure that East is 'safe' by the time you have played them both. With regard to the diamonds and hearts, think in these terms: either defender could be holding the ❖A, and so win the lead with it. However, only South can win a diamond trick (with the king) if you lead from the West hand and play, say, the queen. Therefore, after holding up at trick one and winning trick two with a top spade, play to drive out the ❖A first. In fact North will win and drive out your other top spade, establishing two spade tricks in the process. Now play a small diamond from West to Dummy's queen; South can win but has no spade to continue with. You can win any other return from South and make your contract.



SCORING EXTRA TRICKS WITH TRUMPS

TEACHER'S NOTES.

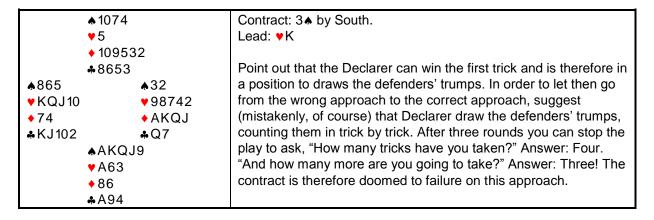
As a precursor to the play practice of trump contracts, attention should be given to the age-old question, "Should you draw trumps as soon as possible?", or to the well-intended advice, "Always draw trumps". The two hands at the beginning of the Student's Notes could usefully be played through under supervision in an attempt for the students to deduce the correct answer. This is the first hand:



However, ask them to play the hand while you suggest a line of defence, namely "West to lead the ♥A, and continue with a low heart". East can ruff this, and, having done so, be told to return a club. This is ruffed by West, and the defenders can continue ruffing hearts and clubs in turn to take the first six tricks, defeating the contract by three.

Now ask the players to re-play the hand, and this time challenge West to lead any other card apart from the ♥A. Of course, any other lead can be won by Declarer who simply draws the defenders trumps in three rounds, knocks out the ♥A and claims the remaining tricks.

The point of the above exercise is to alert the class to the fact that at the start of play in a trump contract, the defenders hold a few cards of their own which can sometimes be used to great effect, as was demonstrated. Going back to the original question, "Should you draw trumps as soon as possible?", you can point out that the answer appears so far to be "Yes!". But now go through the second deal from the Student's Notes.



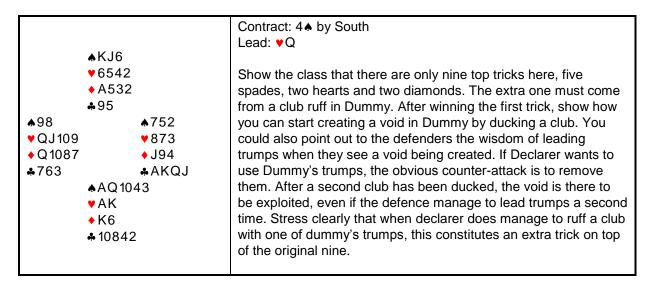
Now ask the class to restart the hand. Ask the students to state the number of top tricks available (Seven). As play begins this time, following the lead of the ♥K won in hand by the ace, ask the

Declarer to lead another heart immediately, and invite suggestions as to what should happen after West has followed suit. Dummy has no hearts and is therefore entitled to 'RUFF'. (do explain this piece of jargon. it will be used frequently!) Emphasise that this constitutes an extra trick, above the number of top tricks previously stated. Ask the class to engineer another heart ruff. Some may forget the necessity of returning to hand first! Once they have successfully completed the second heart ruff, the defenders' trumps can then be drawn and the contract safely made.

If you point out that the opportunity to use Dummy's trumps is destroyed if the defenders' trumps are drawn prematurely, then you can give a full answer to the question, "Should you draw trumps as soon as possible?", along the lines of, "Yes, unless you need to use Dummy's trumps first."

It is possible to point out that often Declarer will be able to draw the defenders' trumps and still have sufficient trumps in Dummy to take the requisite number of ruffs, but for the sake of the students' play practice here, this case will simply need to organise their ruffs prior to drawing the defenders' trumps. In organising their own ruffs, though, they will need to progress from deals where Dummy contains an immediate void to deals in which the void has to be created – especially by wilfully ducking tricks.

Here is an example you could work through with your students, similar to one of the later practice deals:



Although this chapter is not aimed at defensive play, your students may find it interesting to replay this hand with a trump as the opening lead. Subsequently, when Declarer ducks clubs to create a void in Dummy, the defenders should be able to remove all of Dummy's trumps before Declarer can use them. This will show how one particular opening lead can be more effective than another, and why careful thought in this area of the game can be particularly productive.

Do emphasise that in this chapter's practice deals, the aim is to score one or more ruffs in dummy, with the shorter set of trumps, in the quest for extra tricks. You can again demonstrate this with cards. The students can also be shown that a ruff in the hand with the longer set of trumps does not constitute an extra trick beyond those expected from the suit.

Much has been discussed as to how to approach the teaching of this trump-play topic, and the considerations that the students must give to the way in which they tackle trump contracts. It may be wise, though, after so much practice at no-trump contracts, to reinforce the students' concept of the rather special powers invested in trump cards by continuing to encourage Minibridge, so that the opportunity to use trump cards comes about informally at first.

Summary of lesson objectives:

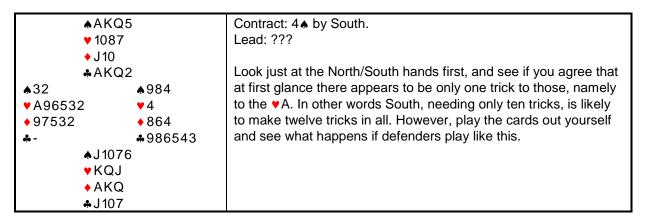
- (1) Students will appreciate the special 'power' of trump cards as a counter to attempts by opponents to continue cashing tricks in one suit.
- (2) Students will be able to exploit the power of trump cards by taking ruffs in Dummy (creating a void if necessary) using the shorter trump holding, knowing that these are tricks additional to the original top tricks held.
- (3) Students will be able to decide in straightforward cases at what point in the play of a hand the defenders' trumps should be drawn.

SCORING EXTRA TRICKS WITH TRUMPS

STUDENT'S NOTES.

When one of the four suits has been designated as a TRUMP suit, and this will very often be the case, there are additional aspects of play to be taken into consideration by declarers and defenders; additional, that is, to all of the techniques that you have been practising up to now. Many of these will apply equally to trump contracts and no-trump contracts, but the presence of a trump suit can bring about extra options regarding the planning of the play of a hand, as well as extra causes for concern.

Consider this deal, laying out the actual cards, if possible, so that you can play it through:



West cashes the ♥A at trick one (all follow suit), and then leads the ♥2. East has no hearts and is therefore entitled to play a trump, so East wins trick two with the ♠4. East now leads the ♣3, but West has no clubs and is now also entitled to play a trump, and so wins trick three with the ♠2. West now leads the ♥3, which East trumps with the ♠8. East returns the ♣4, which West trumps with the ♠3. Finally, West leads the ♥5, which East trumps with the ♠9. Thus the defenders take the first six tricks, easily defeating the contract.

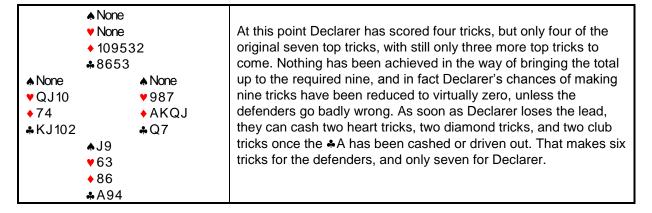
Now re-consider, for a moment, the play of the above hand and assume that West leads any other card but the ♥A. Whichever other card is led, Declarer can win that first trick and immediately play three rounds of trumps (spades), stripping the opponents of the trump cards they originally held. Now the opponents are quite helpless to take any other tricks at all, apart from one with the ♥A held by West.

The first point regarding the play of a trump contract, therefore, as demonstrated above can be stated thus:

At the start of any trump contract the defenders will hold a few trumps of their own, and declarer must consider drawing the opponents trumps at the most appropriate moment.

The last phrase, 'at the most appropriate moment', is important. This does NOT mean 'at the earliest possible moment', as you will find that sometimes it is necessary to deliberately delay drawing your opponents' trumps. Look the hand at the top of the next page.

♠ 10)74	Contract: 3♠ by South.
♥ 5		Lead: ♥K
+ 10	9532	
* 86	653	In this deal Declarer (South) has only seven top tricks, but
 865	 32	requires nine. Some card-play technique will be needed to
♥KQJ10	♥ 98742	establish a couple of extra tricks, but the opportunity to put the
♦ 74	◆AKQJ	necessary technique into action will disappear if declarer draws
. KJ102	. •Q7	the opponents' trumps immediately! If Declarer wins the first trick
ΛAI	KQJ9	and plays three rounds of trumps to strip the opponents of their
♥ A63		trump cards, the remaining cards will be:
+ 86	3	
♣ A 9	94	



Declarer's failure to make the contract of 3 \(\) came about, as we suggested above, as a result of declarer's drawing of the opponents' trumps. When Declarer drew in the trump cards from the opponents, dummy's trumps were simultaneously drawn as well, and it was these trump cards in dummy that had to be used to establish extra tricks.

Let's go back to trick two and re-consider the situation. Refer to the hand diagram at the top of this page, and (mentally) cross out the following heart cards: West's king, North's five, East's two and South's ace.

The lead is now in the South hand. Declarer has taken the first of the seven available tricks, with six more still 'in the bag' (five spade tricks and the ♣A). Suppose that declarer now leads the ♥3. West follows suit, but Dummy has no heart cards, and is therefore entitled to trump. Declarer plays the ♣4 from Dummy, and so wins the trick. This is an additional trick to the original seven top tricks!

The lead is now in Dummy. Declarer can cross to the South hand with the ♣A and then lead the ♥6, and trump this card with another one of dummy's trumps. That is a second additional trick to Declarer's original seven, bringing Declarer's total now to nine. These manoeuvres will not be possible if the Dummy has no trumps in it!

Making use of Dummy's trumps for scoring extra tricks is often a crucial feature in the play of a trump contract. It is a technique that will be examined carefully in this lesson. Take note, therefore, of the following point:

Although it is desirable to remove any trump cards from the defenders, this must not be done before dummy's trumps have been put to any required use, since dummy's trumps will also be removed!

Dummy's trumps can be used as a source of extra tricks in many situations. Imagine, in each case below, that spades are trumps:

▲ A 6 4▼ None▲ K Q 9 8 5▼ 8 7 4

Here, a heart can be led from the South hand and ruffed in Dummy for an extra trump trick.

A A 6 4 ▼ 2 A K Q 9 8 5 ▼ A 7 4

Here, Dummy's one heart card can be removed by cashing the ace, after which a heart can be led and ruffed in Dummy as before.

A A 6 4 ▼ 3 2 A K Q 9 8 5 ▼ A 8 7 4

Here, the void can be created in Dummy by cashing the ace of hearts and then leading hearts again, losing a trick. In actual play it would probably be better to 'duck' a heart first, and then play the ace on regaining the lead. This ensures an ENTRY to the South hand for a small heart to be led and ruffed.

Here Declarer must lead hearts twice, losing a trick each time in order to create a void in Dummy. Then another heart can be led from the South hand and ruffed in Dummy.

REMEMBER: a card can only be ruffed in Dummy if Dummy has a void in the suit of the card led. If Dummy does not have a void at the start of a trump contract, then a void may be created by 'clearing out' a card or cards from Dummy's shortest suit, ducking if necessary.

Another point to note, from a defender's point of view, is this. If a Declarer is creating a void in Dummy in preparation for ruffs with Dummy's trumps, then the most effective counter-attack by the defenders is likely to be to lead trumps themselves at every opportunity. They might even be able to draw all Dummy's trumps before Declarer can use them for ruffing.

 ♣432 ₹8643 ★1087653 ♣- ♣875 ★96 ₹J52 ₹Q1097 ₹KJ9 ♣AKQJ4 ♣10875 ♣AKQJ10 ₹AK ₹42 ♣9632 	You have only seven top tricks (five spades and two hearts). However, Dummy contains no clubs, so you are entitled to trump the ♣A, and Dummy therefore wins the first trick. The ruffing of the ♣A with the ♠2 constitutes an extra trick, bringing the total now to eight. Each time a club card is ruffed by one of Dummy's trumps, yet another extra trick is achieved, so you should try to repeat this process twice more. At trick two lead a heart from Dummy and win with the ace, putting the lead in the South hand. Now a club can be led and ruffed in Dummy for a second extra trick. You can return to the South hand with the ♥K and then lead a third club to be ruffed in Dummy. This way all of Dummy's trumps can be utilised, before drawing trumps, scoring three extra tricks on top of the original seven top tricks to make the contract. This is not possible if you draw the defenders' trumps immediately, since Dummy's trumps would also be drawn.
 ★1095 ♥QJ108 ★AQ8 ★Q82 ★AKJ87 ♥K5 ★A432 ★K6 ★7432 ★J975 ★64 ★32 ♥976 ◆J1095 ★AK103 	Board B9/2 : 2♠ by West; Opening Lead: ♥Q You have only seven top tricks, five spades and two hearts. Dummy is short of clubs, so a void can be created there fairly quickly. Win the opening lead and immediately play a club. Regain the lead and lead another club, removing Dummy's last club card. Next time you get the lead in the West hand, you can lead a third club and ruff it in Dummy for that extra trick you needed. Then you can draw trumps and make the contract.

		Board B9/3 : 2♠ by North; Opening Lead: ◆Q
 ★KQ. ▼86 ◆65 ★A87 ◆A872 ◆Q1095 ★A97 ▼A75 ◆K43 ★64 	72	You require eight tricks, but have only seven top tricks. An extra trick can be scored by one of Dummy's trumps, if the clubs in the South hand can be cleared, and a club then led from the North hand and trumped with one of Dummy's spades. The defenders lead three rounds of diamonds, but you can ruff the third diamonds lead. You should now set about 'clearing out' Dummy's clubs to create the ruffing situation, and should preferably start by DUCKING a round of clubs. This will make it easy to re-enter the North hand later with a club to the ace, followed by the club ruff for the desired extra trick. After taking this club ruff you can attend to the defenders' trumps. (In fact, you should ruff the third round of clubs with either the A or A9, just in case West started with only two clubs and the A8. As the cards actually lie, this is not necessary, but if you considered the possibility and came up with the right answer, very well done indeed!)
*A10 *843 *653 *QJ9 *KQ632 *7 *A109 *10863 *J85 *AK0 *72 *754	2	Board B9/4 : 4♦ by East; Opening Leads: ♥A, ♦2. You have five diamond tricks and two clubs, so you need three more. One can come from the ♠K/Q, so two must come from hearts ruffs in Dummy. Attend to hearts immediately! The defence have already managed at trick two to knock out one of Dummy's tricks, and if you allow them to get the lead with the ♠A they will knock out another, leaving you with only one possible heart ruff. Win trick two then in the East hand, and lead a heart and ruff in Dummy. Return to hand with a club and repeat the process by leading another heart and ruffing it. Now you can draw the defenders' trumps and knock out the ♠A to establish a spade trick as well, bringing your trick total up to ten.

ESTABLISHING A SUIT BY 'RUFFING'

TEACHER'S NOTES

In order to provide a simple introduction to this topic, the practice hands have been made very straightforward, with kindly breaks in the trump suits and in the suits to be established by ruffing. The students will still have to ensure, however, that a long 'side-suit' is only ruffed sufficiently often to strip the defenders of their cards in the suit. One ruff too many could mean failure to make the contract. Also, having established some winners in this way, they must then ensure that the defenders' trumps are drawn before they attempt to cash their established tricks. Counting, and in more than one suit, is going to be an important factor in the successful negotiation of these hands. The sequence in which suits are played will also be significant. In most cases the trump suits provide valuable entries at critical points in the play, so any Declarers who draw trumps too soon could find that they have spoilt their chances of success.

To demonstrate the mechanics of the above, you could start with these cards from one suit only:

Cash the ace and king from 'Dummy', then lead again towards the queen, pointing out how the defenders are then stripped of cards in the suit, just as in the lesson on 'exhausting your opponents' cards in a suit'.

Now go back to replay this suit, but before you do, transfer the queen to the East hand and replace it in the South hand with a card from a different suit (preferably of a different colour), and ask the students to imagine that this new card is a trump, i.e.:

Go through the motions again of cashing the ace and king. All four hands follow suit. Then lead the four. East follows suit, South ruffs with the trump, and West follows suit. Point out the similarity to your last demonstration, in as much as the defenders were stripped of all their cards in the suit in the course of the three rounds that were played. The only slight difference is that this time the third round was won by a trump which took the place of a third winner in the suit.

Show the students also what can happen with this lie of the cards:

Add a couple of 'trump cards' from another suit alongside the three in the South hand. After asking the students to assume plenty of entries to the 'Dummy', demonstrate how repeated ruffs in this suit lead to the defenders being 'exhausted' of their cards and to three cards in the 'Dummy' being established as winners.

It will have to be made clear that, in the event of uneven distribution of the defenders' cards in the suit being ruffed, this technique would probably fail (as happens so often in the real world of Bridge). They

will, however, have the chance to see it work in the practice hands, as long as they are careful with regard to the correct sequence of plays, and in particular to timing the drawing of trumps and the use of entries.

Summary of lesson objectives:

- (1) Students will be able to explore the potential of suits which can be ruffed often enough to exhaust the opponents of cards in such suits.
- (2) Students will be aware of the need to COUNT the cards being played when ruffing out a suit, so as to avoid ruffing too many times.
- (3) While putting this technique into effect, students will have regard for such matters as entries, and the drawing of trumps at the optimum moment during the play of the hand.

ESTABLISHING A SUIT BY 'RUFFING'

STUDENT'S NOTES

Consider this suit:

Lay out these cards from one suit, and then 'cash' the ace and king in Dummy. The result is:

Now imagine that there is a trump card in the South hand. Lead the two from Dummy and trump it. Both defenders have to follow suit, and become stripped of their cards in this suit in the process. You end up with the eight, six and four as established tricks, the only cards of that suit left in play. This technique is relatively simple. If you keep ruffing a suit there is a good chance that the opponents will run out of cards in that suit, leaving your remaining cards as winners.

To take advantage of this technique in the practice deals, you will need to bear in mind other previously practised points, such as counting cards as they are played, and correct use of entry cards, as well as deciding upon the best time to actually draw your opponents' trumps.

<pre></pre>	Board B10/1:5♦ by North; Opening Lead: ♠K A count of top tricks reveals a total of nine. There is potential in the club suit, containing seven cards. You will have to hope the defenders hold three cards each. Win the first trick with the ♠A. As you do not intend ruffing anything in Dummy you can draw the trumps immediately, three rounds being sufficient. Now cash the ♣A K, and then lead another club. With no club cards in hand you can trump this with a diamond. Notice that this is not an extra trick! It is one of the five diamond tricks you counted before. However, this third round of clubs, ruffed in hand, establishes two additional club winners in Dummy. The ♥A is an entry card to them.
<pre></pre>	Board B10/2 : 6 ◆ by East; Opening Lead: ♠K You have nine top tricks. Clubs will have to provide three more. You must not draw the defenders' trumps at first, because Dummy's trumps are required as entries at specific times. Win the ♠A. Then play a club to the ace and lead another club, ruffing it in hand, counting the clubs played by the defenders. Four out of their six clubs will be played. Now cross to Dummy with a trump and lead another club, ruffing it in hand. When both defenders follow suit, Dummy's clubs are established as winners. Careful now! Before you can cash them, you must draw the defenders' trumps. You have played one round of trumps already, so play the ◆Q now. This draws one more trump from North. Cross to Dummy's high trump now, drawing the last trump as you do so, and putting the lead in Dummy for the three established clubs. On cashing these, you can discard losers from the East hand and make your twelve tricks.

Board B10/3: 4♠ by South; Opening Leads: ♦A, ♦K **♠**Q102 You have eight top tricks: but prospects of ten tricks are good, **♥**53 because of the strong heart suit. It appears that two heart ruffs in ♦9853 Dummy will bring in the contract, but there is a wrinkle. Ruff the second trick in hand, cash the ♥A K, and then ruff a third heart in **\$9653 ↑**753 **♠**94 Dummy with the ♥10, which cannot be beaten since you hold all **v** 109 ♥J876 the higher trumps. That ruff counts as an extra trick, and one AKQJ2 1074 more such ruff would give you ten tricks. However, if you have counted the hearts carefully, you will have seen ten of them *****1042 **.** AKQJ played: you still hold the queen and the four, and East (since **AKJ86** West has discarded on the third heart) has only one left. This can ♥AKQ42 **♦**6 be taken by the gueen to establish the four as a trick, so there is no need to carry on ruffing. Simply draw the defenders' trumps ***87** and cash the gueen and the established ♥4. Board B10/4: 7♥ by West; Opening Lead: ♣Q **♠**Q86 **9**5 You have eleven top tricks and the spade suit offers the chance of ♦KJ93 ♣QJ108 two extra tricks. You must hope that the defenders' spades are divided 3-3 so that they can be ruffed out to establish two AK **♦**97542 **♥**KQJ762 winners. After winning the club, you should turn your attention ♥A84 immediately to the spade suit, but keep an eye also on Dummy's **♦**542 ♦ A76 two aces which will be crucial entry cards. Cash the A K. **.**AK **.**72 counting the number of spade cards played, then cross to Dummy **♣**J103 with one of its aces, say the ◆A. This enables you to ruff a spade, **v** 103 noting that all thirteen spades are accounted for: eleven played ◆ Q 108 and two remaining in Dummy. Now, just draw your opponents' **4**96543 trumps before cashing your two spade tricks. You can do this quite easily, counting them in, and using the trump suit to end up in dummy for those spades. Well done if you made all thirteen tricks.

ADDITIONAL 'DECLARER PLAY' DEALS

	 AKQJ	J10	Board B1/5 : 2NT by South; Opening Lead: ♥K
	♥ 85		
	♦ 643		You can take one top trick in clubs (the ace), one top trick in
	4 985		diamonds (the ace), and one top trick in hearts (the ace), and five
♦ 952		↑ 764	top tricks in spades (the ace, queen, jack and ten), making a total
♥KQJ4		v 1096	of eight top tricks.
♦KJ5		◆ Q 109	
4 732		. KQJ10	
	 83		
	♥A732		
	♦A872		
	♣ A64		
	♠ Q109		Board B1/6 : 3NT by West; Opening Lead: ♥Q
	♥ QJ109	96	
	♦ Q4		You can take three top tricks in clubs (the ace, king and queen,
	. 4J97		divided between West and Dummy), two top tricks in diamonds
♠ A42		♦ K53	(the ace and king), two top tricks in hearts (the ace and king,
♥ K32		♥ A75	again divided between the two hands) and two top tricks in
♦9752		♦AK63	spades (the ace and king, also divided between the two hands),
♣ A42		 ♣KQ6	making a total of nine top tricks.
	 \$J876		
	v 84		
	♦ J108		
	4 10853	3	
	♦ K843		Board B1/7 : 6NT by North; Opening Lead: ◆J
	♥ A87		
	♦KQ5		You can take five top tricks in clubs (the ace, king, queen and
	* 863		ten), three top tricks in diamonds (the ace, king and queen), two
♠QJ62		♦ 109	top tricks in hearts (the ace and king) and two top tricks in spades
♥J10643	3	♥ Q95	(the ace and king), making a total of twelve top tricks.
♦ 643		♦J1097	
. 9		♣ 7542	
	 A75		
	♥ K2		
	♦A82		
	. AKQJ	J 10	
	♦ J1092		Board B1/8 : 3NT by East; Opening Lead: ◆K
	♥Q105	3	
	♦ 75		You can take four top tricks in clubs (the ace, king, queen and
	4 1085		jack), one top trick in diamonds (the ace), two top tricks in hearts
♦ A53		♦ K64	(the ace and king) and two top tricks in spades (the ace and king),
♥ K76		♥A42	making a total of nine top tricks.
♦A94		♦ 632	
♣KQ63		♣ AJ42	
	 \$Q87		
	♥ J98		
	♦KQJ1	08	
	. 97		

	▲ 63		Board B2/5 : 6NT by South; Opening Lead: ♠K
◆AKJ4 ◆10986 ♣532			
		j .	You can take one spade trick, three club tricks and four diamond
		. 00	tricks, and if four heart tricks are taken, this will bring the total to
♠KQJ109	9	♦ 82	the required twelve. The heart suit will be blocked, though, unless
♥ 63		♥ 109875	the first heart trick is taken with the queen.
♦ 542		♦ 73	
4 1096		. 4 J874	
	♠ A754		
	♥ Q2		
	◆ AKQJ		
	 AKQ		
	≜ KQJ		Board B2/6 : 2NT by West; Opening Lead: ◆K
	♥ 97		
	♦KQJ1	09	You can take two club tricks, one diamond trick and once spade
40-5	. 4J97	1005	trick, and if four heart tricks are taken this will bring the total up to
★ 1072		♦ A863	the required eight. To take four heart tricks, though, the ace and
♥ KQ42		♥AJ3	jack must take the first two tricks in that suit. Otherwise the suit
♦ 54		♦ A76	will become blocked.
* 8432	. 0.5.4	♣ AK5	
	♦ 954	_	
	v 10865)	
	♦832 • 0400		
	♣Q106		Decad DO/7 - ONT his North Organia at Leads AV
	AK73 ♥AK8		Board B2/7 : 3NT by North; Opening Lead: ♣K
	◆ J4		You can make one club trick, two heart tricks and two spade
	♣A983		tricks. Four diamond tricks will bring the total up to the required
♠ 985	₩ A303	♠QJ10	nine, but the first diamond trick must be taken with the jack in the
♥ J743		♥Q109	south hand, to avoid blocking the suit.
10986		◆752	g
* 65		♣KQJ10	
` ` ` `	 642		
	♥ 652		
	♦ AKQ3	3	
	. 742		
	▲ 1042		Board B2/8 : 2NT by East; Opening Lead: ♠K
	♥ 98754	4	
	KQJ		You can take one club trick, one diamond trick and one spade
	4 109		trick. Five heart tricks will bring the total up to the required eight,
♦ 63		 A 7	but care must be taken to ensure that the first heart trick is won by
♥AKQJ3	3	v 102	the ten in the south hand. Otherwise you will end up with only four
♦ 752		♦A8643	heart tricks.
* 842		♣ A653	
	♦ KQJ9	85	
	v 6		
	• 109		
	♣ KQJ7		

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		De and DA/C: ONT his Courts On and the Land
		Board B4/5: 3NT by South; Opening Lead: ♥Q
♣976 ▼K4 ◆J63 ♣KJ ♣J5 ▼QJ10853 ◆872 ♣A7 ♠AK ▼A6 ◆A9 ♣Q9	3 108	You require nine tricks for your contract, but there are only six top winners, one diamond, two hearts and three spades. You can establish three club tricks by driving out the ace, so win the first trick and straightaway lead a top club to start the driving out process. When you regain the lead you can cash the established club tricks as well as the top tricks in the other suits for a total of nine. Do you see what would happen if your cashed the ♥A K before starting on the cubs? When you lost to the ♣A the defenders would be able to cash four heart tricks in addition to the ♣A and so defeat your contract. By keeping hold of the ♥K you preserve it as a stopper, to stop your opponents from cashing these tricks until after you have made your contract.
		Board B4/6 : 3NT by West; Opening Lead: ♣Q
 ★3 ▼10632 ★AK54 ★AK63 ★C94 ▼Q8 ◆QJ ★5 	5 1097	You need nine tricks but have only seven top tricks, two clubs, two diamonds, two hearts and the ♠A. However, the spades should bring in two established tricks in addition to the ace. After winning the first trick you should lead the ♠3 from the West hand (where you won the first trick) and win with the ace in Dummy. Now lead the ♠Q to drive out the ♠K. If the ♠K wins that trick, you can regain the lead and enter Dummy with a heart in order to cash the ♠J 10. If the ♠Q wins, simply persevere with spades by leading the ♠J. Either the ♠J will win, which will enable you to take nine tricks, or it will lose to the ♠K, in which case the ♠10 will become your ninth trick. Note again the importance of timing: the spades must be played before the ♥A K are cashed, or the established spade tricks will be inaccessible.
*AK *AK *A9 *AQ *6 *J10987 *KJ4 *10974 *Q5 *Q6 *752 *53	5 8 J2 *J10987 *4 *Q1063 *K86 32 32	Board B4/7: 3NT by North; Opening Lead: *J You have eight top tricks, three spades, three hearts, one diamond and one club, but require nine for your contract. You can ensure the success of the contract by going for a second trick in the club suit. Win the first trick, and then lead out the *A followed by the *Q. When the *Q loses to the king, the jack becomes a winning card.
♣QJ ♥5 •QJ ♣969 ♣853 ♥A642 •42 •KQJ10 ♣42 •QJ •86 ♣A7	109 53 ♠AK76 ♥K73 ♠AK753 ♣8	Board B4/8: 3NT by East; Opening Lead: ♥Q There are six top tricks available in spades, hearts and diamonds, and three more tricks can be established in the club suit to bring the total up to the required nine. However, you must bear in mind the principle of preserving an entry to the established tricks, in this case the ace of hearts. When South leads the ♥Q you must win with the king in the East hand, and then attack the clubs to drive out the ace. You must not 'use up' the entry card (the ♥A) too soon, to ensure that the three established club tricks remain accessible.

	♠AKQ3	Board B5/5 : 1NT by South; Opening Lead: ♥K
	♥ 873	, , . , . , . , . , . , . , . , .
	♦ 742	You start with only six top tricks. However, on 'testing' the Spade
	. 542	suit by cashing the AAKQ while COUNTING the number of
♦ J62	♦ 1094	spade cards that are played by all four hands, you will find that
♥KQJ10		the \(\text{\ti}}\text{\te}\text{\ti}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}
◆Q86 ♣J87	♦ KJ103	becomes an established trick.
₩ J0/	♣ KQ109 ♣ 875	
	♥A962	
	♦ A95	
	. A63	
	♠ K75	Board B5/6 : 3NT by West; Opening Lead: ♥Q
	♥QJ1095	
	♦ J96	You have only eight top tricks, and should try to establish an extra
	. 87	trick in the diamond suit, which contains seven of the thirteen
♠ Q632	♦ J4	cards. Playing off the A K Q will in this case strip the opponents
♥AK76	♥ 842	of diamonds, leaving the last diamond in Dummy as an
♦ AKQ	◆7432 ◆AKO2	established trick. Note that the club winners are entry cards for the winning diamond in dummy. They must not be cashed too
* 96	* AKQ3 * A1098	soon! You side also holds seven cards in hearts, but it is most
	♥ 3	unlikely that North has chosen to lead from a three-card suit. Thus
	♦ 1085	playing on diamonds is your best chance to find the extra trick you
	♣ J10542	require.
	♠ K3	Board B5/7 : 3NT by North; Opening Lead: ♠Q
	♥ A8	
	♦AJ8	You have only five top tricks, but there is the chance to develop
. 7.4	♣A96532	four more in the club suit, which contains nine cards in all. The
♦ 74 ∀ K764	≜ QJ1092 ♥ Q92	defenders, holding only four club cards between them, could be stripped of these in two rounds if they hold two club cards each.
◆Q6532		Win the first trick of the hand, cash the AA, and then lead a
*QJ		second club. This trick will be won by the defence, but at the
	♠A865	same time both defenders will have been stripped of the clubs
	♥J1053	that they were holding. You will be left with four established club
	♦ 94	winners which can be cashed when you regain the lead.
	. 874	
	♦ Q983	Board B5/8 : 3NT by East; Opening Lead: ♥Q
	♥ 83	
	♦ J10 • O10743	In which hand should you win the first trick? You have only seven top tricks, but can be hopeful of producing four tricks instead of
 642	♣Q10743 ♠A107	just two in the diamond suit, which contains the majority of the
* 642 ∀ A6	• K742	thirteen cards. The defenders' diamonds can be cleared in three
◆97532	• AK4	rounds, but after that, when you regain the lead, you must find an
. 865	♣AK2	entry to the Dummy to reach the established diamonds. The ♥A is
	♠ KJ5	the only possible entry, so it must not be used up at trick one. The
	♥QJ1095	first trick MUST be taken in the East hand with the ♥K.
	♦Q86	
I	. J9	

. AK	Board B6/5 : 3NT by South; Opening Lead: ♠Q
∀ AK754	
◆AK6	You have no choice but to win the first trick in Dummy, There are
4 653	eight top tricks in view, with prospects of extra tricks in the club
♦ QJ1092 ♦ 753	suit, which contains eight of the thirteen cards. Because of the
▼J8	lack of entries to the South hand, you should play a small club
◆Q832 ◆J107	from each hand (DUCKING) at trick two. On regaining the lead in
♣ J10 ♣ Q98	Dummy, you lead a second club, win with the ace in the South
♦ 864	hand, cash the king, which will take the defenders' last club and
♥ 96	also keep the lead in the South hand. The established club tricks can then be cashed, and you will take ten tricks in all.
◆954 • 4467.40	can then be cashed, and you will take ten thicks in all.
♣ AK742	Poord PC/C + 2NT by Worth Opening loads + 1/
	Board B6/6 : 2NT by West; Opening lead: ♠K
♠KQJ102	You have only seven top tricks, but the strong club suit containing
♥ J7	seven of the thirteen cards offers the best chance of extra tricks.
♦ 95	A count of the top tricks means that only one extra club trick is
♣ J1096	required to bring the total number of tricks up to the required
♦ A74 ♦ 96	eight. Although it is very tempting to cash the *A K Q (hoping to
▼A542 ▼863	clear the suit if it is divided 3-3, and to take five tricks in all), it
◆AK76 ◆842	would be wise to duck one round of clubs anyway. Doing this
♣ 73 ♣ AKQ54 ♣ 853	guarantees the taking of four club tricks despite the 4-2 division of
• 853 ▼KQ109	the defenders' clubs in this deal. If the suit were divided 3-3, then
◆QJ103	the 'duck' would be unnecessary, and an overtrick would be lost.
* 82	This is a small price to pay, however, for making the contract that
	much safer.
Ī	l l
	Board B6/7 : 1NT by North; Opening lead: ♣K
▲ A854	Board B6/7 : 1NT by North; Opening lead: ♣K
AA854 ▼KQ84	There are only six top tricks, but the diamond holdings, containing
. A854 ∀ KQ84 . 63	There are only six top tricks, but the diamond holdings, containing eight of the thirteen diamonds, suggest that the defenders could
∀ KQ84	There are only six top tricks, but the diamond holdings, containing eight of the thirteen diamonds, suggest that the defenders could be stripped of their diamonds fairly quickly. However, Dummy only
∀ KQ84 ◆ 63	There are only six top tricks, but the diamond holdings, containing eight of the thirteen diamonds, suggest that the defenders could be stripped of their diamonds fairly quickly. However, Dummy only has one entry (♠K), which must be kept until dummy's diamonds
♥KQ84 ◆63 ♣A83	There are only six top tricks, but the diamond holdings, containing eight of the thirteen diamonds, suggest that the defenders could be stripped of their diamonds fairly quickly. However, Dummy only has one entry (♠K), which must be kept until dummy's diamonds are established, since three rounds of diamonds must be played
 VKQ84 ◆63 ◆A83 ◆Q1093 ◆J62 VAJ109 V752 ◆Q109 ◆KJ 	There are only six top tricks, but the diamond holdings, containing eight of the thirteen diamonds, suggest that the defenders could be stripped of their diamonds fairly quickly. However, Dummy only has one entry (♠K), which must be kept until dummy's diamonds are established, since three rounds of diamonds must be played to clear the defenders. North will also be out of diamonds at this
 VKQ84 ◆63 ★A83 ◆Q1093 ◆J62 ▼AJ109 ▼752 ◆Q109 ◆KJ ♣97 ★KQJ105 	There are only six top tricks, but the diamond holdings, containing eight of the thirteen diamonds, suggest that the defenders could be stripped of their diamonds fairly quickly. However, Dummy only has one entry (♠K), which must be kept until dummy's diamonds are established, since three rounds of diamonds must be played to clear the defenders. North will also be out of diamonds at this point, hence the need for an entry to Dummy. You should win the
 VKQ84 ◆63 A83 AQ1093 ◆J62 VAJ109 V752 ◆Q109 ★KJ AKQJ105 AK7 	There are only six top tricks, but the diamond holdings, containing eight of the thirteen diamonds, suggest that the defenders could be stripped of their diamonds fairly quickly. However, Dummy only has one entry (♠K), which must be kept until dummy's diamonds are established, since three rounds of diamonds must be played to clear the defenders. North will also be out of diamonds at this point, hence the need for an entry to Dummy. You should win the first trick and immediately duck one round of diamonds. The
 VKQ84 63 A83 AQ1093 ✓ AJ109 ✓ 752 ✓ Q109 ✓ KJ AK7 ✓ 63 	There are only six top tricks, but the diamond holdings, containing eight of the thirteen diamonds, suggest that the defenders could be stripped of their diamonds fairly quickly. However, Dummy only has one entry (♠K), which must be kept until dummy's diamonds are established, since three rounds of diamonds must be played to clear the defenders. North will also be out of diamonds at this point, hence the need for an entry to Dummy. You should win the first trick and immediately duck one round of diamonds. The defenders will cash their four club winners. Take care not to
 VKQ84 63 A83 AQ1093 ✓ AJ109 ✓ 752 ✓ Q109 ✓ KJ → 97 → KQJ105 → K7 ✓ 63 → A87542 	There are only six top tricks, but the diamond holdings, containing eight of the thirteen diamonds, suggest that the defenders could be stripped of their diamonds fairly quickly. However, Dummy only has one entry (♠K), which must be kept until dummy's diamonds are established, since three rounds of diamonds must be played to clear the defenders. North will also be out of diamonds at this point, hence the need for an entry to Dummy. You should win the first trick and immediately duck one round of diamonds. The
 VKQ84 63 A83 AQ1093 ✓ AJ109 ✓ 752 ✓ Q109 ✓ KJ AK7 ✓ 63 	There are only six top tricks, but the diamond holdings, containing eight of the thirteen diamonds, suggest that the defenders could be stripped of their diamonds fairly quickly. However, Dummy only has one entry (♠K), which must be kept until dummy's diamonds are established, since three rounds of diamonds must be played to clear the defenders. North will also be out of diamonds at this point, hence the need for an entry to Dummy. You should win the first trick and immediately duck one round of diamonds. The defenders will cash their four club winners. Take care not to discard Declarer's last diamond. Then when you regain the lead
 VKQ84 63 A83 AQ1093 ✓ AJ109 ✓ 752 ✓ Q109 ✓ KJ → 97 → KQJ105 → K7 ✓ 63 → A87542 	There are only six top tricks, but the diamond holdings, containing eight of the thirteen diamonds, suggest that the defenders could be stripped of their diamonds fairly quickly. However, Dummy only has one entry (♠K), which must be kept until dummy's diamonds are established, since three rounds of diamonds must be played to clear the defenders. North will also be out of diamonds at this point, hence the need for an entry to Dummy. You should win the first trick and immediately duck one round of diamonds. The defenders will cash their four club winners. Take care not to discard Declarer's last diamond. Then when you regain the lead play another diamond, again ducking the trick. On winning back the lead, North can play a spade to the king and cash the remaining diamonds in Dummy for a total of seven tricks.
 VKQ84 ◆63 ★A83 ◆Q1093 ◆J62 ◆752 ◆Q109 ◆KJ ★97 ★KQJ105 ★K7 ◆63 ◆A87542 ★642 	There are only six top tricks, but the diamond holdings, containing eight of the thirteen diamonds, suggest that the defenders could be stripped of their diamonds fairly quickly. However, Dummy only has one entry (♠K), which must be kept until dummy's diamonds are established, since three rounds of diamonds must be played to clear the defenders. North will also be out of diamonds at this point, hence the need for an entry to Dummy. You should win the first trick and immediately duck one round of diamonds. The defenders will cash their four club winners. Take care not to discard Declarer's last diamond. Then when you regain the lead play another diamond, again ducking the trick. On winning back the lead, North can play a spade to the king and cash the
 VKQ84 63 A83 AQ1093 ✓ AJ109 ✓ 752 ✓ Q109 ✓ KJ → 97 → KQJ105 → K7 ✓ 63 → A87542 	There are only six top tricks, but the diamond holdings, containing eight of the thirteen diamonds, suggest that the defenders could be stripped of their diamonds fairly quickly. However, Dummy only has one entry (♠K), which must be kept until dummy's diamonds are established, since three rounds of diamonds must be played to clear the defenders. North will also be out of diamonds at this point, hence the need for an entry to Dummy. You should win the first trick and immediately duck one round of diamonds. The defenders will cash their four club winners. Take care not to discard Declarer's last diamond. Then when you regain the lead play another diamond, again ducking the trick. On winning back the lead, North can play a spade to the king and cash the remaining diamonds in Dummy for a total of seven tricks. Board B6/8: 3NT by East; Opening lead: ♠J
 ★KQ84 ★63 ★A83 ★Q1093 ★J62 ▼752 ◆Q109 ★KJ ★97 ★KQJ105 ★K7 ▼63 ★A87542 ★642 	There are only six top tricks, but the diamond holdings, containing eight of the thirteen diamonds, suggest that the defenders could be stripped of their diamonds fairly quickly. However, Dummy only has one entry (♠K), which must be kept until dummy's diamonds are established, since three rounds of diamonds must be played to clear the defenders. North will also be out of diamonds at this point, hence the need for an entry to Dummy. You should win the first trick and immediately duck one round of diamonds. The defenders will cash their four club winners. Take care not to discard Declarer's last diamond. Then when you regain the lead play another diamond, again ducking the trick. On winning back the lead, North can play a spade to the king and cash the remaining diamonds in Dummy for a total of seven tricks. Board B6/8: 3NT by East; Opening lead: ♠J
 ★KQ84 ★63 ★A83 ★Q1093 ★J62 ▼752 ◆Q109 ★KJ ★SY ★KQJ105 ★K7 ▼63 ★A87542 ★642 	There are only six top tricks, but the diamond holdings, containing eight of the thirteen diamonds, suggest that the defenders could be stripped of their diamonds fairly quickly. However, Dummy only has one entry (♠K), which must be kept until dummy's diamonds are established, since three rounds of diamonds must be played to clear the defenders. North will also be out of diamonds at this point, hence the need for an entry to Dummy. You should win the first trick and immediately duck one round of diamonds. The defenders will cash their four club winners. Take care not to discard Declarer's last diamond. Then when you regain the lead play another diamond, again ducking the trick. On winning back the lead, North can play a spade to the king and cash the remaining diamonds in Dummy for a total of seven tricks. Board B6/8: 3NT by East; Opening lead: ♠J You have only eight top tricks but the heart suit will no doubt produce some extra tricks. You should foresee the need to
 VKQ84 63 A83 AQ1093 V752 Q109 KJ KQJ105 K7 63 A87542 642 A63 KQ Q10832 	There are only six top tricks, but the diamond holdings, containing eight of the thirteen diamonds, suggest that the defenders could be stripped of their diamonds fairly quickly. However, Dummy only has one entry (♠K), which must be kept until dummy's diamonds are established, since three rounds of diamonds must be played to clear the defenders. North will also be out of diamonds at this point, hence the need for an entry to Dummy. You should win the first trick and immediately duck one round of diamonds. The defenders will cash their four club winners. Take care not to discard Declarer's last diamond. Then when you regain the lead play another diamond, again ducking the trick. On winning back the lead, North can play a spade to the king and cash the remaining diamonds in Dummy for a total of seven tricks. Board B6/8: 3NT by East; Opening lead: ♠J You have only eight top tricks but the heart suit will no doubt produce some extra tricks. You should foresee the need to establish some extra heart winners in the West hand and gain
 ★KQ84 ★63 ★A83 ★Q1093 ★J62 ▼752 ◆Q109 ★KJ ★KQJ105 ★K7 ★63 ★A87542 ★642 ★63 ▼KQ ◆Q10832 基J975 	There are only six top tricks, but the diamond holdings, containing eight of the thirteen diamonds, suggest that the defenders could be stripped of their diamonds fairly quickly. However, Dummy only has one entry (♠K), which must be kept until dummy's diamonds are established, since three rounds of diamonds must be played to clear the defenders. North will also be out of diamonds at this point, hence the need for an entry to Dummy. You should win the first trick and immediately duck one round of diamonds. The defenders will cash their four club winners. Take care not to discard Declarer's last diamond. Then when you regain the lead play another diamond, again ducking the trick. On winning back the lead, North can play a spade to the king and cash the remaining diamonds in Dummy for a total of seven tricks. Board B6/8: 3NT by East; Opening lead: ♠J You have only eight top tricks but the heart suit will no doubt produce some extra tricks. You should foresee the need to establish some extra heart winners in the West hand and gain entry to them. The ♠A is the only entry to the West hand and so
 KQ84 63 A83 Q1093 √752 Q109 KJ KQJ105 K7 63 A87542 642 A42 KQ5 A87542 A63 KQ Q10832 J975 A42 AKQ5 A87542 AKQ5 AK7 AKQ AKQ AKQ5 AKY4 	There are only six top tricks, but the diamond holdings, containing eight of the thirteen diamonds, suggest that the defenders could be stripped of their diamonds fairly quickly. However, Dummy only has one entry (&K), which must be kept until dummy's diamonds are established, since three rounds of diamonds must be played to clear the defenders. North will also be out of diamonds at this point, hence the need for an entry to Dummy. You should win the first trick and immediately duck one round of diamonds. The defenders will cash their four club winners. Take care not to discard Declarer's last diamond. Then when you regain the lead play another diamond, again ducking the trick. On winning back the lead, North can play a spade to the king and cash the remaining diamonds in Dummy for a total of seven tricks. Board B6/8: 3NT by East; Opening lead: &J You have only eight top tricks but the heart suit will no doubt produce some extra tricks. You should foresee the need to establish some extra heart winners in the West hand and gain entry to them. The AA is the only entry to the West hand and so must not be used too soon. Take the first spade trick with the king
 VKQ84 63 A83 AQ1093 √752 Q109 KJ AK7 63 A87542 642 A63 VKQ Q10832 J975 A42 AKQ5 A87542 AKQ5 AK7 AKQ AKQ AKQ5 AK7 AKQ AKQ5 AK7 AKQ5 AK7 AKQ5 AK7 AK7 AKQ5 AK7 AK74 AK32 	There are only six top tricks, but the diamond holdings, containing eight of the thirteen diamonds, suggest that the defenders could be stripped of their diamonds fairly quickly. However, Dummy only has one entry (♠K), which must be kept until dummy's diamonds are established, since three rounds of diamonds must be played to clear the defenders. North will also be out of diamonds at this point, hence the need for an entry to Dummy. You should win the first trick and immediately duck one round of diamonds. The defenders will cash their four club winners. Take care not to discard Declarer's last diamond. Then when you regain the lead play another diamond, again ducking the trick. On winning back the lead, North can play a spade to the king and cash the remaining diamonds in Dummy for a total of seven tricks. Board B6/8: 3NT by East; Opening lead: ♠J You have only eight top tricks but the heart suit will no doubt produce some extra tricks. You should foresee the need to establish some extra heart winners in the West hand and gain entry to them. The ♠A is the only entry to the West hand and so must not be used too soon. Take the first spade trick with the king and duck a heart trick. When spades are continued you win with
 KQ84 63 A83 Q1093 √752 Q109 KJ 97 KQJ105 K7 63 A87542 642 KQ Q10832 J975 A42 KQ5 A87542 63 AK7 AK2 AK2 AK42 AK42 AK42 AK42 AK42 AK42 AK74 AK74 AK32 AJ10987 	There are only six top tricks, but the diamond holdings, containing eight of the thirteen diamonds, suggest that the defenders could be stripped of their diamonds fairly quickly. However, Dummy only has one entry (♠K), which must be kept until dummy's diamonds are established, since three rounds of diamonds must be played to clear the defenders. North will also be out of diamonds at this point, hence the need for an entry to Dummy. You should win the first trick and immediately duck one round of diamonds. The defenders will cash their four club winners. Take care not to discard Declarer's last diamond. Then when you regain the lead play another diamond, again ducking the trick. On winning back the lead, North can play a spade to the king and cash the remaining diamonds in Dummy for a total of seven tricks. Board B6/8: 3NT by East; Opening lead: ♠J You have only eight top tricks but the heart suit will no doubt produce some extra tricks. You should foresee the need to establish some extra heart winners in the West hand and gain entry to them. The ♠A is the only entry to the West hand and so must not be used too soon. Take the first spade trick with the king and duck a heart trick. When spades are continued you win with the queen and lead a second heart. You can either duck this or
 VKQ84 63 A83 AQ1093 V752 Q109 KJ 97 KQJ105 K7 63 A87542 642 KQ Q10832 J975 A42 KQ5 A87542 63 KQ5 AK7 AK2 AK25 AK42 AK25 AK74 AK32 J10987 J109 	There are only six top tricks, but the diamond holdings, containing eight of the thirteen diamonds, suggest that the defenders could be stripped of their diamonds fairly quickly. However, Dummy only has one entry (♠K), which must be kept until dummy's diamonds are established, since three rounds of diamonds must be played to clear the defenders. North will also be out of diamonds at this point, hence the need for an entry to Dummy. You should win the first trick and immediately duck one round of diamonds. The defenders will cash their four club winners. Take care not to discard Declarer's last diamond. Then when you regain the lead play another diamond, again ducking the trick. On winning back the lead, North can play a spade to the king and cash the remaining diamonds in Dummy for a total of seven tricks. Board B6/8: 3NT by East; Opening lead: ♠J You have only eight top tricks but the heart suit will no doubt produce some extra tricks. You should foresee the need to establish some extra heart winners in the West hand and gain entry to them. The ♠A is the only entry to the West hand and so must not be used too soon. Take the first spade trick with the king and duck a heart trick. When spades are continued you win with the queen and lead a second heart. You can either duck this or win with the ace to be followed by another heart to strip the
 KQ84 63 A83 Q1093 √752 Q109 KJ 97 KQJ105 K7 63 A87542 642 KQ Q10832 J975 A42 KQ5 A87542 63 AK7 AK2 AK05 AK42 AK05 AK7 AK0 AK10 AK2 AK25 AK74 AK32 AK310987 	There are only six top tricks, but the diamond holdings, containing eight of the thirteen diamonds, suggest that the defenders could be stripped of their diamonds fairly quickly. However, Dummy only has one entry (♠K), which must be kept until dummy's diamonds are established, since three rounds of diamonds must be played to clear the defenders. North will also be out of diamonds at this point, hence the need for an entry to Dummy. You should win the first trick and immediately duck one round of diamonds. The defenders will cash their four club winners. Take care not to discard Declarer's last diamond. Then when you regain the lead play another diamond, again ducking the trick. On winning back the lead, North can play a spade to the king and cash the remaining diamonds in Dummy for a total of seven tricks. Board B6/8: 3NT by East; Opening lead: ♠J You have only eight top tricks but the heart suit will no doubt produce some extra tricks. You should foresee the need to establish some extra heart winners in the West hand and gain entry to them. The ♠A is the only entry to the West hand and so must not be used too soon. Take the first spade trick with the king and duck a heart trick. When spades are continued you win with the queen and lead a second heart. You can either duck this or

		Doord D7/F , ONT by Courts On order to add only
		Board B7/5 : 3NT by South; Opening lead: ♥K
♣A87 ♥KQJ9 •1074 ♣943	 ★KQ63 ★A83 ◆Q863 ★AK ★J1094 ▼752 ◆95 ★QJ107 ★52 ▼1064 ◆AKJ2 ★8652 	You have seven top tricks: 1♥, 4♦ and 2♣. ♠K Q could produce one extra when ♠A has been knocked out but you need two extra tricks. There is a 50% chance of making two spade tricks. You must hope that ♠A is in the West hand, 'in front' of Dummy. After winning the ♥A cross to the South hand with a diamond and lead ♠2 towards the Dummy. If the ace appears from West you can play small from Dummy and your ♠K Q will be two established tricks for you. If the ace does not appear then try the ♠K (or ♠Q) from Dummy. When this wins, come back to the South hand with another diamond and lead ♠5 towards the other honour in Dummy. Wait and see what West plays, then play accordingly. Notice how important the diamond entries are to get to the South hand. They must not be taken too soon.
	♠ Q109	Board B7/6 : 3NT by West; Opening lead: 44
♣ K43 ♥ K64 ♦ K62 ♣ AKQJ	 ▼J105 ◆943 ♣10864 ♠J87 ▼A72 ◆A85 ♣9532 ♠A652 ▼Q983 ◆QJ107 ♣7 	You have eight top tricks: 4♣, 2♦ and 2♥. There is a 75% chance of making a spade trick depending on the position of the ♠A and ♠Q. Your plan should be to lead a small spade from either hand towards the honour in the other. This will only fail to produce a trick if North holds the ace sitting over the king AND South holds the queen over the jack.
	♦ K52	Board B7/7 : 3NT by North; Opening lead: ♠Q
♣974 ♥K1065 ◆976 ♣1094	 ▼74 ★K532 ★AK86 ▼A98 ★108 ★QJ53 ★A63 ▼QJ32 ★AQJ4 ★72 	You have eight top tricks: 2♠, 4♦ and 2♣. However, there is a 75% chance of an extra trick in the heart suit containing ♥Q J depending on the positions of the ♥A K. Win the first trick in the North hand and lead a small heart towards Dummy. If East produces the ace, the ♥Q J can force out the king and produce a trick. If East plays small try the queen and it will probably lose to a high card in West's hand. Later, lead another small heart from the North hand to play the jack from Dummy. You hope that the other honour is with East. This play only fails if West holds both ♥A and ♥K.
	♦ J1074	Board B7/8 : 7NT by East; Opening lead: ♥J
AKQ3 ♥32 •542 •QJ42	 ▼7 ◆Q8763 ♣1075 ♠52 ▼AKQ4 ◆AKJ ♣AK83 ♠986 ▼J109865 ◆109 ♣96 	You need all 13 tricks but have only 12 top tricks: 3♠, 3♥, 2♦ and 4♣. There is a 50% chance of an extra trick in diamonds depending on the position of ♠Q. You hope it is with North. Win trick one, cross to Dummy with a spade and lead a low diamond. If North plays low try the jack for your extra trick. It cannot help North to play the queen. You will simply beat it then your ♠A J combination gives you the two tricks you need.

	♦ K97	Board B8/5 : 3NT by South; Opening lead: ♠5
AQ1053 ▼J5 ◆53 &K862	 ★AQ7 ★AQJ86 ♣QJ \$96432 ★K42 ♣975 ♣864 ▼K108 ★1097 ♣A1043 	After the opening lead there are five top tricks outside spades. You play low from Dummy at trick one and East wins with the \$J. When he returns the \$2, the king becomes established as a trick bringing your total to six. The diamond suit offers the chance for extra tricks. Bearing in mind that East is now the SAFE hand you can afford to lose a diamond trick to him. Cross to South with a heart and lead the \$10. When West plays small, play small from Dummy as well. The trick will be taken by East with his king but he cannot do you any harm. He has no spade to return.
♣ 65 ♥ A84 ♦ KJ54 ♣ KQ85	AQJ9 VKJ953 Q872 A9 AAK42 V762 A1063 AA7 A10873 VQ10 9 AJ106432	Board B8/6: 3NT by West; Opening lead: ♥5 You have only eight top tricks. The diamonds offer the prospect of an extra trick but you must be careful. You should hold up once to make South the safe hand. One way to get the ninth trick is play off ◆ A K. If the queen drops you are fine, but if it doesn't then when you lose it to North he will cash his hearts. The best line is to lead a small diamond from West and when North plays small play ◆10. If South wins with the queen, the jack becomes established as he has no heart left to lead. In fact the ◆10 will win and that is your ninth trick.
<pre>♣J85 ♥A53 ◆J10954 ♣A3</pre>	AA7 ▼K92 ◆A72 *QJ1096 A10962 ▼QJ764 ◆6 A754 *KQ43 ▼108 •KQ83 *K82	Board B8/7: 3NT by North; Opening lead: ▼6 Although the defenders take the first trick with the ▼A and continue hearts, you should hold up the king until the third round. Then, when you drive out the ♣A, it may be in the safe West hand. As West cannot return a heart you will regain the lead in whichever suit is led and make your contract with an overtrick. If East has the ♣A then you will go down.
AA87 ♥A853 •942 A963	<pre></pre>	Board B8/8: 3NT by East; Opening lead: ♠K You have only six top tricks, but you can establish extra tricks in clubs. With six cards in spades you should hold up the ace once, then play it at trick two to make North the safe hand. Now play on clubs. When you lead a club from Dummy, North will play the queen. The smart play is to let North win that trick! You have four winners outside clubs so only need five club tricks to make the contract. By letting North win the trick, he has no spade to return so win the return and take your tricks. If you jump up with ♣A immediately you find the suit breaks 3-1 and South has the ♣J, so he will get in and play out his spades. If the clubs broke 2-2 you would make all six club tricks for an overtrick, but when they break 3-1 as here that play would be fatal. By giving up a trick like this you guarantee the contract. This is known as a 'safety play'.

	1
A 2	Board B9/5 : 4♥ by South; Opening lead: ♣K
♥ Q109	
♦ 8753	You need ten tricks but have only eight top tricks. Extra tricks can
♣A9632	come by creating a void in Dummy's spades and leading spades
♦ KJ96 ♦ Q1043	from the South hand and ruffing them in the Dummy. You must do
♥ 542 ♥ 73	all this before you draw trumps, otherwise Dummy's trumps will
♦Q6 ♦ KJ1094	disappear before you can use them. Win the ♣A, play ♠2 to ♠A.
♣ KQJ10 ♣ 84	Now lead a small spade and trump it with ♥9. Next play a
♦ A875	diamond to South's ace, lead another spade and trump in the
♥AKJ86	Dummy again. Now you can draw trumps. By trumping twice in
◆A2	the Dummy you have made the extra two tricks you need.
* 75	,,,,,,,,,,,,,,,
♦ 865	Board B9/6 : 3♠ by West; Opening lead: ♥K
★ 805 ∀ KQJ10	Doard Daro . 3 m by West, Opening lead. ▼N
◆74	You have seven top tricks: 5♣, 1♥ and 1♣. Two extra tricks can
▼74 ♣KJ102	be made by ruffing hearts in Dummy. Win the opening lead in
	hand and then another heart immediately, trumping it in the
♦ A63 ♦ 5	Dummy. Next lead a club to West's ace followed by your final
♦86	heart to trump. Those are the extra two tricks you need to bring the total to nine.
♣A94	une total to tiline.
♦ 32	
♥98742	
♦ AKQJ	
♣ Q7	
♦ 85	Board B9/7 : 2♣ by North; Opening leads: ♠A, ♠K, ♠7
♥ 7432	We have a section to the first of the section of th
• A4	You have seven top tricks so need to find one more. Dummy is
*AKQJ3	short in hearts so if you can create a void you will be able to ruff a
♦ QJ109 ♦ AK7	heart with one of Dummy's spades. Win the third trick by ruffing in
▼ AJ65 ▼ K109	hand, then immediately play a heart. The defence should lead a
◆Q103 ◆J987	trump back, which you win and lead another heart. Now regain
. 64 . 875	the lead and trump a heart with Dummy's club. This gives you the
♦ 6432	extra trick you need to make the contract. If East had switched to
♥ Q8	a trump at trick three he would have taken a club away from
◆K652	Dummy and you would have run of Dummy's trumps before you
* 1092	could use them. Then you would have been down one.
♦ 983	Board B9/8 : 3♠ by East; Opening leads: ♥A, ♥K
▼ 7432	
♦K542	You need nine tricks but have only seven. The extra two can
4 42	come by ruffing two diamonds in the Dummy. But you must get
♦ K106 ♦ AQJ75	the timing correct. Win the second trick by ruffing in hand. Then
♥ 9865 ♥ 10	immediately lead a small diamond to lose a diamond trick. (You
♦ J8 ♦ A976	have to lose one diamond trick so lose it now). Win the return,
♣7653 ♣AQ8	play ♦ A and another diamond which you can trump in the Dummy
	1 ' '
♦ 42	- one extra trick. Now come back to the East hand by ruffing a
	 one extra trick. Now come back to the East hand by ruffing a heart and lead your last diamond to trump in the Dummy –
4 2	- one extra trick. Now come back to the East hand by ruffing a

	\K874	Board B10/5 : 4♥ by South; Opening lead: ♣K
	(J2	Var. have algebra to trick as more to set this time are as 's
	543	You have eight top tricks so need to establish two more in
4 9		spades. Win the club, cash A K and ruff the third spade in hand.
♦ J95	♦ Q106	Notice the opponent's spades broke 3-3 so your two remaining
♥ 65	♥ 987	spades are winners. Now draw trumps and cash the spade
◆A762	♦ QJ10	winners. You must be careful to play the hearts so that you win
♣KQJ10	♣ 7654	the third round in the Dummy otherwise you will have no way to
♠ 3		get to the good spades.
	AQ1043	
	(98	
	\32	
	(J8	Board B10/6 : 4♥ by West; Opening lead ♣K
♥8		
	A1098	You have seven top tricks so need three more. You can make
	(QJ10	one from the ◆K Q combination but that leaves you two tricks
♠ 7	♠A65432	short. You must set up Dummy's spades instead. Win the first
♥J10932	∀ AKQ	club, lead ♠7 to the ace and then ruff a spade. Cross back to
♦K32	♦ Q	dummy with a trump and ruff another spade. Luckily the
♣A987	4 432	defenders spades break 3-3 so your remaining spades are
	Q109	winners. Play dummy's remaining trumps which clear the
	354	defenders trumps and you are in Dummy to take your winning
	J7654	spades.
 6		
	(QJ95	Board B10/7 : 4♠ by North; Opening lead ♦ K
V K		Value have eight top tricke but there is a change of ruffing out the
	353 962	You have eight top tricks but there is a chance of ruffing out the defenders' hearts. The opening lead takes out one of Dummy's
♣ 73	,62 ♠1086	entries so must use the other entries wisely. Win the diamond,
▼ 1084	¥ QJ7	then play ♥K and ♥A in that order. Lead another heart and trump
◆ 10764	◆ KQJ	it. If you watch you will see the hearts have broken 3-3, so
♣KJ107	• A843	Dummy's hearts are now good. Draw the trumps but make sure
	\42	you end up taking the third round with the ace otherwise you will
	\9532	have no entry back to those hearts.
	\92	
* 0		
		Board B10/8 : 7♠ by East; Opening lead ♣K
♦ 5		200.0 2 . 5/0 . 1 . 5/ 2001, Opening load with
	165	Can you really make 7♠ with just 22 HCP between the two
	98765	hands? There are ten top tricks when Dummy goes down: 7
	376	spade tricks and the other three aces. The extra three tricks you
AAKQ	♦ J1098732	need can come from ruffing out the hearts. Win the AA, cash the
♥ 987432	∀ A	▼A then cross to the ♠A and ruff a heart. Now play another spade
♦A2	♦ 43	to Dummy and ruff another heart. When the hearts break 3-3 all
* 32	. A54	Dummy's hearts are now set up, so cross back to Dummy with
♠ 6		another spade and cash out your hearts discarding three losers
	(Q10	from hand. Finally take the •A for the 13 th trick. Very well done if
	(QJ10	you managed to make it!
I **	(QJ109	

Section C Defenders' Play

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The Objectives of the Defenders

Teacher's Notes

The prime objective of the Defenders is to take enough tricks between them to beat Declarer's contract.

At the end of the auction, Declarer will have contracted to make as few as seven tricks or as many as thirteen tricks in either one of the four suits or in No Trumps.

For example:

(a) The contract is 3NT. Declarer needs 9 tricks; the defence need 5 tricks.

(b) The contract is 2♠. Declarer needs 8 tricks; the defence need 6 tricks.

(c) The contract is 4♥. Declarer needs 10 tricks; the defence need 4 tricks.

(d) The contract is 5♦. Declarer needs 11 tricks; the defence need 3 tricks.

(e) The contract is 7♠. Declarer needs all 13 tricks; the defence require just 1.

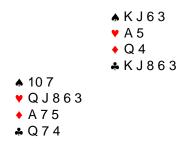
There are two distinct parts to a hand of bridge. The first phase is the auction period which determines who will be declarer and what the contract will be.

The second phase is the actual play of the thirteen tricks, with Declarer trying to fulfil the contract and the Defenders doing their best to stop Declarer from succeeding. It is generally accepted that defence is the most difficult aspect of the game.

The Declarer is able to see and use the combined assets of both hands as soon as the opening lead has been made. This gives a distinct advantage to the declaring side.

The two partners defending the hand are not in a position to see each other's cards, although they can see Dummy's cards after the opening lead. Each player can take into account the bidding that took place and try to build up a picture of Declarer's distribution in the four suits and get an approximate idea of the number of high card points held.

One example will help explain how this process might work in practice:



Let's suppose that in the bidding South has shown a hand with at least 12 HCP and 5 spades, 4 hearts and 3 clubs. When West makes the opening lead, Dummy displays a hand with 5 clubs, 4 spades, 2 hearts and 2 diamonds and 14 HCP.

West knows there are 5 spades with South, 4 in Dummy and 2 in his own hand; therefore East has 2 spades. South has 4 hearts, there are 2 in Dummy and 5 in hand, so East must have 2 hearts. South has 3 clubs, Dummy has 5 and 3 in hand, so East has 2 clubs. South has 1 diamond, Dummy has 2 and 3 in hand, so East has 7. East's shape is therefore 2-2-7-2.

West has 9 HCP, Dummy has 14 HCP and Declarer has at least 12 HCP. That comes to 35, so East has at most 5 HCP. East should be doing a similar exercise to work out West's hand.

In the following chapters we will demonstrate how the Defenders can give and receive information and so build up a picture of the whole hand.

Each card that is played can help Partner and both Defenders should take account of the extra information available when Declarer or Partner does not follow suit. The defending process can frequently be likened to a jigsaw puzzle when each extra piece of information helps to reach the correct solution.

Sometimes an alert Defender can piece together the exact whereabouts of all the missing honour cards in Declarer's or Partner's hand at a very early stage. However, they should not assume that Partner also has this information. It is vitally important for both Defenders to realise that they are working together as a team. They are on the same side and it does not matter who wins most tricks individually as long as they take all the tricks to which they are entitled as a partnership.

The ability to defend well will not be acquired easily and much hard work will be required to achieve this. As was mentioned earlier, defence is often regarded as being more difficult than declarer play. In some cases it can be very difficult indeed. However, defence is an extremely stimulating part of the game offering great variety to the interested student. It can be very satisfying for partners to combine well to ensure the correct defence is found to defeat Declarer.

Summary of Lesson Objectives:

- 1) Students will learn what the basic objective of the defence is.
- 2) Students will be introduced to the concept of building up a picture of Partner's and Declarer's hands from the bidding and play to date.

The Objectives of the Defenders

Student's Notes

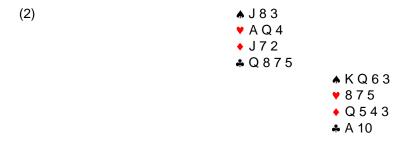
The main priority is to take all the tricks that belong to the defending side. The aim is always to defeat Declarer by at least one trick.

Always keep in mind how many tricks you and your Partner need together to defeat the contract. Remember there are 40 high card points (HCP) in the pack (Aces count 4, kings 3, queens 2 and jacks 1).

When Declarer's hand is closely defined, for example by opening 1NT showing 12-14 HCP, each Defender can work out fairly closely how many points are held by Partner. Look at two examples:

South opens 1NT showing 12-14 HCP and becomes Declarer after three passes. West holds 9 HCP.

After the opening lead from West, North's Dummy is displayed showing 8 HCP. West can see 9 in his own hand, 8 in the Dummy and he knows there are 12 to 14 with South. That comes to 29 to 31, leaving his Partner with 9-11 HCP.



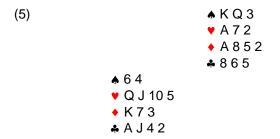
Again South opens 1NT showing 12-14 HCP and everyone passes. West leads ♥10. East has 11 HCP, Dummy has 10 and South has 12 to 14. That comes to 33 to 35. So West is known to have 5-7 HCP.

When you have established the range of points, try to build up a picture of Partner's hand by remembering the cards played; e.g. in the second hand above, if Partner has played two kings (totalling 6 HCP) there is only room for him to hold a jack. This could only be the ♥J or ♣J since the other two are in the Dummy.

Student Quiz (Chapter 1)

(1) How many tricks do the Defence need to defeat the following contracts?

- a. 4♥b. 3NTc. 1NTd. 6◆
- (2) Declarer has shown 12-14 HCP, you have 12 HCP and Dummy shows 5 HCP. What is the minimum number of points that Partner can hold? What is the maximum?
- (3) Declarer has shown 15-16 HCP, you have 5 HCP and Dummy shows 7 HCP. What range of points does Partner hold?
- (4) In the bidding, Declarer shows a holding of 5 spades and 5 diamonds. In the play, Declarer trumps the second round of clubs. How many hearts were dealt to Declarer?



South opens 1NT (12-14 HCP) and North raises to 3NT. After the opening lead, you see North's hand. What are the minimum and maximum number of points that your partner (East) can hold?

Applications of Declarer Play in Defence

Teacher's Notes

Declarer is taught to use a variety of techniques to develop tricks. These techniques are also available to the defence. No defender would have any trouble making five tricks from a holding of A K Q J 10 against a No Trump contract.

If we remove the ace and substitute the nine, the Defender can lead this suit of K Q J 10 9 until such time as Declarer takes the ace. If the Defender has a high honour card in another suit with which to regain the lead, the remainder of the sequence can be taken as winners.

Should declarer have the following combinations of cards between the two hands, four tricks can readily be made by attacking this suit until one Defender takes the ace.

KJ10

Q9863

Assuming Declarer remembers to play the king on the first round and retains the queen until the third round of the suit to ensure an entry to get to the last two winning cards, there is no problem for Declarer. If the queen is played on the first or second round of the suit, a further entry in a different suit will be required.

Life isn't so easy for the Defender who does not have the benefit of seeing Partner's hand. On a good day the suit will be distributed like this:

The lead of the suit will produce four tricks, but on a bad day the layout will look like this:

This time the lead of the suit will give Declarer four tricks.

Sometimes there will be clues from the bidding to help the Defender to know when it is the best time to lead from holdings like this. On the other hand, there will be occasions, when attacking with your best suit will turn out disappointingly. One can say that on balance it will be the right thing to do and the gains will outweigh the losses.

Just because a lead turns out badly, a Defender should not panic and try something different on another hand with a similar holding. Consistency will pay off in the long run.

Summary of Lesson Objectives:

(1) This chapter introduces students to the concept that the Defenders can use many of the same techniques which are available to Declarer.

Applications of Declarer Play in Defence

Student's Notes

Defenders can use the same methods to establish tricks that are available to Declarer.

Often the Defence will need to knock out Declarer's high cards (or stoppers) in a suit to set up winning cards.

For example, a Defender holds Q J 10 9 8 7 in a suit. One lead of the suit will remove the king and a second lead will force out the ace if both of these are held by Declarer's side. If the contract is No trumps, this hand will be able to cash four winning cards assuming the lead can be obtained again.

Both the Declaring side and the Defending side can pick up clues from the bidding and the play of the cards by opponents.

You should try to adopt a consistent and philosophical attitude to playing bridge. Sometimes a particular course of action will succeed. Another time it may be less successful or even disastrous.

Bridge is a game where you can't expect to make the correct decision every time – even if you are a very experienced player.

Just accept that sometimes the recommended action will not succeed.

Opening Leads Against No Trump Contracts (No Suits Bid)

Teacher's Notes

The play of the hand is set in motion by the opening lead. This is made by the player sitting on the left of Declarer. It is the only time the Defence has absolute control so the two considerations for the defender on lead should be made carefully:

- (1) Which suit to lead?
- (2) Which card to lead from the chosen suit?

At this stage, we will be assuming that all the bidding has been in No Trumps and that there has been no suggestion of long suits held by opponents. Whatever leading methods are selected by the defence, it is important that both members of the team stick to these methods. If they do not, then confusion will ensue, as neither partner will be able to predict the other's holding with confidence.

There will be occasions where suit holdings including sequences of high cards will be held – these will be looked at shortly.

Far more common, will be the possession of a promising holding of 4+-cards including one or two honour cards. (Honour cards are the ace, king, queen, jack and ten of each suit).

Examples: Q 10 X X; K J X X; K 10 8 X X;

A J 7 X X; Q J 7 X X X; A Q 9 X X X (X stands for any small card)

The most promising start for the Defence usually is to try to develop the longest and strongest suit. When a Defender holds a long suit, it is quite likely that Declarer or Dummy will not have length in the same suit. It is hoped that partner may be able to provide some assistance in the suit in order that as many tricks as possible can be developed for the defence by drawing out the opponents' high cards.

In the example holdings shown above, the recommended card to lead is the FOURTH BEST or fourth down from the top. This is a popular method of leading and one accepted by many bridge players. The suggested card has been underlined in each case.

If we look at some of these examples, it can be seen how tricks can be developed by the defensive team:

West leads the four, Dummy plays the three and East plays his highest card (the jack) to force out the king or ace from Declarer's hand. When either Defender obtains the lead, a high card in the same suit will drive out Declarer's remaining honour card, setting up two winners for the defence.

West leads the three, the six from Dummy and the ace from East. East returns the suit and West can beat South's ten with the jack or the queen with the king. West can now lead the other winning card to which everyone follows and is now left with the winning thirteenth card in the suit.

West leads the five and Partner plays the queen to force out a high card from Declarer – in this case the king. When the Defence regain the lead, the ace and jack will draw the remaining cards from Declarer and Dummy and so the seven and two also become winners.

West starts with the six, East wins with the ace and returns the five. If South plays the king, West can cash four further tricks in the suit when he regains the lead. If Declarer withholds the king on the second round, West wins with the jack and can play any card to clear the suit.

In all these situations, East is aware that Partner has led a small card from a holding which includes one or more honour cards.

Leading from sequences

If the player on lead has a solid sequence of cards, including one or more honours, then the top card from the sequence should be played:

This is particularly useful as it gives information to Partner and provides a good picture of the layout of the suit. The lead of the king promises the queen, the queen promises the jack and the jack promises the ten. It also denies holding the card immediately above the one led.

If we look at some of these examples in practice, we can see the advantage of leading the top card:

West leads the queen (promising the jack) and this forces the king. When the Defence recaptures the lead, a further high card from West drives out the ace and establishes three winners for the defending side.

Again West leads the queen and this forces the king or ace from Declarer. Subsequently the jack will force Declarer's other top honour, setting up the suit.

Note that it would have been a mistake for West to lead the eight (his 'fourth best'). Declarer would be able to win cheaply with the nine and still have the ace and king for later.

Interior sequences

If a broken sequence of honours is held, where the card immediately below the top card is missing then the highest card of the touching sequence should generally be lead. For example:

K <u>J</u> 10 9 5; Q <u>10</u> 9 8; A <u>Q</u> J 10 7

It will probably take students some time to fully understand these leads. However they are mentioned here as they are part of the same family of leads.

If the suit held does not come into the category of a strong sequence or an interior sequence, the Defence should revert to leading 'fourth highest of the longest suit' assuming an honour card is held in the suit.

Top of Nothing

Sometimes the Defender on lead has an unattractive hand from which to play. It may, therefore, be best to start with a suit in which only small cards are held. Hopefully, this will give nothing away to declarer. You might find Partner has a useful holding in the suit and have started the Defence off on the right line to defeat the contract.

If this type of lead is chosen, it is recommended for the time being that the top card in the suit is led. Do not lead a small card as this would almost certainly mislead Partner into thinking that you hold an honour in the suit.

Examples: <u>8</u>5; <u>8</u>65; <u>9</u>74; <u>6</u>42

Summary of lesson objectives:

(1) Students will learn which card to lead from any given suit holding.

Opening Leads Against No Trump Contracts (No Suits Bid)

Student's Notes

After the bidding has finished, the player sitting on the left of Declarer makes the opening lead which starts the play on every deal.

You have to decide first which suit to lead and then which card to lead within that suit.

Sequence leads

From a suit of cards headed by a sequence including honours, lead the top card. This will be helpful to Partner who can work out that you will hold the card immediately below the card led. Partner will also know that you do not hold the next higher card, or you would have led it.

Some examples with the card to be led underlined:

<u>K</u>QJ85; <u>Q</u>J1064; <u>J</u>1098; <u>Q</u>J986

Interior sequences

Sometimes you hold what is called an 'Interior Sequence', where you have one of the sequences described above plus a higher card. You should lead the top card of the sequence. Here are a few examples, with the lead card underlined:

K<u>J</u>1096; K<u>10</u>985; Q<u>10</u>975;

A J 10 9; A Q J 10 6

Leads from moderate suits

From a more broken suit, but one with at least one honour card, lead the fourth highest card of the suit (counting down from the highest). This suit will often be your longest and strongest suit.

This is a traditional and popular method of leading and is used by a large number of bridge players. When you choose a small card to lead, partner can recognise that you are leading from a holding of some strength. You guarantee three higher cards in the suit, of which at least one will be an honour.

Some examples, with the card underlined:

A 9 7 <u>5</u> 3; K 10 6 <u>3</u>; K J 8 <u>4</u> 2; J 9 5 <u>4</u>

Top of nothing

If you decide that you do not have an attractive hand from which to lead, it is sometimes a good idea to start with a suit in which you have no high card strength. Your goal here is not so much to set up winning tricks for your side, but rather avoid giving Declarer a cheap trick, or tricks, to which he is not entitled.

In this case, we suggest you lead the highest card of the holding, as follows:

<u>8</u> 6 5; <u>7</u> 5; <u>9</u> 8 7 4; <u>6</u> 4 3

It would be an error to lead the smallest card from these holdings, as Partner might mistakenly think you are leading your 'fourth highest' and therefore from strength.

One final tip about leading – if you can do no good, then try not to do any harm. In other words try not to give Declarer a trick he cannot win for himself.

Student Quiz (Chapter 3)

What would you lead from the following suit holdings?

(1)	K Q J 9 4;	(5)	Q 10 7 4;	(9)	K 8 7 4 3;
(2)	A J 8 6 3;	(6)	J 10 9 7;	(10)	8 7 6 4;
(3)	Q J 10 9;	(7)	A 10 9 8 5	(11)	A Q 9 5 2;
(4)	6 5 3;	(8)	5 4;	(12)	A J 10 8 7

Which would you regard as:

- (1) Top of a sequence;
- (2) From an interior sequence;
- (3) Top of nothing, or
- (4) Fourth highest?

Third Hand Play at No Trumps

Teacher's Notes

In the previous chapter, we looked at opening leads against No Trump contracts. Now, we switch seats and look at the position from East's side of the table after West has led against a No trump contract.

Firstly, what should East play when partner has led his 'fourth highest of a long suit'? Unless Dummy plays a card which East cannot beat. East should always try to win the trick by playing the highest card that will do the job (which is not necessarily the highest card available).

West leads the four and the three is played from Dummy. East should play the king. Depending on West's original holding this may be good enough to win the trick. Alternatively, it will force out the ace and help establish West's high cards.

West leads the three and the six is played from Dummy. East could play either the queen or jack as they are equal cards. With a choice of equal cards play the lowest one that will do the job – the jack. This will force out the king or ace from Declarer. The fact that Declarer doesn't win the trick with the queen conveys information to West that East must hold it.

West leads the four, the three from Dummy and East should play the king. If this wins the trick, East should return the jack to avoid blocking the suit in the later play. In general, where a long suit has been led, partner with a short holding including honour cards should try to release the high cards at the earliest opportunity to avoid blocking the suit.

Again, West leads the four and Dummy plays the three. East does not need to play the highest card (the king) because the jack will be enough to force out the ace if it is held by Declarer. Effectively, East is taking a finesse against Dummy's queen; a finesse which he knows will win. The king can be used later on to trap the queen.

West leads the three and the six from Dummy. East does not know if Declarer or Partner holds the king. Partner could have led the three from a holding headed by the ten or the king. The best card for East to play is the JACK. If Partner has led from the king, the jack will win the trick. Then East can sit and wait for the suit to be played again to capture the queen with his ace. That way the Defence make all the tricks in the suit. However if Declarer wins with the king it may be possible to trap the queen in later play. If East plays his ace first, the king and queen would have been established for Declarer. Furthermore, the queen would eventually win a trick in the suit, even if West had led from the king.

East's decision to play the highest card held in attempting to establish tricks for the Defence should take into account any high cards held by Dummy.

Sequences

When West leads an honour card to show the top of a sequence, East will often hold only small cards. At this stage it does not matter which card East plays, but we will show in a later section that information can be passed back to West depending on the card East chooses to play.

West starts with the queen and Dummy plays the five. East should play low, saving the ace until the king is played from Dummy.

West leads the queen and Dummy plays the four. West guarantees to hold at least the jack, so East must unblock the suit by playing the king. If the king wins, the three can be returned and Partner will continue the suit until the ace is driven out. If East had played the three on the first trick and Declarer had won with the ace, there would be a communication problem for the Defence. The king could be taken by East but there may be no way back to the West hand for the rest of the suit.

When West leads the king and Dummy plays low, East must rise with the ace and return the seven. It is very likely the Defence control the whole suit and East must play the ace immediately to avoid blocking the suit. Examples (7) and (8) show the importance of releasing high cards in a short holding when partner is known to have length in the suit.

West leads the jack which promises the ten and denies the queen, so West may have J 10 9 8 3 or A J 10 9 3. East should play the king to stop Declarer winning a cheap trick with the queen.

Summary of Lesson Objectives:

- (1) Students will be introduced to third-hand play at trick one.
- (2) Students will start to formulate an idea as to Partner's holding in a suit from the card he chose to lead.

Third Hand Play at No Trumps

Student's Notes

We have looked at the choice of leads against No Trump contracts. Having, hopefully, got the defence of the hand off to a good start, it is important that Partner does the right thing in the third seat.

If Partner as West seems to have led fourth highest of his strongest suit and Dummy plays a small card, you as East should contribute the highest card necessary to try to win the trick or to force out a top card from Declarer.

	10 7 3	(1) K 8	(2) A 9 5
4 led		(3) QJ5	(4) KQ2
		(5) Q 6	(6) KJ2

In examples (3) and (4) it is not necessary to play the highest card held. The queen and jack in (3) and king and queen in (4) are of equal value, so the lower honour should be played. This could help Partner in placing the top cards around the table. If Partner has led from K 9 6 4 and East plays the jack with example (3), Declarer will have to play the ace to win the trick. West can deduce that Partner holds the queen, as Declarer would have won the trick more cheaply with the queen if he held that card.

The situation alters if Dummy has some strength, and third hand may have to take a different action:

	Q 7 3	(1) K 5	(2) KJ5
4 led		(3) AJ6	

If Dummy plays low, you have no option but try the king with (1). Partner may have led from a holding which includes the ace.

With (2) the king and jack surround the queen so if Dummy plays low the jack will do, but if Dummy plays the queen the king should be played.

In (3) the JACK is correct if Dummy plays a small card. This will win if Partner has the king. If Declarer has the king, that card will take the first trick and it is still possible that Declarer can be stopped from winning a second trick with the queen as the ace still sits over the queen. It would be a mistake to play the ace first, since this would set up two tricks for Declarer holding the king, or guarantee a trick for Dummy's queen even if Partner held the king.

Partner leads from a sequence

When Partner leads an honour card it shows a sequence headed by that card. In many instances, if Partner makes such a lead you will only hold small cards. However, sometimes you will have an honour as well and you need to consider when you should play it:

If Dummy plays low, then so does East; if Dummy plays the king then you play the ace and return the suit.

You need to avoid BLOCKING the run of the suit that Partner holds. The queen promises at least the jack, so East should play the king. If Declarer wins the ace then West can take the rest of his winners.

This is a very similar example. Here East must play the ace on the king to unblock the suit and then return the five to allow West to take the remaining tricks in the suit.

The lead of the jack denies the queen and promises the ten, so Declarer holds either ace queen or just the queen. If the former, then Declarer must win two tricks, but if only the queen is held, East needs to play the king and return the suit to Partner's A J 10 etc. If East does not play his king at once, declarer may 'steal' a cheap trick with his queen when he should not have been able to win any tricks in the suit.

Student Quiz (Chapter 4)

(1) 1064 3 led (a) K Q 2; (b) Q 8 5; (c) J 9 5 The four is played from Dummy. Which card would you play from each of the above holdings? Q 10 2 (2) 3 led (a) KJ6; (b) K 8 6; (c) AJ72 The ten is played from Dummy. Which card would you play from each of the above holdings? A 7 2 (3)Queen led K 4 Dummy plays the ace. What should East play, and why?

(4) 6 3 2 Jack led 7 5

Give three example holdings that West might have. On this lead, what card or cards will West definitely NOT hold? What other cards SHOULD West hold?

Leading Against Suit Contracts

Teacher's Notes

When a partnership is defending against No trump contracts, it is often the aim to develop tricks in a long suit – sometimes at the cost of sacrificing a trick to declarer before this can be achieved.

However, there are different considerations when there is a trump suit that has been agreed by Declarer and Dummy. In a No Trump contract, when Declarer's top cards in a suit have been forced out by the defence, the remaining winners can be cashed and declarer can only throw away cards in other suits, some of which may be potential winners. In a suit contract, when either Declarer or Dummy has no cards remaining in a suit being cashed by the defence, the hand that is now void can use a trump to win the trick.

The goal for the Defenders is to take all the tricks to which they are entitled and not give tricks away unnecessarily.

Against a No trump contract, it is usual to lead the fourth highest from the following holdings:

This would be extremely unwise against a suit contract. For example:

Leading the four gives away a trick to the queen. You need to cash the ace and king.

If a sequence of cards is held, especially if the top card is an honour, this is just as good a lead against a suit contract as it would be against No trumps.

Listen to the bidding

Sometimes the opponents will bid to their contract and mention only the trump suit:

1♠	3♠	1♥ 2♥	1♥	2♥
4♠	pass	pass	4♥	pass

Here, little information has been divulged about the assets held by the declaring side outside of the trump suit. How would you select the opening lead after the auction 1 - 3, 4 - 9, holding the following four hands:

The ♥K, top of a sequence, is the best shot. It is a safe lead and attacking at the same time.

Fourth highest of the strongest suit looks best here - 4.

With such good hearts, diamonds and clubs any lead in those suits may give away a trick, so a trump is likely to do least damage and gives nothing away - ♠4.

The ◆J, top of a sequence, is a safe lead.

Where opponents have bid more than one suit, this needs to be taken into account when selecting your lead.

1♥	1♠	(a)	▲ J72
2	3♥		🔻 Q 4 3
4♥	pass		KJ54
			4 10 9 2

Leading the fourth highest of your strongest suit would be unwise here, as Declarer on your right has shown diamonds in the bidding. Try the \$10.

The unbid suit is clubs so the \$3 looks the best shot here.

Although spades have been bid, it is safe to lead the queen, the top card of a strong sequence.

It is impossible to cover all the different sequences that might occur. Where possible, a Defender will want to make the natural lead from a sequence or a long suit. Both Defenders in the partnership should study the bidding carefully and, in particular, the Defender on lead must decide how the biding might affect the choice of lead.

Sometimes a defender will have an unattractive choice of leads. The opponents may have bid his suits. Here it can often work out best to lead from a holding of small cards. For example:

The contract is 4. where opponents have also bid hearts and clubs.

The ♦7 looks as good as anything.

Partner has been bidding

If Partner has bid his suit during the course of the auction, then it is recommended that this is the suit that is led, unless there is a very good reason to do something else. Partner usually has a respectable suit to enter the auction and this information will help the Defender on lead to make the best attack on the contract. Generally, the following guidelines should apply in selecting the card to lead from a suit Partner has bid:

- (a) With three or four to an honour, lead the ace if you have it, otherwise lead the lowest card.
- (b) Lead the top card from a sequence if held.
- (c) With only small cards, lead the top card of the holding.

Here are a few examples of which diamond to lead after the following auction:

1 ∀ 3 ∀		You pass 1♠ pass 4♥		Partner 2 ♦ all pass		
(a) K 6 <u>4</u> ;	(b)	<u>A</u> 8 4	(c)	<u>J</u> 10 8	(d)	<u>7</u> 5
(e) <u>A</u> 7	(f)	Q 5	(g)	863	(h)	Q 10 5 3

Summary of Lesson Objectives:

- (1) Students are introduced to the choice of opening leads against suit contracts, in particular with regard to the contrast between the choice in No Trumps and in a suit contract.
- (2) The concept of studying the bidding to help with the choice of lead is also introduced.

Leading Against Suit Contracts

Student's Notes

When planning the defence of a hand against a No trump contract, the player on lead will frequently attempt to set up winners by leading the fourth highest from the strongest suit such as:

- (1) AQ7<u>5</u>3
- (2) A K 8 <u>4</u> 2
- (3) KJ6<u>3</u>

(4) Q 10 7 <u>4</u> 3

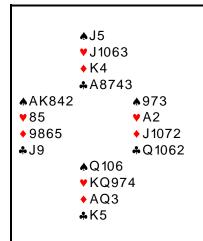
Giving up a trick in the early stages will bring the reward of setting up a number of winning tricks which the Defender can continue to cash after Declarer and Dummy have exhausted their holdings in the suit.

The situation is ENTIRELY DIFFERENT when the hand is played in a TRUMP SUIT. When Declarer or Dummy has run out of cards in your suit, they can trump to win the trick.

In suit play, it is important that the Defenders take all the tricks to which they are entitled in their side suits. It doesn't matter about trump tricks – there is nothing Declarer can do to stop Defenders winning their natural trump tricks. You will definitely win those at some point during the hand.

If you look at examples (3) and (4) above, then leading fourth highest works just as well in a trump suit as it does in No Trumps.

But leading those cards in (1) and (2) would be very dangerous. In (2) you have two winners – the ace and king, and you need to take them before declarer runs out of the suit. Look at this example:



If South is declarer in 3NT, the $\clubsuit4$ is led. Declarer wins and immediately knocks out the \blacktriangledown A. East wins and continues spades. So, the Defence wins one heart trick and four spade tricks, beating the contract by one trick.

It is much better for North/South to play in hearts with a 9-card fit. The defence can only take the ♠A K and ♥A. But if West starts with the ♠4, he presents Declarer with a trick with the ♠Q. Declarer can then play three rounds of diamonds discarding Dummy's other spade. Declarer can now knock out the ♥A but the Defence cannot now make any spade tricks at all and Declarer ends up with twelve tricks.

So West must start by playing out the ♠A K.

You need to watch the bidding carefully. While the general guideline is to lead fourth best of your longest suit, you may need to revise your thinking, particularly if the opponents have bid your suit.

Consider the following examples:

(5) West	East	You hold as North:	♠ Q J 6 4
1♥	1♠		v 8 7 5
2♦	3♥		• 8 5
4♥	pass		♣ KJ63

You have two 4-card suits, but as spades have been bid it is better to play the unbid suit and lead the \$\ddot 3\$.

(6) West	East	You hold as North:	♠ J75
1 ♠	2		K 10 8 5
2♥	2♠		◆ Q 6 4
pass			♣ J 10 8

West, on your right, has bid your best suit, so try leading the unbid suit - &J.

Sometimes a Defender will have an unattractive hand from which to lead. The best holdings have been bid by the opponents. Here, it can work out best to lead from a holding of small cards. Here is an example

(7) West	East	You hold as North:	▲ K 5
1 ♠	2♥		A 7 5 3
3*	3♠		762
4♠	pass		. KJ96

Clubs have been bid on your right and hearts on your left. A trump might give a trick away, so try diamonds and lead ◆7.

Partner has been bidding

If Partner has bid a suit during the auction then you should lead the suit unless you have a really good reason not to. It will also help keep your partner happy!

- (a) With three or four to an honour, lead the ace if you have it, otherwise lead the lowest card.
- (b) Lead the top card from a sequence if held.
- (c) With only small cards, lead the top card of the holding.
- (d) From a doubleton honour (e.g. K 5, A 3, Q 7), lead the honour, starting to UNBLOCK the suit.

Student Quiz (Chapter 5)

After the following bidding in which Partner has shown you a diamond suit, what card would you lead from these diamond holdings:

			You	Partner			
	1♠		pass	2*	2♦		
	2♠		pass	pass 4♠	all pass		
(1) 753;		(2)	K 6	(3)	Q J 10	(4)	Q 6 4
(5) A 6 4		(6)	6 3	(7)	K 10 5 3	(8)	Q 4

The opponents bid:

West
1 ♠ 2 ♦
2 ♠ 4 ♠
pass

What would you lead as North, from the following hands:

(10) **A** K 3 (9) **▲** 6 4 KQJ8 ♥ Q 6 4 ♦ Q73 ♦ J 5 4 3 **4** 10 6 5 4 ♣ Q 10 6 4 (11) **★874** (12) ♠ K J 5 **9** 6 5 4 **Y** K 10 7 5 ♦ KJ653 • Q 10 5 *****743 **♣** K 5

Second Hand Play

Teacher's Notes

(1) Second Hand Low

This applies to both Defenders where the declaring side has the lead. In some instances, the lead will be made from Dummy and the Defender on Declarer's right will have to decide on the correct choice of card. On other occasions, Declarer will lead to a trick and the next hand must select a card to play before Dummy contributes to the trick.

When the Defender in second position has only small cards in the suit led, there is no problem. If the holding involves an honour card (or cards), it is often sensible to play a small card if there is no strong evidence that a top card is required.

Aces are meant to beat kings and kings are meant to beat queens etc, in theory. Therefore, high cards should be conserved, so that they can take tricks against not such high cards held by the opposing side.

For example:

South leads the two. If West plays the ace, both the king and queen will set up tricks for declarer. But if West plays a small card on the two, Dummy's king will win the trick but Declarer will not be able to make any further tricks in the suit if he has to play it himself.

Declarer leads the three and will make a later trick if West wins with the king. Subsequently, the queen or jack will knock out the ace setting up a winner for Declarer. If West plays low on the first round, the queen will be taken by the ace and North/South's remaining cards in the suit are not good enough to make a trick.

Sometimes it is not easy to make the correct decision. Suppose the suit is distributed like this:

In this case it might well have been important for West to rise with the king as declarer could have led the three with either holding. The next example is included to show that things are not always easy:

Declarer leads a small card and West should play the four (as smoothly as possible not to give anything away!). Declarer is probably going to finesse with either the ten or the queen. If the ten is played and holds the trick, Declarer will return to his hand in another suit and finesse the queen. There was nothing West could do, with the cards sitting so favourably for the opponents. However, if Declarer finesses the queen first, the king or jack will force out the ace and a trick will be set up for the defence.

If West plays the jack first, Declarer will finesse the queen successfully, then later on finesse the ten to make three tricks.

(2) Second hand not so low

Sometimes the Defender playing second will want to play an honour card with a good holding in the suit. For example:

In a suit contract, the singleton seven in a side suit is played from Dummy. East should hop up with the ace to ensure winning the trick. If the ace is not played, Declarer may produce the king and the Defence will lose the only trick it should have made in this suit.

Here, East has a strong holding and should play the jack, which is the lowest card of the run. If declarer wins with the ace, West can deduce that East holds both the king and queen. If East played the three Declarer might play the ten from a holding of A 10 x x and win a cheap trick he wasn't entitled to.

If South leads the three West should 'split his honours' by playing the queen. This ensures one trick for the Defence. If West plays the seven and Declarer tries the jack he will get away with two tricks.

(3) Covering and not covering honours

If a card is led from a strong sequence headed by the queen it will rarely be correct to cover with the king.

Declarer MAY have only two or three cards including the ace. If the king is withheld, Declarer will be forced to play the ace whilst the kings remains out. If it is a No trump contract, East will eventually make the king.

Another reason for not playing the king early in (a) is that West may have a singleton ace. There is nothing worse than crashing two honours like that.

If the queen is led from Dummy, this time East should cover with the king. Declarer may have the ace and jack in the suit along with one or two small cards. If the queen is not covered, a further finesse of the jack will allow Declarer to make three tricks. Playing the king on the queen forces the ace and promotes the ten in West's hand to win the third round, if he has it.

Had Declarer held ace, jack and ten initially, he would have always taken three tricks, irrespective of when the king was played.

The following example is one where the defence must play carefully:

If East covers the queen, declarer will win with the ace and now has a finesse position against West's ten. The nine would be led from the South hand and a small card played from Dummy if West plays low. In situations like this, the best advice is to play low on the queen but cover the jack if it is played next, to promote Partner's ten.

One final example where it is wise to cover the card led:

If North leads the ten, East should cover with the queen. If he plays low the suit might be like this:

West wins the king but when Declarer regains the lead, the finesse of the jack will succeed and there will be no further tricks for the defence. If the ten is covered by the queen and ace then West will remain with K 9 sitting over the J 8 and he will make two tricks.

Summary of Lesson Objectives:

- (1) Students will be introduced to the concept of 'splitting honours'. But not helping Declarer by rushing to play unsupported honours in second seat.
- (2) Students will begin to understand why these sorts of plays are usually correct.

Second Hand Play

Student's Notes

We have looked at the selection of the lead and how partner should play in third seat to the first trick. During the play of any hand, Declarer will eventually obtain the lead. Now we look at the play by the Defender who has to play immediately after a lead by Declarer or Dummy.

When Declarer leads, the next hand will play a card knowing what Dummy holds. When the lead is made from Dummy, the Defender in the second seat plays a card without knowing what is in Declarer's hand.

Look at these examples:

Playing in No Trumps, the lead from Dummy is the three. East doesn't know Declarer's holding, although is reasonable to assume some strength as Declarer will be trying to develop tricks to make the contract. East shouldn't help Declarer by playing the king or jack. Instead he should play the two or six hoping that Declarer places the ace or queen. Later on East may make one or two tricks with his high cards.

This time Declarer leads the two towards Dummy. West can see what Dummy holds. He should play the jack forcing Dummy to win with the ace and then his K Q are winners later on. If he plays the five, Dummy might play the ten and win a cheap trick.

The jack is the correct card – the lowest card necessary to do the job of forcing out the ace. This should help East to place the king and queen with West.

Playing in No Trumps, South leads the two. Cover up the South and East and decide what to play. If you played the ace, you have given Declarer a cheap trick as both the king and queen are now winners. If you play low, Declarer can win with the king. But he cannot continue the suit as your ace sits over his queen – so you can make three tricks.

This time we are playing in a suit contract and the singleton seven in a side suit is led from Dummy. If the defenders do not win the trick now, later rounds of the suit will be trumped in Dummy. So East should hop up with the ace to make sure of winning the trick.

As can be seen by these examples, the Defenders must be alert to decide what action should be taken. Often they will get only one chance.

Covering or not covering honours

If the queen or jack is led from Declarer or Dummy, it is rarely correct for a Defender to cover with the king or queen in the next seat.

Playing in No trumps, North leads the queen in (5) and the jack in (6). If East covers, Declarer can make all the tricks in the suit. By playing low at each trick South will eventually use up his high cards while East retains his honour which eventually becomes a winner.

Imagine the ace and seven were swapped in (5)

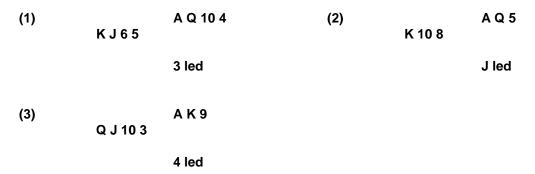
If East plays the king the first time, West will have to play his ace. Two tricks have become only one and West won't be very pleased. This is called 'crashing the honours'.

There will be occasions where the honour led by Dummy is from a weaker holding and should be covered to promote a trick or tricks in Partner's hand:

In (7), if the queen is led East should cover with the king. South will play the ace, but now West has 10 9 and must come to a trick. If East plays low the queen will win and Declarer can lead the five and finesse against the king making four tricks in all.

Similarly in (8), if East covers the ten with the queen the ace will win. But now West sits with K 9 over South's J 7 and will make two tricks if the suit is led to him. If East plays low, West will win with his king, but Declarer now has a finesse position of A J over the queen.

Student Quiz (Chapter 6)



On hands (1) to (3), which card would you play as West after Declarer's lead and why?

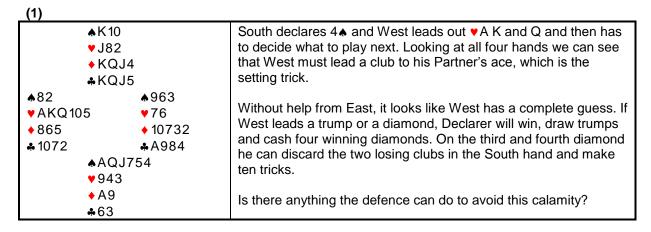
Hands (4) to (6) are being played in a trump suit. When the underlined card is led from Dummy, which card would East play? Why?

Signals and Discards

Teacher's Notes

We've said in a number of chapters that it is vital for the defending side to take all the tricks to which they are entitled. There will be occasions where the Declarer cannot make the necessary number of tricks to fulfil his contract without allowing the defence to make too many tricks.

However, there will be occasions where the correct course of action will not be obvious to a Defender without some help from his partner. For example:



On the third round of hearts, East has to discard and he can indicate that leading a club is the correct play for West to make. East should throw the \$9 - an unnecessarily high card in a suit he likes. West sees the signal and switches to a club to beat the contract.

There are various ways in which the Defenders can help each other by playing specific cards in certain situations. But players should not be trying to say something to partner with every card they play. Nor should their partner be trying to place significance on every card they see. Certain types of holding can be shown when following suit. Interest or lack of interest can be shown in other suits when a Defender has no cards left in the suit being played by Declarer, Dummy or Partner.

If partner leads top of a sequence, or a winning card has been played by Declarer or Dummy, a small card can be played to show lack of interest. With values in the suit, a higher card is played to relay this information to Partner.

For example:

West leads the queen and Dummy plays either the ace or a small card. East should just play the four, the lowest card in the suit to show he has no interest.

Here, when West leads the queen, East will play the nine, an unusually HIGH card to indicate a good holding to Partner and therefore interest in the suit.

This is a different type of situation where East wants to encourage West to continue playing the suit against a suit contract. West leads the ace and East should play the nine; West continues with the king and East plays the three. This idea of playing a high card followed by a low card is a well known technique to show a doubleton. It is called a PETER (high − low). West counts eight cards played, he has three left and Dummy has one. There is one card outstanding in the suit and because of East's high-low he knows that Declarer has it. So West can lead another card in the suit and East can trump it. East could have done the same thing in example (1) by playing ♥7 then ♥6. West could then have led a small heart for East to trump and then East could cash his ♣A.

Returning Partner's Suit

If West leads the fourth highest card in a suit in which East has four or more cards, it is helpful for East to return the fourth best card of his original holding. This action helps Partner work out the distribution. If East holds only three cards in the suit, the original middle card should be led back.

For example:

West leads the four and East wins with the ace. The correct return is the three, the original fourth highest card. If South plays the ten and West wins with the jack, West will now know that Declarer has only one card left in the suit.

West leads the four and East takes the ace. Return the nine. If Declarer plays the seven, West will win with the jack and continue with the queen or the eight (they are both of equal value now) to clear the suit. Had Declarer won the second round with the king, West would have played the two to show an original holding of FIVE cards.

It has been shown that Defenders can encourage or discourage the continuation of a suit, depending upon the card played. A problem that occasionally arises is that players are not always dealt the spot cards which can convey the correct message. For example a Defender may want to encourage holding K 4 3 2, or he may want to discourage with 10 6 5. You have to do the best you can with what you have. In the first case the four may be enough to encourage or, in the second case, the five may discourage.

Accurate signalling and being able to read the signals is one of the toughest things to do well. Don't expect your students to get it correct immediately. But the idea of playing high-low with a doubleton is something that they should be encouraged to do from the outset.

Summary of Lesson Objectives:

(1) Students will be introduced to the idea and the benefits of SIGNALLING for the purpose of helping partner to 'guess' correctly in defence.

Signals and Discards

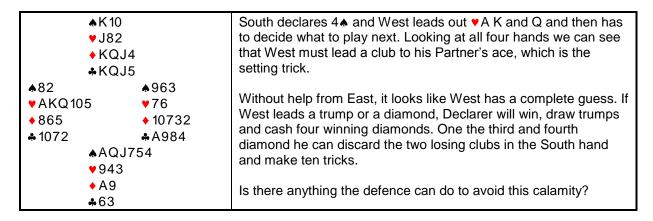
Student's Notes

On each hand, the Defenders are trying to make every trick to which they are entitled. Sometimes the Defenders can just take tricks and beat the contract whatever Declarer does. But Declarer may be able to make the contract if the Defence do not know which suits to attack to beat the contract.

There will be times where you must take your defence tricks before Declarer can run for home. Once you lose the lead it will be too late as you may not get another chance.

There are ways that Defenders can, quite legally, give information to each other by means of the cards played to certain tricks.

For example:



East has to help West by telling him that he must play a club at trick four. He does this by throwing the \$9 when West plays the third heart. This is an unnecessarily high card to throw away, after all he could have thrown the \$4. By throwing the \$9, East says 'I like this suit Partner, please lead it next.'

West now leads the ♣2 and East takes the ace to put the contract one down. If you had held the ♦A instead, then you throw a high diamond to encourage a diamond switch.

There was another way for East to give information to West on the hand. When the hearts were led out East should play his hearts in the order seven, six. By playing the 'high' card first and the 'low' card second East signals that has only two cards in the suit. West could have led a small heart for East to trump at trick three and then he can take the A.

You mustn't try to read something into every card that Partner plays but certain cards will convey critical messages.

If Partner leads the top card of a sequence, you can show lack of interest by playing a DISCOURAGING SMALL CARD. If you have values in the suit and want Partner to carry on, then play a HIGHER card to give ENCOURAGING information. When you want to show interest you throw the highest card that you can afford that is unlikely to win a trick later on.

For example, Partner leads the queen as top of a sequence. If you held 5 4 2 in the suit, you play the two to show lack of interest. If you held K 8 3, then the eight is highest card you can afford to tell Partner to carry on with the suit.

Returning Partner's Suit

If a Defender leads his fourth highest and Partner also holds four or more cards, it is helpful to return the original fourth highest as well.

West leads the four against a No Trump contract and East wins with the ace. The correct return is the three, the original fourth highest card. If South plays the ten and West wins with the jack, West will now know that Declarer has only one card left in the suit. Now the king knocks out the queen and the nine makes another trick.

With only three cards, East should return the original middle card.

West leads the four and East takes the ace. Return the eight. If Declarer tries the ten West can take the second trick with the jack. If East can get in again to lead the five, West is sitting with K 9 over Q 3, so must take both tricks.

By returning the eight West can work out East holds three or maybe only two cards in the suit meaning South has at least FOUR cards in the suit so cashing the king would be a mistake, setting up the queen for Declarer.

In an earlier chapter we said that the Defenders need to try and work out the high cards and distributions of the two hands they cannot see, their partner's hand and Declarer's. That's quite a tall order for beginners, so try to concentrate on one suit only as in this example.

If you can master situations like this then you have made a substantial step along the road to becoming a good Bridge player.

Summary

We've said a number of times that Defence is a difficult part of the game. It doesn't matter how good the defensive methods of the partnership are, some contracts will make which could have been defeated. Both players should try to follow general defensive guidelines. Together with commonsense, you will soon begin to work out situations which occur time and time again and reduce the number of costly errors which give away contracts you should have beaten.

Of course sometimes, Declarer's also make errors and a contract you have misdefended will go off anyway because Declarer does something silly.

Opening Leads Against No Trump Contracts (Suits Bid by the Opponents and by Partner)

Teacher's Notes

We have looked at opening leads in contracts where only No trumps have been bid.

Sometimes the partner of the opening 1NT will try 2. Stayman to see if a major suit fit exists, but return to NT later. For example:

In (a) Responder will have one or both majors, but loses interest when Opener denies four hearts or four spades.

In (b) Opener denies four hearts. By rebidding 3NT, Responder denies 4-card spade support but should have four hearts for the original Stayman enquiry.

In (c) Opener has four hearts and Responder has four spades with 11 or 12 HCP. Opener shows a maximum hand but denies four spades by bidding 3NT rather than 4 ...

These auctions show what deductions can be made from the bidding and may help Defenders to decide on the best plan of attack.

Look at these examples where the player is on lead against each of these auctions.

(1)	♠ K Q J 10	(2)	♦ J 8 5 3	(3)	★ KJ863
	♥ Q 6 4		Q 10 4 2		y 8 5
	♦ J 3		♦ J 10 9		K75
	♣ Q 10 6 4		♣ A 5		4 10 9 8

With Hand (1) it is safe to lead AK after any of the sequences in (a), (b) or (c). The king is the top card of a solid sequence and three tricks will be established as soon as the ace is knocked out.

The two 4-card suits in (2) are not very robust and it would be unsafe to lead either suit following these three auctions. In (b) and (c) each opponent has shown a 4-card major and in (a) Responder will have one or two 4-card major suits. That leaves • J as the most effective lead in all three cases.

Hand (3) contains a good 5-card suit, but again it would be unwise to lead fourth highest against auctions (b) and (c), where one opponent is known to have four spades. Against auction (a), the Responder may have a 4-card spade suit but this is not certain. Although without risk the \$6 could work well, but the \$10 would be a sensible alternative and could well turn out to be best if Responder in fact holds four spades.

Opponents do not always open the bidding in No Trumps. Often they bid a number of suits and if a fit isn't found they finish in No Trumps at some level.

If the opponents have not bid a suit in which you have strength, then you usually lead fourth highest. Leading top of strong sequences such as K Q J 10 5 or Q J 10 8 6 is recommended, even if the opponents have bid the suit in the auction. If three suits have been bid before the opponents settle for a No Trump contract, a lead of the unbid suit can often work out well, even if the defender on lead holds only modest cards in the suit.

For example:

(a)	West	East	(1)	South	(2)	South
	1♥	1♠		↑ 754		★ K 10 5 3
	2*	2NT		♥ Q 4		🔻 Q J 7 4
	3NT	pass		K 10 8 5 3		♦ J 6 3
				♣ A 8 6		. K 5

Holding hand (1) South has no reason not to lead ◆5, the fourth best. This gives the best chance of developing tricks. Partner may have some help in the suit or be able to gain the lead and clear the suit while you still have the ♣A as an entry.

Hand (2) does not offer an attractive lead in any suit, since the opponents have bid both your best suits. Lead the ◆3 (the unbid suit) and hope that Partner has some strength and values in the suit. It is acceptable to lead a *low card from three to an honour*.

(b)	West	East	(3)	North	(4)	North
	1♠	2♥		♦ K 5		▲ K 6 3
	2NT	3NT		J 10 9 8 5		🕶 J 7
	pass			♦ K J 4		A 10 4
				♣ Q 10 3		♣ Q 10 6 5 4

This time you are North and with hand (3) the VJ still looks the best lead despite hearts being bid by one of your opponents. A diamond or club lead might work out better if Partner has a good holding there, but if you guess the wrong minor suit, that could be disastrous for your side. At least the heart lead is safe as well as being potentially constructive.

With hand (4), the \$5 looks a good bet as the opponents have not bid the suit and Partner may have some assistance for you in clubs.

It would be impossible to cover every possible sequence where the opponents reach a No Trump contract after bidding suits and the different holdings from which a Defender has to find a lead. Defenders must learn to take account of the bidding and to weigh up possible leads. Successful leading comes from experience and include a fair share of triumphs and disasters.

Partner has bid a suit

It has been said earlier that if Partner bids a suit and you are on lead then you lead his suit unless you have a very good reason not to. From three or more cards to an honour, lead the lowest card. Lead top of a sequence or start with the highest from a holding of small cards. With a doubleton honour (e.g. K 5, Q 7 or A 4) lead the high card first to avoid blocking the suit.

Summary of Lesson Objectives:

(1) Students will be exposed to the idea of using the bidding, both Partner's and that of the opponents to help with the choice of opening lead.

Opening Leads Against No Trump Contracts (Suits Bid by the Opponents and by Partner)

Student's Notes

When one opponent (South) opens 1NT showing 12-14 HCP, North may attempt to find a major suit fit using the Stayman 2. enquiry. If Stayman does not find a 4-4 major suit fit, the partnership will usually revert to playing in No trumps.

However, the bidding will give you some information about the opponents' hands and therefore suggest which suits might provide good or bad leads.

For example:

(a)	West	East	(b)	West	East
	1NT	2*		1NT	2*
	2	3NT		2♠	3NT
	pass			pass	

With sequence (a), West denies a 4-card major by responding 2♦. In order to use Stayman East will usually have at least one 4-card major.

In sequence (b), West shows four spades and denies four hearts. East denies four spades by returning to 3NT, but will be holding four hearts. You should take this information into account when deciding what to lead.

(1)	▲ J 8 5 3	(2)	♠ K Q J 10
	Q 10 4 2		♥ Q 6 4
	• J 10 9		♦ J 3
	♣ A 5		♣ Q 10 6 4

If you held hand (1) against either sequence (a) or (b) the lead of one of your 4-card majors would be risky. East is known to hold four cards in one or both majors in sequence (a), while in sequence (b) West holds four spades and East holds four hearts. The •J looks to be a sensible alternative. There is a reasonable chance that your Partner will have some length in diamonds and you can hope that he has some strength there as well.

With hand (2), however the correct lead is the \bigstar K (top of a sequence) in both cases. Despite the fact that East might have four spades in sequence (a) and West will certainly have four spades in (b), neither of them will have five spades. You will set up three tricks for yourself after the ace has been knocked out and your honours in the other suits mean that you are likely to regain the lead in order to cash them.

Opponents will often start an auction by bidding suits and then finish in 3NT when a good fit cannot be found. If you have a suit of 4+-cards which neither opponent has bid, then it is usually correct to lead the fourth best of that suit.

Leads from sequences are usually recommended even if one of the opponents has bid the suit. For example, the opponents bid 1 - 2, 2NT - 3NT, pass and you must find a lead from the following hands:

(a)	♦ K 5	(b)	★ K 6 3	(c)	♠ Q J 4 3
	♥ J 10 9 8 5		♥ J 7		🔻 Q 9 5 2
	♦ K J 4		• A 10 4		• 75
	♣ Q 10 3		4 Q 10 6 5 4		♣KJ4

With (a) the ♥J (top of a sequence) should be led, even though East probably holds five hearts. It might be correct to lead a diamond or a club instead, but if you guess the wrong suit it could be disastrous.

With (b) there is no reason to lead anything other than the \$5 (fourth highest), which is also an unbid suit.

You have a tricky lead on hand (c) with no lead particularly attractive. The opponents have bid both your 4-card suits and a club lead away from the K J holding is not recommended. So try the ◆7 − the top of nothing.

Remember that the golden rule about leading is 'if you can do no good, then try not to do any harm'.

Partner has bid

It is usually a good idea to lead a suit that Partner has bid, unless you have a VERY attractive alternative. You should lead towards Partner's suit in the usual way:

- (a) Lead the lowest card from three or four cards to an honour.
- (b) Play the top card of a sequence.
- (c) Start with the highest card from a holding of small cards.
- (d) With a doubleton honour (A 4, K 5 or Q 7) lead the high card first to avoid blocking the suit.

Student Quiz (Chapter 8)

(1) The bidding goes: West East 1NT 2♣ 3NT pass

What would you lead from the following hands as North?

(a)	♦ J 6 3	(b)	♦ K 8 4	(c)	♠ Q J 10 9 7
	K 10 7 3		v 6 5		y 42
	♦ K 4		A J 7 4 3		♦ K 10 5
	♣ Q 9 6 4		4 Q 7 4		♣ A 9 3

(d) A J 6 5 • Q 10 7 4 • K 2 • 10 9 8

(2) The bidding goes: West East

1 ♥ 1 ♠

2 ♥ 3 ♦

3NT pass

What would you lead from the following hands as North?

Defensive Co-operation

Teacher's Notes

In the course of discussing the different leads against suit and No Trump contracts, various defensive techniques have been covered: setting up winners, avoiding the blockage of suits and encouraging and discouraging the continuation of suits. The careful selection of discards can also help the defence to take all their tricks.

In addition to those rules, there are several other points that students should consider.

(1) Returning Partner's suit

It is generally best to return Partner's suit unless the opening lead has indicated that Declarer or Dummy between them hold the suit strongly or because, in a trump contract, there is a singleton in Dummy in the suit led. Don't chop and change suits just for the sake of it. This may open up suits to declarer's advantage and cause the defenders to forget what is going on.

(2) Take your tricks in the correct order

It can be important to take tricks in the correct sequence so that one hand is not cut off from winners in a suit.

For example:

South plays 3NT and West leads the ♥4. Dummy holds ♥ 10 6 5 and plays the five, East the jack and South wins with the ace.

Declarer now leads the ◆K to West's ace. It would be a big mistake for West to cash the ♥K and lead a third round of hearts to partner's queen as there would be no way back to the West hand. When the jack from East draws the ace, West can be sure that East holds the queen. So West should lead a low heart the second time to East's queen and on a good day East will have a third heart to return for West to take the remaining winners. Perhaps the suit is like this:



On a bad day it will be like this:



Now, although West has done the best he could by playing low on the second heart, East doesn't have another one to lead back. Unless the AJ turns out to be an entry card to West's hand, he won't be able to score the rest of his hearts.

(3) Communication

The previous hand was an example of communication. Here is another obvious example of retaining contact between the two hands:

West leads ▲10 against 3NT and East has no other high cards apart from the spades. The correct play is for East to play LOW on the first spade. He should play the ▲6, the highest card he can afford to tell West he likes the suit and wants it continued. When West regains the lead he leads his other spade and East wraps up four tricks in the suit.

If East wins the first trick with the ace, cashes the king and then leads another one, South will win the queen but there are no entries back to the East hand. When the opponents are bound to win one trick in the suit, it often pays to let them win it early.

(4) Don't deceive partner

It is usually not clever to win a trick with an ace if you also hold the king. It might appear that Declarer can be fooled into misplacing other honour cards. What is more likely is that the Defender's partner becomes confused and plays the rest of the hand wrongly. The final outcome will often be a contract that makes when it should have been defeated.

(5) If in doubt, believe your partner

If there is any doubt as to whether a Defender should trust a card played by Declarer or Partner, the advice is to trust your Partner! Declarer may try to confuse the issue by playing an unexpected card (such as winning with the ace when he also holds the king). If the Defenders have agreed to play sensible methods and stick to the rules it is best to believe that Partner is telling the truth.

(6) Try to help partner

Always try to be considerate to Partner. Remember that what looks obvious to you may not be so clear cut to him on the other side of the table.

For an example of what we mean, have another look at hand (1) in the student notes of Chapter 7. When West leads the $\bigvee Q$ at trick three, East knows a club switch is necessary so he can take his A. We said that East could signal for a club by playing the A9, but partner might not notice it. So you could trump your Partner's $\bigvee Q$ and lead the A4 next. Partner won't be offended or insulted by this. You are just making sure nothing goes wrong.

(7) Partnership harmony

Don't criticise Partner if a mistake is made. He won't have done it on purpose and he certainly won't play the next hand any better if you have a go at him. You can always discuss things afterwards away from the table. Arguing in front of your opponents looks very bad and should be avoided at all costs.

Answers to the Student Quizzes by Chapter

Chapter 1 Quiz Answers

- (1) (a) 4 tricks (Declarer needs 10, you need 4)
 - (b) 5 tricks (Declarer needs 9, you need 5)
 - (c) 7 tricks (Declarer needs 7, you need 7)
 - (d) 2 tricks (Declarer needs 12, you need 2)
- (2) 40-14-12-5=9 minimum 40-12-12-5=11 maximum
- (3) The three 'known' hands hold 27 or 28 HCP, so Partner has 12 or 13 HCP.
- (4) 5 + 5 + 1 = 11 cards. Therefore declarer has two hearts.
- (5) 40 14 11 13 = 2 minimum 40 12 11 13 = 4 maximum

Chapter 3 Quiz Answers

(1)	King	(5)	Four	(9)	Four
(2)	Six	(6)	Jack	(10)	Eight
(3)	Queen	(7)	Ten	(11)	Five
(4)	six	(8)	five	(12)	jack

Top of a sequence: (1), (3), (6) Interior sequence: (7), (12) Top of nothing: (4), (8), (10) Fourth highest: (2), (5), (9), (11)

Chapter 4 Quiz Answers

- (1) (a) The queen (b) The queen (c) The nine (save the jack)
- (2) (a) The jack (b) The king (c) The jack
- (3) The king, to avoid blocking the suit for the defence.
- (4) A J 10 8 4, K J 10 9, J 10 9 8 are all possible for West. West will not hold the queen, since the lead of the jack denies the queen. West will not hold then ten and should also hold either the nine or the eight or both.

Chapter 5 Quiz Answers

- (1) Seven top of nothing
- (2) King honour from a doubleton
- (3) Queen top of a sequence
- (4) Four lowest from three to an honour
- (5) Ace dangerous to underlead an ace
- (6) Six top of nothing
- (7) Three fourth highest
- (8) Queen honour from doubleton honour
- (9) **▼**K top of a sequence
- (10) ♣4 fourth highest
- (11) \checkmark 6 top of nothing
- (12) ♥5 fourth highest

Chapter 6 Quiz Answers

(1) The five There is no reason to play an	nonour.
--	---------

- (2) The king If you duck, Declarer will repeat the finesse and make three tricks.
- (3) The ten Play the lowest card necessary to force the king or ace. This will be helpful to Partner. You will also stop Dummy from winning a cheap trick with the nine, provided you play an honour now and another honour on the second round of the trick.
- (4) The five Don't tell Declarer anything about your holding.
- (5) The ace As Dummy has a singleton, the second round of the suit will be trumped. Therefore you must take your trick now or lose it.
- (6) The two Don't leap in with the ace as this will give Declarer two tricks in the suit if his hand includes the king.

Chapter 8 Quiz Answers

- (a) \$4 A heart is dangerous as these are held by East.
- (b) ♦4 Fourth highest of your longest suit, which has not been bid by the opponents.
- (c) AQ Top of a sequence. West has four, but it is still a safe lead.
- (d) \$10 Both of your 4-card suits have been bid and a diamond seems an unlikely choice.
- (e) ♠J A safe lead from a sequence.
- (f) \$4 Fourth highest from a suit that hasn't been bid.
- (g) ♣8 Top of nothing.
- (h) \$10 This seems to be the safest lead. The other three suits all look very dangerous.

Section D Bidding

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INFORMATION FOR TEACHERS

The bidding section of this introductory Bridge course is based on the Standard English Acol system of bidding. This system was developed by the English Bridge Union and is the basis of the *Bridge for All* course. We have set out to provide a sound introduction to modern bidding and to take students to a standard where they may enjoy and compete in novice tournaments.

This section is divided into 21 chapters, each with clearly defined objectives. The material is cumulative and should normally be tackled in the order presented.

There is one decision you will have to make as the teacher when it comes to Chapter 18 – whether to teach Strong 2-level or Weak 2-level openings. Strong 2s are part of traditional Acol, but the modern style is to play weak 2s. It is up to you, therefore, whether you tackle 18A Strong 2s, or 18B Weak 2s. If you choose to follow 18B, then it is suggested that you leave this chapter until you have covered Chapter 20 on Weak 3s.

A chapter consists of Teacher's Notes, Student's Notes and three sets of exercises. Two sets take the form of written quizzes and are designed to provide a basis for both classwork and homework. The third set asks students to make up hands to illustrate the points learned.

Some of the questions in the second quizzes contain slightly more difficult material and additional points of interest. For this reason they have been collected together at the end of the section. Even if you do not choose to use all of this material directly, you may find some answers to students' questions there.

We recommend the Practical Exercises as an active learning tool. When asked to bid on a particular hand, a student can sometimes 'guess' the correct answer. Constructing hands to match the bidding is often a better gauge of comprehension. We suggest that you ask your students to work in pairs, giving each pair a pack of cards. From the full set of 52 cards they should select two (or four in competitive auctions) hands of thirteen cards each which matches the given auction.

In the Teacher's Notes from Chapter 4 onwards, there are also specially prepared illustrative hands for students to play in groups of four. These hands can be supplied in a form which can be read by an automatic dealing machine, either the Duplimate or Dealer 4. Both formats are supported.

Finally we have proved a complete summary of the bidding system used. After you have completed this section you can photocopy the summary for each student to have. It is intentionally compressed into two pages (hence the small typeface) so that it can be backed to give a single sheet of paper.

Pre-prepared hands

If you are lucky enough to belong to a bridge club with a dealing machine then they may let you use their machine to pre-deal all the example hands. All the hand sets D4 to D21 are available in both the dlm format (for duplimate machines) and pbn format (for other machines). Please contact the EBU if you require these files by sending an email to postmaster@ebu.co.uk putting 'Deal files' in the subject line.

Hand Evaluation 1

Teacher's Notes

We use the Milton Work point count as our basic method of hand evaluation (ace = 4 points, king = 3, queen = 2 and jack = 1). When your students are experienced, they may use their judgement to value hands, but until then they will find it very helpful to use the point counts exclusively. They should learn the points associated with each card.

Points for long suits (distributional points) are NOT introduced in this course.

Bidding is not an exact science and it is not always possible to pin down the strength of Partner's hand to an exact point count. Frequently the best we can achieve is to discover his strength within a two- or three-point range. Sometimes that range will be even wider. For simplicity the student is given the target for Game as 25 HCP (High Card Points). In practice 25 or 26 HCP is more realistic for 3NT, 4 or 4 and 28 or 29 HCP for 5 or 5 . However, since we are avoiding the addition of points for distribution, there will be a tendency for students to slightly undervalue unbalanced hands. So the Game target of 25 HCP is a sensible compromise.

At this stage in your students' development they will often fail in Game contracts that could have been made with better card-play technique, which they will only acquire with much practice. In reality bad Declarer play will often be matched by worse defence so justice will be done! Some students may be tempted to underbid in an attempt to compensate. You should encourage them NOT to do this, but to bid the full value of their hands.

Summary of Lesson Objectives:

- 1) Students will be aware of the objectives of the bidding.
- 2) They will become familiar with the Milton Work point-count method of hand evaluation.
- 3) They will know the number of points needed to open the bidding and the number of points needed for Game.

Hand Evaluation 1

Student's Notes

As you will remember from Minibridge you need to decide whether to play with a trump suit or in No Trumps and whether to bid a Game contract or stop below game level in a Part Score. The objective of bidding is to allow you to make these decisions within the limited vocabulary permitted by the rules of Bridge.

To decide whether to play in a Game or a Part Score, you need to estimate the strength or trick-taking potential of your hand. You will recall that this is done by using the Milton Work point count method:

Each ace: 4 points

Each king: 3 points

Each queen: 2 points

Each jack: 1 point.

Examples: a) **▲** A K 9 6 7 b) **▲**KJ7 ♥ Q 9 7 2 ♥ A J 6 5 ◆ J875 • Q 10 8 6 2 1 **♣** K 2 3 ♣ A Q J 7

Total: 13

We say that Hand a) has 13 HCP (high card points) or just 13 points. Hand b) has 18 HCP or 18 points.

Total: 18

Bidding strategy is based on bidding Game contracts if at all possible. As a guide you need 25 HCP between your hand and partner's to justify calling a game. With fewer than 25 combined points you should usually stop in a Part Score.

Unlike in Minibridge you are not allowed to see your partner's hand before deciding on the contract. You have to use a pre-arranged code like a separate language to help you decide where to play. After you and your partner have exchanged sufficient information one or other member of the partnership should be able to select the best contract.

The first player to make a bid, other than pass, is called the Opening Bidder or just the Opener. From then on for the remainder of the auction, his partner is referred to as the Responder.

With 12 or more points in your hand you should open the bidding; with fewer than 12 points you should usually pass.

Student Quiz (Chapter 1)

(A) How many points are there in the following hands?

(1)	♠ A K 4 2	(2)	∧ KJ54	(3)	♦ 5 4 3
	AQ53		KQ32		K Q 2
	→ J 4 2		A J 4		A 4 3 2
	4 9 8		♣ 5 2		4 9 8 7

- (B) On which hands in (A) would you open the bidding?
- (C) On which of the following pairs of hands would you like to be in a Game contract?

(1)	♠ A K 7 4♥ Q 9 5 3◆ A K 4♣ 9 3	♣ Q 9 5♥ 8 6 4♦ 7 6 5♣ J 8 6 5
(2)	A J 7 4♥ Q 9 5 3A K 4\$ 9 3	♣ Q 9 8 2♥ 8 6 4♦ 7 5♣ J 8 6 5
(3)	A K 7 4♥ Q 9 5 3A K 4\$ 9 2	▲ Q 9 8▼ A K 4 2◆ 7 2♣ K J 8 6
(4)	A K 7 4♥ Q 9 5 3◆ A K 4♣ 3 2	♠ Q 9 5♥ 8 6 4♦ 7 3 2♣ A K J 8

Practical Exercises

- (1) Make up hands with 12, 16, 23 and 27 points.
- (2) Make up pairs of hands where you would like to be in a Game contract.

Hand Evaluation 2

Teacher's Notes

In this chapter we emphasise the distinction between two different types of hand.

BALANCED hands have 4-3-3-3 shape (four cards in one suit and three cards in each of the other three suits), 4-4-3-2 or 5-3-3-2 distribution. Another way of defining a balanced hand is to say they have no Void (no cards in a suit), no Singleton (just one card in a suit) and at most one doubleton (two cards in a suit).

Examples of balanced hands:

All other hand shapes are called UNBALANCED.

With unbalanced hands you can open the bidding with slightly fewer points than you need for balanced hands. This is because a long suit often produces extra tricks especially if it is the trump suit.

We will say that to open the bidding at the 1-level you need 12 HCP. As students become more confident this can be reduced to 11 HCP where there is a long suit present..

Examples of minimum openings:



When you bid a Game with a trump suit then you should have more trumps than your opponents. You should normally only choose to play in a trump suit contract if you have at least an 8-card fit between you and your partner.

If you do not have at least an 8-card trump fit then you usually play in No Trumps. How you and your partner can determine if your hands contain an '8-card or longer fit' will be a constantly recurring theme of these bidding lessons.

Summary of Lesson Objectives:

- (1) Students should understand the difference between Balanced and Unbalanced hands.
- (2) They should recognise the value of long suits.
- (3) They should be aware that normally there should be at least an 8-card fit between the two hands to make that the trump suit.

Hand Evaluation 2

Student's Notes

There is a very important distinction to be made between two different types of hand.

The first type is called BALANCED and includes hands with 4-3-3-3 distribution. That is hands with four cards in one suit and three cards in each of the other three suits. Other balanced hands are those with 4-4-3-2 (two 4-card suits, one 3-card suit and one 2-card suit (a doubleton) and 5-3-3-2 shapes. Another way of defining a balanced hand is to say they have no Void (no cards in a suit), no Singleton (just one card in a suit) and at most one doubleton (two cards in a suit).

Examples of balanced hands:

All other hand shapes are called UNBALANCED.

With unbalanced hands you can open the bidding with slightly fewer points than you need for balanced hands. This is because a long suit often produces extra tricks especially if it is the trump suit.

We normally open the bidding at the 1-level with at least 12 HCP.

Examples of minimum openings:

If you choose to bid a Game with a trump suit then you should have many more trumps than your opponents. You should normally only choose to play in a trump suit contract if you have at least an 8-card fit between you and your partner.

If you do not have an 8-card trump fit then you usually play in No Trumps. How you and your partner can determine if your hands contain an '8-card or longer fit' will be a constantly recurring theme of these bidding lessons.

Student Quiz (Chapter 2)

(A) On which of the following hands would you open the bidding?

(1)	♠ A K 5 4 2	(2)	♠ KQJ876	(3)	♦ 5 4 3
	A J 8 7 6		▼ K J 3 2		AKQJ2
	♦ 2		4		Q 4 3 2
	4 9 8		♣ Q 2		. 7

(B) Which of the following hands are balanced?

(C) In what denomination would you like to play the following pairs of hands?

```
(1)
      ▲ A K 7 4
                     ♠ Q95
                     A 7 4
      ♥ Q953
      A K 4
                     ♦ 765
      4 9 3
                     ♣ J865
(2)
      A A J 7 4
                     ♠ Q982
      ♥ Q 9 5 3
                     A 74
      A K 4
                     † 75
      4 9 3
                     ♣J865
(3)
      A K 7 4
                     ♠ Q98
      Q953
                     A K 4 2
      A K 4
                     7 2
                     ♣ KJ86
      4 9 2
                     ♠Q95
(4)
      ♦ A K 7 4
      Q953
                     9 8 6 4
      A K 4
                     732
      32
                     ♣AKJ8
```

Practical Exercises

- (1) Make up balanced hands.
- (2) Make up pairs of hands where you would want to be in 3NT.
- (3) Make up pairs of hands where you would want to be in 4.
- (4) Make up hands with exactly 12 HCP on which you would open 1♥.

The Choice of Opening Bids

Teacher's Notes

The reason why it is important as Opener to choose our first bid carefully is to ensure we always have a convenient Rebid after any response from partner. In particular, if partner makes a change-of-suit response, we must bid again at least once. In general it is much easier to Rebid if we have opened in the higher of two equal-length suits.

The reason for the exception with two 4-card majors is that, whenever our 'long' suits consist of only two 4-card suits we plan to bid only one suit and then rebid in No trumps. Starting with hearts rather than spades makes it easier to locate a fit in either major.

One type of hand is purposely omitted from the Student's Notes is the hand with 4-4-4-1 shape, when the choice of opening is between THREE suits. These hands occur relatively infrequently. If you wish to suggest a rule for your students the accepted formula is to open as follows

- (a) With a black singleton open the middle suit of the three 4-card suits
 - i. With a singleton club open 1♥
 - ii. With a singleton spade open 1♦
- (b) With a red singleton open the suit below the singleton
 - i. With a singleton diamond open 1.
 - ii. With a singleton heart open 1 +



Summary of lesson objectives:

Students should know what to open at the one level on all hands, from minimum openings up to hands with 19 points.

The Choice of Opening Bids

Student's Notes

Often as opener you will have a choice of bids.

With a balanced hand of 12, 13 or 14 HCP you should always open 1NT.

With all other balanced hands from 15 to 19 HCP and unbalanced hands in the 12 to 19 HCP range, you should open your longest suit. Hand with 20 or more points will be discussed in Chapter 17.

Sometimes you will have two equal-length suits. You should always open the higher ranked suit unless you have *precisely four hearts and four spades*, in which case you open 1♥.

Note that in Bridge it is the LENGTH of your suits rather than their strength that is all important. You should never open the bidding in a suit with fewer than four cards in it. Conversely you can always bid any suit which has at least four cards.

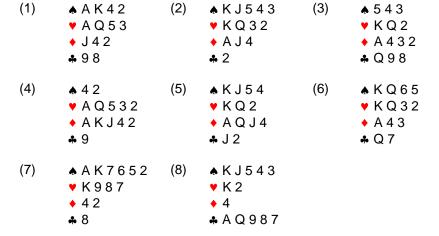
For example:

- A K Q
- 5432
- AKQJ
- **4** 6 5

You have two biddable suits – hearts and diamonds. With two suits of equal length, your correct opening is in the higher ranking suit – hearts, even though your diamonds are much stronger. Note also that although your spades are very strong and your hearts are very poor, your heart suit is 'biddable' as it contains a 4-card suit. The spade suit, with only a 3-card suit is not biddable.

Student Quiz (Chapter 3)

What would you open on the following hands?



Practical Exercises

- (1) Make up hands on which you would open 1♥ and have only 4 hearts.
- (2) Make up hands on which you would open 1♥ and have 5 hearts.
- (3) Make up balanced hands on which you would open 1 .

Limited Support Responses

Teacher's Notes

In this chapter we introduce the vital concept of agreeing trumps when both partners have at least four cards in the suit and so the partnership has at least an 8-card fit.

We also introduce the very important concept of a LIMIT BID. If one member of the partnership is able to define the strength of his hand within narrow boundaries, then the other member can easily assess the combined strength of the two hands and quite often can then select the final contract.

It is important to convey the different requirements for an Opening Bid (12 points) and a Response (6 points).

The reason why it is important to make a response with 6 points is to ensure that the partnership does not miss a possible Game if Opener has as many as 19 HCP. He is unlikely to have more than 19 for then he would probably open with a bid at the 2-level, as we shall see later.

Summary of Lesson Objectives:

- (1) Students will know how many points they need to respond to an Opening Bid of One of a Suit.
- (2) They will learn how to respond when they have 4-card support for the Opener.
- (3) They will be introduced to the important concept of a Limit Bid.

	♠KQ72		Board D4/1	: Dealer No	rth	
	♥AQJ9		West	North	East	South
	♦ J64			1♥	pass	2♥
	4 5		All pass			
★ 10853		 ♦J96				
♥ 54		v 102	With longer	hearts, Nort	th opens 1 🔻	
♦KQ5		♦A983				
♣ AJ84		. KQ76	With 6-9 HC	P, South m	akes a Limit	t Bid raise to 2♥.
	♦ A4		\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\	NIOD Namel		there are not an evaluate
	♥ K763		•			there are not enough points
	1072		for Game ar	iu so passe	5.	
	4 10932	2				
	ΑKQ		Board D4/2	: Dealer Ea	st	
	v 1042		West	North	East	South
	♦ J984				1 ♠	pass
	♣ KQ93		24	All pass		
★ 10953		♦ AJ8742				
♥ A3		♥ KJ9	With 11 HC	P and a 6-ca	ard suit, Eas	st opens 1♠.
◆A762		♦ Q5				
4 1085		. 64	With 6-9 HC	P, West ma	akes a Limit	Bid raise to 2♠.
	 6		Fast lucasus	4l		sints for Osmas and massas
	♥Q876	5	East knows	there are no	ot enough pe	oints for Game and passes.
	♦K103					
	♣ AJ72					
	♦ 10985			: Dealer So		
	♦ 10985 ♥ J52	j	Board D4/3 West	: Dealer So	uth East	South
	♥J52 •KQ5		West	North	East	South 1♣
	♥ J52					
A A	♥J52 •KQ5	^ 72	West pass	North	East All pass	1 🋦
♥ K763	♥J52 •KQ5	↑ 72 ▼984	West pass	North	East All pass	
♥ K763 • 10742	♥J52 •KQ5	↑ 72 ♥ 984 ↑ AJ63	west pass With 11 HC	North 4 . P and a 6-ca	East All pass ard suit, Sou	1♠ uth opens 1♠.
♥ K763	VJ52 VKQ5 AKJ	↑ 72 ♥ 984 ↑ AJ63 ♣ Q854	west pass With 11 HC	North 4♣ P and a 6-ca 4 points so I	East All pass ard suit, Southe knows th	1 ♠ uth opens 1 ♠. ere are at least 25 points
♥ K763 • 10742	↓J52↓KQ5♣AKJ	↑ 72 ♥ 984 ↑ AJ63 ♣ Q854	west pass With 11 HC	North 4♣ P and a 6-ca 4 points so I	East All pass ard suit, Southe knows th	1♠ uth opens 1♠.
♥ K763 • 10742	↓J52↓KQ5♣AKJ ♠KQJ6↓AQ10	↑ 72 ♥ 984 ↑ AJ63 ♣ Q854	west pass With 11 HC	North 4♣ P and a 6-ca 4 points so I	East All pass ard suit, Southe knows th	1 ♠ uth opens 1 ♠. ere are at least 25 points
♥ K763 • 10742	↓J52↓KQ5♣AKJ♣KQJ6↓AQ10◆98	↑ 72 ♥ 984 ↑ AJ63 ♣ Q854	west pass With 11 HC	North 4♣ P and a 6-ca 4 points so I	East All pass ard suit, Southe knows th	1 ♠ uth opens 1 ♠. ere are at least 25 points
♥ K763 • 10742	 ↓J52 ↓KQ5 ♣AKJ ♣KQJ6 ↓AQ10 ◆98 ♣76 	↑ 72 ♥ 984 ↑ AJ63 ♣ Q854	west pass With 11 HCl North has 1- between the	North 4 A P and a 6-ca 4 points so I e two hands.	East All pass ard suit, Sou he knows th So he bids	1 ♠ uth opens 1 ♠. ere are at least 25 points
♥ K763 • 10742	 ↓J52 ↓KQ5 ♣AKJ ♣KQJ6 ↓AQ10 ↓98 ♣76 ♠KQJ7 	↑ 72 ♥ 984 ↑ AJ63 ♣ Q854	west pass With 11 HCl North has 1- between the	North 4 A P and a 6-ca 4 points so I e two hands. : Dealer We	East All pass and suit, Sou he knows th So he bids	1 ♠ uth opens 1 ♠. ere are at least 25 points Game straightaway.
♥ K763 • 10742	 ↓J52 ↓KQ5 ♣AKJ ♣KQJ6 ↓AQ10 ↓98 ♣76 ♠KQJ7 ↓93 	↑ 72 ♥ 984 ↑ AJ63 ♣ Q854	west pass With 11 HCl North has 1 between the Board D4/4 West	North 4 A P and a 6-ca 4 points so le two hands. : Dealer We North	East All pass and suit, Southe knows the Southe bids est East	1 ♠ uth opens 1 ♠. ere are at least 25 points Game straightaway. South
♥ K763 • 10742	 ↓J52 ↓KQ5 ♣AKJ ♣KQJ6 ↓98 ♣76 ♣KQJ7 ↓93 ↓J74 	↑72▼984↑AJ63♣Q85443	west pass With 11 HCl North has 1- between the	North 4 A P and a 6-ca 4 points so I e two hands. : Dealer We	East All pass and suit, Sou he knows th So he bids	1 ♠ uth opens 1 ♠. ere are at least 25 points Game straightaway.
VK763 ◆10742 ♣10932	 ↓J52 ↓KQ5 ♣AKJ ♣KQJ6 ↓AQ10 ↓98 ♣76 ♠KQJ7 ↓93 	♠72♥984◆AJ63♣Q85443	west pass With 11 HC North has 14 between the Board D4/4 west 1♥	North 4 A P and a 6-ca 4 points so le two hands. : Dealer We North pass	East All pass and suit, Souther knows the So he bids est East 3	1 ♠ uth opens 1 ♠. ere are at least 25 points Game straightaway. South All pass
K7631074210932	 ↓J52 ↓KQ5 ♣AKJ ♣KQJ6 ↓AQ10 ↓98 ♣76 ♣KQJ7 ↓93 ↓J74 ♣Q952 	♣72 ▼984 ◆AJ63 ♣Q854 43	west pass With 11 HCl North has 1- between the Board D4/4 west 1♥ West opens	North 4 A P and a 6-ca 4 points so I e two hands. : Dealer We North pass 1 V with 12	All pass and suit, Soune knows the So he bids est East 3 V HCP. East	1 ♠ uth opens 1 ♠. ere are at least 25 points Game straightaway. South All pass has 10-12 HCP and four
★K763★10742★10932 ★A4★KQJ10-	 ↓J52 ↓KQ5 ♣AKJ ♣KQJ6 ↓AQ10 ↓98 ♣76 ♣KQJ7 ↓93 ↓J74 ♣Q952 	↑72 ▼984 ↑AJ63 ♣Q854 43	west pass With 11 HC North has 14 between the Board D4/4 west 1♥	North 4 A P and a 6-ca 4 points so I e two hands. : Dealer We North pass 1 V with 12	All pass and suit, Soune knows the So he bids est East 3 V HCP. East	1 ♠ uth opens 1 ♠. ere are at least 25 points Game straightaway. South All pass has 10-12 HCP and four
 ★K763 ★10742 ★10932 ★A4 ▼KQJ10 ◆Q82 	 ↓J52 ↓KQ5 ♣AKJ ♣KQJ6 ↓AQ10 ↓98 ♣76 ♣KQJ7 ↓93 ↓J74 ♣Q952 	 ↑72 ▼984 ↑AJ63 ♣Q854 43 ↑10983 ▼A762 ↑A53 	west pass With 11 HCl North has 1- between the Board D4/4 West 1 West opens hearts, so m	P and a 6-ca 4 points so I 2 two hands. Dealer We North pass 1 with 12 hakes a jum	East All pass and suit, Southe knows the Southe bids est East 3♥ HCP. East to p Limit Bid to	1♠ uth opens 1♠. ere are at least 25 points Game straightaway. South All pass has 10-12 HCP and four o 3♥.
★K763★10742★10932 ★A4★KQJ10-	 ↓J52 ↓KQ5 ♣AKJ ♣KQJ6 ↓98 ♣76 ♣KQJ7 ↓93 ↓J74 ♣Q952 	↑72 ▼984 ↑AJ63 ♣Q854 43	west pass With 11 HCl North has 1- between the Board D4/4 West 1 West opens hearts, so m	P and a 6-ca 4 points so I 2 two hands. Dealer We North pass 1 with 12 hakes a jum	East All pass and suit, Southe knows the Southe bids est East 3♥ HCP. East to p Limit Bid to	1 ♠ uth opens 1 ♠. ere are at least 25 points Game straightaway. South All pass has 10-12 HCP and four
 ★K763 ★10742 ★10932 ★A4 ▼KQJ10 ◆Q82 	 ↓J52 ★KQ5 ★AKJ ★KQJ6 ↓AQ10 ◆98 ★76 ★KQJ7 ♥93 ↓J74 ♣Q952 4 ♠652 	 ↑72 ▼984 ↑AJ63 ♣Q854 43 ↑10983 ▼A762 ↑A53 	west pass With 11 HCl North has 1- between the Board D4/4 West 1 West opens hearts, so m	P and a 6-ca 4 points so I 2 two hands. Dealer We North pass 1 with 12 hakes a jum	East All pass and suit, Southe knows the Southe bids est East 3♥ HCP. East to p Limit Bid to	1♠ uth opens 1♠. ere are at least 25 points Game straightaway. South All pass has 10-12 HCP and four o 3♥.
 ★K763 ★10742 ★10932 ★A4 ▼KQJ10 ◆Q82 	 ↓J52 ★KQ5 ★AKJ ★KQJ6 ↓AQ10 ◆98 ♣76 ★KQJ7 ◆93 ◆J74 ♣Q952 4 ♠652 ▼85 	 ↑72 ▼984 ↑AJ63 ♣Q854 43 ↑10983 ▼A762 ↑A53 ♣K4 	west pass With 11 HCl North has 1- between the Board D4/4 West 1 West opens hearts, so m	P and a 6-ca 4 points so I 2 two hands. Dealer We North pass 1 with 12 hakes a jum	East All pass and suit, Southe knows the Southe bids est East 3♥ HCP. East to p Limit Bid to	1♠ uth opens 1♠. ere are at least 25 points Game straightaway. South All pass has 10-12 HCP and four o 3♥.
 K763 10742 10932 A4 KQJ10 Q82 	 ↓J52 ★KQ5 ★AKJ ★KQJ6 ↓AQ10 ◆98 ★76 ★KQJ7 ♥93 ↓J74 ♣Q952 4 ♠652 	 ↑72 ▼984 ↑AJ63 ♣Q854 43 ↑10983 ▼A762 ↑A53 ♣K4 	west pass With 11 HCl North has 1- between the Board D4/4 West 1 West opens hearts, so m	P and a 6-ca 4 points so I 2 two hands. Dealer We North pass 1 with 12 hakes a jum	East All pass and suit, Southe knows the Southe bids est East 3♥ HCP. East to p Limit Bid to	1♠ uth opens 1♠. ere are at least 25 points Game straightaway. South All pass has 10-12 HCP and four o 3♥.

Limited Support Responses

Student's Notes

When your partner opens the bidding with one of a suit his minimum strength is around 12 HCP while his maximum could be as high as 19 HCP. With 6 OR MORE points you should RESPOND.

With 0 to 5 HCP you should pass. Even if partner is maximum there is probably no Game for your side. You may not like your Partner's suit very much but if you do not pass you may well get into worse trouble than you are now, as Partner will assume you hold at least 6 HCP for your bid.

Suppose Partner opens 1 ♥. If you have 4 or more hearts you have SUPPORT for Partner. This means you are happy to make hearts trumps because you know you have at least an 8-card fit. You agree hearts as trumps by raising Partner's suit. The level you choose depends on the strength of your whole hand.

Raises are LIMIT BIDS. A Limit Bid defines the strength of your hand within both upper and lower bounds. So we agree that the various raises of Opener's suit by Responder show the following hand values:

```
Single Raise (1 \lor to 2 \lor) = 6 to 9 HCP
Double Raise (1 \lor to 3 \lor) = 10 to 12 HCP
Triple Raise (1 \lor to 4 \lor) = 13 to 15 points.
```

For example, when Partner opens 1♥:

```
(1)
                                        (3)
      ♠ A 7
                          ♠ A 7
                                              ▲ A 7
      ♥ KJ87
                          VAKQ5
                                              98765
      • Q32
                          • Q32
                                              • Q32
      $5432
                          46432
                                              47432
      You raise to
                         You raise to
                                              You raise to
      3♥
                          4 🗸
                                              2 🔻
```

Student Quiz (Chapter 4)

Suppose Partner opens the bidding with 1♥. What would you respond with these hands?

Practical Exercises

- (1) Make up hands on which you would respond 2♦ to an Opening Bid of 1♦.
- (2) Make up hands on which you would respond 3♥ to an Opening Bid of 1♥.
- (3) Make up hands on which you would respond 4 to an Opening Bid of 1 .

Limited No Trump Responses

Teacher's Notes

It is important to emphasise that with support for Opener, Responder should raise his partner's suit in preference to bidding No Trumps, even though his hand may be balanced.

If your students enquire about what Responder should do with a balanced hand of more than 15 points, we suggest that you postpone this point until we reach our brief coverage of slam topics at the end of the course.

In this chapter's Practical Exercises, do not worry if students make up No trump responses which contain an unbid 4-card major. We will address this issue, with explanations, in Chapter 7.

Summary of Lesson Objectives:

- (1) Students will know how to respond to an Opening Bid of One of a suit when they hold a balanced hand of up to 15 HCP.
- (2) They will be introduced to a second example of a limit bid.

	 AKQ5			: Dealer No		•
	v 1062		West	North	East	South
	♦ AK97			1 ♦	pass	1NT
	. ⊀K73		All pass			
♦ 987		AJ42				
♥ K875		∀ J94	Although ba	lanced Nort	h is too stro	ong to open 1NT, so opens 1 ♦.
♦ 642		♦QJ53				
♣A52		. Q4				ng enough to bid a new suit at
/.02	 1063	-,- Q -T	the 2-level.	So he has to	bid 1NT sl	howing 6 to 9 HCP.
	♥ AQ3					
	◆ 108				ws there ar	e not quite enough points for
		.6	Game so he	e passes.		
	♣J1098		D D	. D. al E	-1	
	▲ 10864	ŀ		: Dealer Eas		Canada
	∀ K97		West	North	East	South
	♦ 53		ONIT	A.II	1 ♦	pass
	♣ Q987		3NT	All pass		
♠ A92		♦ K53		–		
♥AJ3		♥ Q62	Although ba	lanced East	is too stror	ng to open 1NT, so opens 1♦.
♦ A 106		♦KQJ7				
♣ J1042		♣ A53			ws there are	e enough points for Game so
	 QJ7		he bids 3N7	•		
	v 10854	ļ				
	♦9842					
	. K6					
			I.			
Ī	▲K42		Board D5/3	: Dealer Soi	uth	
	♦ K42			: Dealer Sou		South
	♥ J103		Board D5/3 West	: Dealer Sou North	uth <i>East</i>	South
	♥J103 ◆QJ4		West	North	East	South 1 ♠
. 10	♥ J103	A 0.9.5				
♣ J3	♥J103 ♦QJ4 ♣KJ62	♦ 985	West pass	North 2NT	East All pass	1 🋦
♥ K9842	♥J103 ♦QJ4 ♣KJ62	♥ A75	west pass South open	North 2NT s 1♠ - his lo	East All pass	
♥K9842 ◆A82	♥J103 ♦QJ4 ♣KJ62	∨ A75 ∙ K65	West pass	North 2NT s 1♠ - his lo	East All pass	1 🋦
♥ K9842	♥J103 •QJ4 •*KJ62	∨ A75 ∙ K65 • Q987	pass South open cannot open	North 2NT s 1♣ - his lo	East All pass ngest suit.	1 ♠ The hand is not balanced, so
♥K9842 ◆A82	▼J103 •QJ4 •KJ62	∨ A75 ∙ K65 • Q987	pass South open cannot open	North 2NT s 1♣ - his lo	East All pass ngest suit.	1 🋦
♥K9842 ◆A82	◆J103 ◆QJ4 ♣KJ62	♥A75 ♦K65 ♣Q987	pass South open cannot open With 10-12	North 2NT s 1♠ - his lone n 1NT. HCP and a b	East All pass ngest suit. To	1 ♠ The hand is not balanced, so and North replies 2NT.
♥K9842 ◆A82	◆J103 ◆QJ4 ♣KJ62 AQ10 ◆Q6 ◆10973	♥A75 ♦K65 ♣Q987	pass South open cannot open With 10-12	North 2NT s 1♣ - his lo	East All pass ngest suit. To	1 ♠ The hand is not balanced, so and North replies 2NT.
♥K9842 ◆A82	◆J103 ◆QJ4 ♣KJ62	♥A75 ♦K65 ♣Q987	west pass South open cannot oper With 10-12 With a minir	North 2NT s 1♠ - his log n 1NT. HCP and a b mum opening	East All pass ngest suit. To alanced has g South pass	1 ♠ The hand is not balanced, so and North replies 2NT.
♥K9842 ◆A82	◆J103 ◆QJ4 ♣KJ62 AQ10 ◆Q6 ◆10973	◆A75 ◆K65 •Q987 76	west pass South open cannot open With 10-12 With a minin	North 2NT s 1♠ - his long 1NT. HCP and a become opening to the control of the control opening to the control o	East All pass Ingest suit. To palanced has g South passess	1♠ The hand is not balanced, so and North replies 2NT. sses.
♥K9842 ◆A82	◆J103 ◆QJ4 ♣KJ62 AQ10 ◆Q6 ◆10973 ♣A10	◆A75 ◆K65 •Q987 76	west pass South open cannot open With 10-12 With a minin	North 2NT s 1♠ - his log n 1NT. HCP and a b mum opening	East All pass ngest suit. To alanced has g South pass	1♠ The hand is not balanced, so and North replies 2NT. sses. South
♥K9842 ◆A82	◆J103 ◆QJ4 ♣KJ62 AQ10 ◆Q6 ◆10973 ♣A10 AJ1062	◆A75 ◆K65 •Q987 76	west pass South open cannot open With 10-12 With a minin	North 2NT s 1♠ - his long 1NT. HCP and a become opening to the control of the control opening to the control o	East All pass Ingest suit. To palanced has g South passess	1♠ The hand is not balanced, so and North replies 2NT. sses.
♥K9842 ◆A82	◆J103 ◆QJ4 ♣KJ62 AQ10 ◆Q6 ◆10973 ♣A10 AJ1062 ◆A86	◆A75 ◆K65 •Q987 76	west pass South open cannot open With 10-12 With a minin Board D5/4 West	North 2NT s 1 - his loon 1NT. HCP and a bound a bound opening. Dealer We North	East All pass Ingest suit. To palanced has general south passest East	1♠ The hand is not balanced, so and North replies 2NT. sses. South
♥K9842 ◆A82	◆J103 ◆QJ4 ♣KJ62 AQ10 ◆Q6 ◆10973 ♣A10 AJ1062 ◆A86 ◆J62	◆A75 ◆K65 •Q987 76	west pass South open cannot open With 10-12 With a minin Board D5/4 west 1♥	North 2NT s 1♠ - his loon 1NT. HCP and a bound a bound opening to the look of the look	East All pass Ingest suit. To palanced has general south passest East 1NT	1♠ The hand is not balanced, so and North replies 2NT. sses. South
★K9842◆A82★543	*J103 •QJ4 *KJ62 *AQ10 •Q6 •10973 *A10 *J1062 •A86 •J62 *A98	◆A75 ◆K65 ♣Q987 76	west pass South open cannot open with 10-12 With a minin Board D5/4 west 1♥ West opens	North 2NT s 1 ♣ - his long 1NT. HCP and a langum opening Dealer We North pass s 1 ♥ with an	East All pass Ingest suit. To palanced has general south passes and the second	1♠ The hand is not balanced, so and North replies 2NT. sses. South All pass d 5-4-2-2 hand.
★K9842◆A82★543 AK54 ◆QJ103	*J103 •QJ4 *KJ62 *AQ10 •Q6 •10973 *A10 *J1062 •A86 •J62 *A98	◆A75 ◆K65 ♣Q987 76 &Q7 ▼94	west pass South open cannot open with 10-12 With a minin Board D5/4 West 1♥ West opens East must re	North 2NT s 1 - his long 1NT. HCP and a language with an espond, but	East All pass Ingest suit. To palanced has general south passest East 1NT unbalanced is not stron	1♠ The hand is not balanced, so and North replies 2NT. sses. South All pass d 5-4-2-2 hand. g enough to bid a new suit at
★K9842★A82★543★AK54▼QJ103★K10	*J103 •QJ4 *KJ62 *AQ10 •Q6 •10973 *A10 *J1062 •A86 •J62 *A98	◆A75 ◆K65 ♣Q987 76 8 	west pass South open cannot open with 10-12 With a minin Board D5/4 west 1♥ West opens East must re	North 2NT s 1 - his long 1NT. HCP and a language with an espond, but	East All pass Ingest suit. To palanced has general south passest East 1NT unbalanced is not stron	1♠ The hand is not balanced, so and North replies 2NT. sses. South All pass d 5-4-2-2 hand.
★K9842◆A82★543 AK54 ◆QJ103	*J103 *QJ4 *KJ62 *AQ10 *Q6 *10973 *A10 *J1062 *A86 *J62 *A98	◆A75 ◆K65 ♣Q987 76 &Q7 ▼94	west pass South open cannot open with 10-12 With a minin Board D5/4 west 1♥ West opens East must re	North 2NT s 1 - his long 1NT. HCP and a language with an espond, but	East All pass Ingest suit. To palanced has general south passest East 1NT unbalanced is not stron	1♠ The hand is not balanced, so and North replies 2NT. sses. South All pass d 5-4-2-2 hand. g enough to bid a new suit at
★K9842★A82★543★AK54▼QJ103★K10	◆J103 ◆QJ4 ♣KJ62 AQ10 ◆Q6 ◆10973 ♣A10 AJ1062 ◆A86 ◆J62 ♣A98	◆A75 ◆K65 ♣Q987 76 8 	west pass South open cannot open with 10-12 With a minin Board D5/4 west 1♥ West opens East must re	North 2NT s 1 - his long 1NT. HCP and a language with an espond, but	East All pass Ingest suit. To palanced has general south passest East 1NT unbalanced is not stron	1♠ The hand is not balanced, so and North replies 2NT. sses. South All pass d 5-4-2-2 hand. g enough to bid a new suit at
★K9842★A82★543★AK54▼QJ103★K10	◆J103 ◆QJ4 ♣KJ62 AQ10 ◆Q6 ◆10973 ♣A10 AJ1062 ◆A86 ◆J62 ♣A98 2	◆A75 ◆K65 ♣Q987 76 AQ7 ◆94 ◆9875 ♣KQ1063	west pass South open cannot open with 10-12 With a minin Board D5/4 west 1♥ West opens East must re	North 2NT s 1 - his long 1NT. HCP and a language with an espond, but	East All pass Ingest suit. To palanced has general south passest East 1NT unbalanced is not stron	1♠ The hand is not balanced, so and North replies 2NT. sses. South All pass d 5-4-2-2 hand. g enough to bid a new suit at
★K9842★A82★543★AK54▼QJ103★K10	◆J103 ◆QJ4 ♣KJ62 AQ10 ◆Q6 ◆10973 ♣A10 AJ1062 ◆A86 ◆J62 ♣A98	◆A75 ◆K65 ♣Q987 76 AQ7 ◆94 ◆9875 ♣KQ1063	west pass South open cannot open with 10-12 With a minin Board D5/4 west 1♥ West opens East must re	North 2NT s 1 - his long 1NT. HCP and a language with an espond, but	East All pass Ingest suit. To palanced has general south passest East 1NT unbalanced is not stron	1♠ The hand is not balanced, so and North replies 2NT. sses. South All pass d 5-4-2-2 hand. g enough to bid a new suit at

Note: the 1NT response is often called 'the Dustbin bid'. It covers the situations where you have to respond but cannot raise partner, have no 4-card suit of your own to bid at the 1-level and are not strong enough to bid a new suit at the 2-level which needs 10 HCP.

Limited No Trump Responses

Student's Notes

Suppose your partner opens the bidding with One of a suit. If you have 0 to 5 HCP you should pass. If you have 6+ HCP you should respond.

If you have 4-card support for Partner's suit, then you should support his suit. Otherwise, if you have a balanced hand, you should respond in No Trumps.

Remember a balanced hand is one with no Void, no Singleton and at most one Doubleton.

These NT responses are further examples of Limit Bids. They define the strength of your hand within upper and lower bounds. This is the schedule of NT responses:

1NT = 6 to 9 HCP 2NT = 10 to 12 HCP 3NT = 13 to 15 points.

Note that when you have a choice of responses as you often will you should always give preference to supporting Partner's 1♥ or 1♠ opening.

For example, when Partner opens 1♥:

raise to 2♥

♦ A 7 2 **▲** A 7 (1) **♠** A 7 (2) (3)♥ K 8 7 ♥ K Q 5 **7** 7 6 5 QJ32 • Q32 Q432 **♣** 5 4 3 2 **♣** K 4 3 2 **4** 7 4 3 2 With 10-12 With 13-15 With 6-9 HCP you jump HCP you jump HCP you to 2NT to 3NT respond 1NT (4) **▲** A 7 2 **7** 6 5 2 • Q43 ***** 743 With 4-card heart support

Student Quiz (Chapter 5)

Suppose Partner opens the bidding with 1♥. What would you respond with these hands?

Practical Exercises

- (1) Make up hands on which you would respond 1NT to an Opening Bid of 1.
- (2) Make up hands on which you would respond 2NT to an Opening Bid of 1 ♥.
- (3) Make up hands on which you would respond 3NT to an Opening Bid of 1 ◆.

The Development of the Auction after Limit Responses

Teacher's Notes

In this section we show the importance of Limit Bids in deciding on whether the partnership has enough points for Game or not. One player makes a Limit Bid, then the partner takes charge. The technique is essential to accurate bidding and it is very important that the student understands the underlying principle.

You need to clarify the point-count ranges for Opener's rebids after a 1NT response. With 16 HCP Opener is required to pass, yet clearly if Responder has 9 HCP the partnership holds enough for Game (25 HCP). The reason it is wrong to make an invitational 2NT bid with 16 HCP is that Responder would bid on to Game with any 'maximum' hand, that is with either 8 or 9 HCP. Hence the partnership could be in Game on only 24 HCP instead of the usual 25 HCP. Similarly a 25-point Game could be missed if Opener has 18 HCP and Responder has 7 HCP, because both 6 or 7 HCP responses are classed as 'minimum', and Responder would pass an invitational 2NT rebid by Opener.

In their practical experience to date (including Minibridge), the students will have noticed that sometimes 25-point Games make and sometimes they fail. Thus it is no great tragedy to stop below Game with a combined 25 HCP. You can tell them, quite truthfully, that no one, not even a World Champion, is 'expert' enough to bid every 25-point Game that makes, and to stay out of every 25-point Game that goes down!

We have included one example in the Student's Notes, where opener rebids his suit with minimum values but a long suit, so that the student won't pass the 1NT response (for a likely silly result) when two of the Opener's suit is a much safer contract. Don't spend too much time on this now; we will cover this topic in detail in Chapter 10.

Summary of Lesson Objectives:

- (1) Students will learn how to determine whether to bid a Game or not after a limit response.
- (2) They will also be able to make some straightforward choices between NT and major-suit games.

1	. 1/ 0 0 0	0	Board D6/1	. Doolar N.	rth.	
	♦ KQ98	3	West	North	rın East	South
	♥AJ62		West			
	♦ K7		All noon	1 ♠	pass	2 🏟
	. 85		All pass			
♠ 76		♦ A5	North or or	. 4 .		
♥ Q109		♥ K43	North opens	6 1 ♠.		
♦Q852		10943	-			al a series of Consequence MCII
♣ AJ62		. ⊀K943				shows support for spades. With
	▲ J1042		8 HCP a sin	igie raise is	enougn.	
	♥ 875		Mith a minin	mum ananin	a North no	
	♦AJ6		With a minir	num openin	g North pa	sses.
	♣ Q107					
	▲ 10983	1	Board D6/2	· Dealer Fa	st	
	♥ A3	•	West	North	East	South
	◆K103		77551		1 🗸	pass
	*K863		1NT	pass	2♥	All pass
♦ J42	₩ N 0 0 3	∧ V.O.F	''''	ρασσ	∠. ▼	τιι ράσσ
		♦ KQ5	East opens	1 🕶		
♥ 84		♥KJ10752	Last opens	· • ·		
◆QJ85		♦ A 9	West has er	nough to res	nond 1NT	
♣ Q1094		♣ J5	West has ei	lough to res	pona mi.	1
	 A76		With a 6-car	rd suit Fast i	reneats his	suit and plays there.
	♥ Q96		With a o oal	a san Last i	repeate me	odit and plays there.
	♦ 7642					
	♣ A72					
	♠ Q754			: Dealer So		
	♦ Q754 ♥843		Board D6/3 West	: Dealer Sou North	uth <i>East</i>	South
						South 1♠
	v 843					
♣ A62	♥843 ♦KQ42		West	North	East	1♠
♦ A62 ∀ KQ762	♥843 ♦KQ42 ♣KJ		west pass All pass	North 3♠	East pass	1 ♠ 4 ♠
	♥843 ♦KQ42 ♣KJ	A 3	pass All pass This is a typ	North 3♠	East pass	1♠
♥ KQ762	♥843 ♦KQ42 ♣KJ	^ 3 ▼AJ95	west pass All pass	North 3♠	East pass	1 ♠ 4 ♠
♥ KQ762 ♦ 108	♥843 ♦KQ42 ♣KJ	▲ 3 ▼AJ95 ◆J953 ♣ 8654	pass All pass This is a typ bid raise.	North 3♠ sical 3-bid au	East pass uction. An o	1♠ 4♠ opening bid and a support limit
♥ KQ762 ♦ 108	♥843 ♦KQ42 ♣KJ	▲ 3 ▼AJ95 ◆J953 ♣ 8654	pass All pass This is a typ bid raise. South known	North 3♠ ical 3-bid aus s North has	East pass uction. An o	1 ♣ 4 ♣ Depening bid and a support limit P. Added to his 14 HCP that is
♥ KQ762 ♦ 108	♥843 ♦KQ42 ♣KJ	▲ 3 ▼AJ95 ◆J953 ♣ 8654	pass All pass This is a typ bid raise. South know just about el	North 3 ical 3-bid aus s North has nough for G	pass uction. An o	1 A 4 A opening bid and a support limit P. Added to his 14 HCP that is is a 'good' 14 HCP hand with
♥ KQ762 ♦ 108	◆843 ◆KQ42 ♣KJ	★ 3 ▼AJ95 ◆J953 ★ 8654	pass All pass This is a typ bid raise. South known	North 3 ical 3-bid aus s North has nough for G	pass uction. An o	1 A 4 A opening bid and a support limit P. Added to his 14 HCP that is is a 'good' 14 HCP hand with
♥ KQ762 ♦ 108	♥843 • KQ42 • KJ • KJ109 • 10 • A76 • AQ10	★ 3 ▼AJ95 ◆J953 ★ 8654	pass All pass This is a typ bid raise. South know just about el good spade	North 3 ical 3-bid au s North has nough for G s, a singleto	Fast pass uction. An of 10-12 HCF ame. This on heart and	1 A 4 A opening bid and a support limit P. Added to his 14 HCP that is is a 'good' 14 HCP hand with
♥ KQ762 ♦ 108	 ▼843 ★KQ42 ♣KJ109 ▼10 ◆A76 ♣AQ10 ♠764 	★ 3 ▼AJ95 ◆J953 ★ 8654	pass All pass This is a typ bid raise. South know just about ei good spade Board D6/4	North 3 h sical 3-bid au s North has nough for G s, a singleto : Dealer We	pass uction. An o	1 A 4 A opening bid and a support limit P. Added to his 14 HCP that is is a 'good' 14 HCP hand with d three 10s.
♥ KQ762 ♦ 108	*KJ109 *I0 *AQ10 *764 *8652	★ 3 ▼AJ95 ◆J953 ★ 8654	pass All pass This is a typ bid raise. South know just about ei good spade Board D6/4 West	North 3 h sical 3-bid au s North has nough for G s, a singleto : Dealer We North	pass uction. An of the services teast	1 A 4 A Depening bid and a support limit P. Added to his 14 HCP that is is a 'good' 14 HCP hand with d three 10s. South
♥ KQ762 ♦ 108	*843 *KQ42 *KJ *KJ109 *10 *A76 *AQ10 *764 *8652 *983	★ 3 ▼AJ95 ◆J953 ★ 8654	pass All pass This is a typ bid raise. South know just about er good spade Board D6/4 West 1 •	North 3 h sical 3-bid au s North has nough for G s, a singleto : Dealer We North pass	pass uction. An o	1 A 4 A opening bid and a support limit P. Added to his 14 HCP that is is a 'good' 14 HCP hand with d three 10s.
VKQ762 ◆108 ♣732	*843 *KQ42 *KJ *KJ109 *10 *A76 *AQ10 *764 *8652 *983 *KQ7	★3▼AJ95◆J953★865498	pass All pass This is a typ bid raise. South know just about ei good spade Board D6/4 West	North 3 h sical 3-bid au s North has nough for G s, a singleto : Dealer We North	pass uction. An of the services teast	1 A 4 A Depening bid and a support limit P. Added to his 14 HCP that is is a 'good' 14 HCP hand with d three 10s. South
KQ762108↑732	*843 *KQ42 *KJ *KJ109 *10 *A76 *AQ10 *764 *8652 *983 *KQ7	♣3 ▼AJ95 ◆J953 ♣8654 98	pass All pass This is a typ bid raise. South know just about el good spade Board D6/4 West 1 & 3NT	North 3 h sical 3-bid au s North has nough for G s, a singleto : Dealer We North pass All pass	pass uction. An of 10-12 HCF ame. This on heart and est East 2NT	1 A 4 A Depening bid and a support limit P. Added to his 14 HCP that is is a 'good' 14 HCP hand with d three 10s. South pass
KQ762108↑732AKQ105♥Q74	*843 *KQ42 *KJ *KJ109 *10 *A76 *AQ10 *764 *8652 *983 *KQ7	♣3 ▼AJ95 ♦J953 ♣8654 98	pass All pass This is a typ bid raise. South know just about er good spade Board D6/4 West 1 •	North 3 h sical 3-bid au s North has nough for G s, a singleto : Dealer We North pass All pass	pass uction. An of the second	1 A 4 A Depening bid and a support limit P. Added to his 14 HCP that is is a 'good' 14 HCP hand with d three 10s. South pass
 KQ762 108 732 	*843 *KQ42 *KJ *KJ109 *10 *A76 *AQ10 *764 *8652 *983 *KQ7	♣3 ▼AJ95 ◆J953 ♣8654 98 99	pass All pass This is a typ bid raise. South know just about et good spade Board D6/4 West 1 3NT West opens	North 3 h sical 3-bid au s North has nough for G s, a singleto : Dealer We North pass All pass	pass uction. An of the second sector of the second second sector of the sector	1♣ 4♣ Depening bid and a support limit P. Added to his 14 HCP that is is a 'good' 14 HCP hand with d three 10s. South pass T).
KQ762108↑732AKQ105♥Q74	◆843 ◆KQ42 ♣KJ109 ◆10 ◆A76 ♣AQ10 ♠764 ◆8652 ◆983 ♣KQ7	♣3 ▼AJ95 ♦J953 ♣8654 98	pass All pass This is a typ bid raise. South know just about et good spade Board D6/4 West 1 3NT West opens	North 3 h sical 3-bid au s North has nough for G s, a singleto : Dealer We North pass All pass	pass uction. An of the second sector of the second second sector of the sector	1 A 4 A Depening bid and a support limit P. Added to his 14 HCP that is is a 'good' 14 HCP hand with d three 10s. South pass
 KQ762 108 732 	* 843 * KQ42 * KJ * KJ * 10 * A76 * AQ10 * 764 * 8652 * 983 * KQ7	♣3 ▼AJ95 ◆J953 ♣8654 98 99	pass All pass This is a typ bid raise. South know just about et good spade Board D6/4 West 1 3NT West opens	North 3 h sical 3-bid au s North has nough for G s, a singleto Dealer We North pass All pass 1 h (too strop	pass uction. An off 10-12 HCF ame. This on heart and est East 2NT ong for 1N ⁻¹ hand with	1♣ 4♣ Depening bid and a support limit P. Added to his 14 HCP that is is a 'good' 14 HCP hand with d three 10s. South pass T).
 KQ762 108 732 	* 843 * KQ42 * KJ * KJ * 10 * A76 * AQ10 * 764 * 8652 * 983 * KQ7	♣3 ▼AJ95 ◆J953 ♣8654 98 99	pass All pass This is a typ bid raise. South know just about ei good spade Board D6/4 West 1 3NT West opens East shows	North 3 h sical 3-bid au s North has nough for G s, a singleto Dealer We North pass All pass 1 h (too strop	pass uction. An off 10-12 HCF ame. This on heart and est East 2NT ong for 1N ⁻¹ hand with	1♣ 4♣ Depening bid and a support limit P. Added to his 14 HCP that is is a 'good' 14 HCP hand with d three 10s. South pass T).
 KQ762 108 732 	* 843 * KQ42 * KJ * KJ * 10 * A76 * AQ10 * 764 * 8652 * 983 * KQ7	♣3 ▼AJ95 ◆J953 ♣8654 98 99	pass All pass This is a typ bid raise. South know just about ei good spade Board D6/4 West 1 3NT West opens East shows	North 3 h sical 3-bid au s North has nough for G s, a singleto Dealer We North pass All pass 1 h (too strop	pass uction. An off 10-12 HCF ame. This on heart and est East 2NT ong for 1N ⁻¹ hand with	1♣ 4♣ Depening bid and a support limit P. Added to his 14 HCP that is is a 'good' 14 HCP hand with d three 10s. South pass T).

The Development of the Auction after Limit Responses

Student's Notes

After a limit response to an Opening Bid (either a NT response or a support raise), as Opener you can assess the combined strength of the two hands by simply adding your points to the range of points shown by the Responder.

After a 1NT response or single raise (both show 6 – 9 HCP) there will be three possibilities:

- (1) You may be certain there are NOT enough points for Game, in which case you should pass with a balanced hand.
- (2) You may be certain there ARE enough points for Game, in which case you should simply bid a Game.
- (3) You are unsure whether or not there are enough points for Game. There will be enough if responder has a 'maximum' hand of 8 or 9 HCP but not if he holds only 6 or 7 HCP. So you make an INVITATIONAL BID.

The requirements for your different actions as Opener can be easily expressed in terms of point counts:

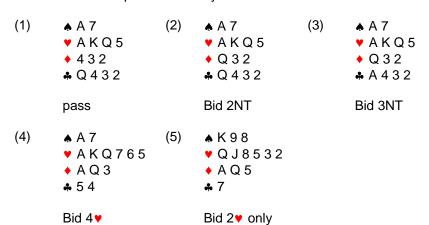
12 – 16 HCP You are certain there is NO Game, so you pass with a balanced hand.

17 or 18 HCP You are unsure, so you make an Invitational Bid.

19 HCP You are certain you have enough values for Game, so you should bid Game.

For example, suppose the auction starts 1♥ pass 2♥ and you hold:

Now the auction starts 1♥ pass 1NT and you hold:



Notice that after the 1NT response you can be fairly certain that Partner has either 2 or 3 hearts. Hence with hand (4) or (5) you expect to have at least an 8-card heart fit.

Student Quiz (Chapter 6)

(A) Suppose you open 1♥ and Partner responds 2♥. What would you rebid with the following hands?

(1)	♠ A K 4 2	(2)	♠ KJ43	(3)	∧ K 5
	A Q 5 4 3		KQ32		KQJ82
	♦ J 4		A J 4		A Q 8 4
	4 9 8		♣ A J		. Q 7

(B) When you open the bidding with 1♥ Partner responds 1NT. What would be your rebid with these hands?

```
(1)
      ♠ A K 4 2
                   (2)
                        ♦ K 4 3
                                     (3)
                                           ♦ 5 3
                                           KQJ2
      AQ43
                        KQ32
      ♦ K 5 4
                        A J 4
                                           • AKQ2
      4 98
                        ♣ A Q 2
                                           ♣ Q73
(4)
      A A K 4 2
                   (5)
                        ∧ K 8 4 2
      AQJ543
                        AQJ543
      A J 4
                        ♦ J75
      none
                        none
```

Practical Exercises

- (1) Make up hands on which the auction would proceed 1 ◆ 2 ◆.
- (2) Make up hands on which the auction would proceed 1 ♥ 2 ♥, 4 ♥
- (3) Make up hands on which the auction would proceed 1 ♠ 2 ♠, 3 ♠ 4 ♠
- (4) Make up hands on which the auction would proceed 1 ◆ 2NT
- (5) Make up hands on which the auction would proceed 1 ♥ 1NT, 4 ♥
- (6) Make up hands on which the auction would proceed 1 ♠ 1NT, 2NT 3NT
- (7) Make up hands on which the auction would proceed 1 ♠ 1NT, 2 ♠

Change of Suit Responses

Teacher's Notes

This is a very important chapter for your students. For the first time they are exposed to hands where they have an apparent choice of action. Where they must start to decide which of various possibilities should be pursued.

Problems can arise when responder is in the 6-8 HCP range and has a long suit which ranks lower than Opener's suit and cannot be introduced at the 1-level.

For example, after a 1♥ opening responder must cope with:

- **▲** J86
- **y** 7
- Q876
- ♣ KJ985

With 7 HCP we should respond. We don't have 4-card heart support or a 4-card spade suit. But to bid a new suit at the 2-level we must have 10 HCP or 9 HCP if the suit is strong. So the only option left is to bid 1NT, even though the hand is not balanced. This is known as the Dustbin Bid.

When students have a good long suit of their own as Responder and only meagre 4-card support for Partner's major, they may be tempted to bid their own suit instead of supporting their Partner. This is very wrong!

For example, when responding to a 1♥ opening with

- **A** A K J 9 8
- **9** 5 4 3 2
- 76
- **\$** 5 4

The correct response is 2♥, not 1♠.

Again we have omitted the 4-4-4-1 shapes because of their relatively low frequency. If you wish to give your students a rule, the recommended response is in the CHEAPEST suit, that is the suit which may be bid at the lowest possible level, e.g. 1♠ response to 1♥, 2♣ response to 1♠ etc.

It is important to emphasise the unlimited nature of new suit responses and the fact that we can therefore always respond at the minimum level with a FORCING BID.

By the way, the practice hands in this chapter do not include any change-of-suit responses, since the students will not be able to complete the auction until we study Opener's Rebids.

- (1) Students will know how to respond in a new suit to an opening of One of a Suit.
- (2) They will recognise the difference between 1-level and 2-level responses.
- (3) They will understand the principle of a Forcing Bid.
- (4) They will recognise the difference between major and minor suit Games and the resulting priority for responses.

			Doord D7/4	. Doolar Na	4h	
	♠ KQ75		West	: Dealer Nor North	tn East	South
	♥AQ3		West			2NT
	♦ K 103		2000	1 ♠	pass	ZINI
	♣ Q109		pass	3NT	All pass	
♠AJ42		 \$986				
♥ 984		♥J1062	Caustle ONIT a	- h	LIOD	
◆A98		♦ 642	South Zivi s	shows 10-12	нсР.	
. 864		. ⊀K73	\\/;+b 16 LICI	D and a hala	naad band l	North has an augh to raise to
	♦ 103			P and a bala	nced nand i	North has enough to raise to
	♥ K75		3NT.			
	♦QJ75					
	♣AJ52					
	 ★K8		Board D7/2	: Dealer Eas	t	
	♥J875		West	North	East	South
	◆K106		77001		1.	pass
	♣J962		1NT	All pass	1 474	P400
.000	⊕ J902	A A 142		, iii paoo		
♣ Q62		♦ AJ43	With a halar	nced hand ar	nd 6-9 HCP	, West responds 1NT. With
♥ 10943		♥KQ6				rds, game is unlikely so East
♦Q54		♦A32	passes 1NT		oo. opot oa	rae, game ie ariintely de Laet
. ⊀K83		. •Q75	passes IIII	•		
	♦ 10975					
	♥ A2					
	♦ J987					
	♣ A 104					
	AA4					
I	↑ A4		Board D7/3	: Dealer Sou	ıth	
	• A4 ♥ K1076	3	Board D7/3 West	: Dealer Sou <i>North</i>	ith <i>East</i>	South
						South 1♥
	♥ K1076					
▲ 109875	♥K1076 ♦J1072 ♣QJ8		West	North	East	1♥
▲ 109875 ▼ 52	♥K1076 ♦J1072 ♣QJ8		west pass All pass	North 3♥	East pass	1♥ 4♥
♥ 52	♥K1076 ♦J1072 ♣QJ8	♦ J63 ♥ Q4	pass All pass A normal 3-l	North 3♥ bid auction. \	East pass When North	1♥ 4♥ shows 10-12 HCP and 4-
♥52 ♦KQ5	♥K1076 ♦J1072 ♣QJ8	♦ J63 ♥ Q4 ♦ 9843	pass All pass A normal 3-l card heart s	North 3♥ bid auction. \upport, Sout	East pass When North	1♥ 4♥
♥ 52	♥K1076 ♦J1072 ♣QJ8	♦ J63 ♥ Q4	pass All pass A normal 3-l	North 3♥ bid auction. \upport, Sout	East pass When North	1♥ 4♥ shows 10-12 HCP and 4-
♥52 ♦KQ5	VK1076 → J1072 → QJ8	♦J63 ♥Q4 •9843 •10932	pass All pass A normal 3-l card heart s	North 3♥ bid auction. \upport, Sout	East pass When North	1♥ 4♥ shows 10-12 HCP and 4-
♥52 ♦KQ5	VK1076 →J1072 →QJ8 5	♦J63 ♥Q4 •9843 •10932	pass All pass A normal 3-l card heart s	North 3♥ bid auction. \upport, Sout	East pass When North	1♥ 4♥ shows 10-12 HCP and 4-
♥52 ♦KQ5	◆K1076 ◆J1072 ♣QJ8 6 ◆KQ2 ◆AJ983 ◆A6	♦J63 ♥Q4 •9843 •10932	pass All pass A normal 3-l card heart s	North 3♥ bid auction. \upport, Sout	East pass When North	1♥ 4♥ shows 10-12 HCP and 4-
♥52 ♦KQ5	 K1076 J1072 QJ8 KQ2 AJ983 A6 A54 	▲J63♥Q4◆9843▲10932	pass All pass A normal 3-l card heart s game and b	North 3♥ bid auction. \upport, Sout ids it.	East pass When North h knows tha	1♥ 4♥ shows 10-12 HCP and 4-
♥52 ♦KQ5	*KQ2 *AJ983 *A6 *A54	▲J63♥Q4◆9843▲10932	pass All pass A normal 3-l card heart s game and b	North 3♥ bid auction. \upport, Sout ids it. : Dealer Wes	East pass When North h knows tha	1♥ 4♥ a shows 10-12 HCP and 4- at his 18 HCP is enough for
♥52 ♦KQ5	*KQ2 *AJ983 *A6 *A54 *QJ108 *1085	▲J63♥Q4◆9843▲10932	pass All pass A normal 3-l card heart s game and b Board D7/4 West	North 3 V bid auction. \upport, Soutids it. : Dealer West	East pass When North h knows tha	1♥ 4♥ a shows 10-12 HCP and 4- at his 18 HCP is enough for South
♥52 ♦KQ5	 K1076 J1072 AQJ8 KQ2 AJ983 A6 AA54 AQJ108 1085 107 	▲J63♥Q4◆9843▲10932	pass All pass A normal 3-l card heart s game and b Board D7/4 West 1	North 3▼ bid auction. \upport, Soutids it. : Dealer West North pass	East pass When North h knows tha st East 1NT	1♥ 4♥ shows 10-12 HCP and 4- at his 18 HCP is enough for South pass
♥52 • KQ5 • K76	*KQ2 *AJ983 *A6 *A54 *QJ108 *1085	♣J63 ♥Q4 •9843 ♣10932	pass All pass A normal 3-l card heart s game and b Board D7/4 West	North 3 V bid auction. \upport, Soutids it. : Dealer West	East pass When North h knows tha	1♥ 4♥ a shows 10-12 HCP and 4- at his 18 HCP is enough for South
▼52◆KQ5♣K76	 K1076 J1072 AQJ8 KQ2 AJ983 A6 AA54 AQJ108 1085 107 	♣J63 ♥Q4 •9843 ♣10932	pass All pass A normal 3-l card heart s game and b Board D7/4 West 1 2NT	North 3▼ bid auction. \upport, Soutids it. : Dealer West North pass pass	East pass When North h knows tha st East 1NT 3NT	1♥ 4♥ shows 10-12 HCP and 4- at his 18 HCP is enough for South pass All pass
▼52◆KQ5♣K76 ♣A72 ◆QJ64	 K1076 J1072 AQJ8 KQ2 AJ983 A6 AA54 AQJ108 1085 107 	 ♣J63 ♥Q4 ◆9843 ♣10932 3 ♣K53 ♥K32 	pass All pass A normal 3-l card heart s game and b Board D7/4 West 1 2NT	North 3▼ bid auction. \upport, Soutids it. : Dealer West North pass pass	East pass When North h knows tha st East 1NT 3NT	1♥ 4♥ shows 10-12 HCP and 4- at his 18 HCP is enough for South pass
 ↓52 ↓KQ5 ♣K76 ♣A72 ↓QJ64 ↓AK5 	 K1076 J1072 AQJ8 KQ2 AJ983 A6 AA54 AQJ108 1085 107 	 ♣J63 ♥Q4 ◆9843 ♣10932 3 ★K53 ♥K32 ◆QJ42 	pass All pass A normal 3-l card heart s game and b Board D7/4 West 1 2NT East shows	North 3 v bid auction. Nupport, Soutids it. : Dealer West North pass pass 6 to 9 HCP.	pass When North h knows tha st East 1NT 3NT With 17 HC	1 v 4 v 4 shows 10-12 HCP and 4- at his 18 HCP is enough for South pass All pass EP, West invites with 2NT.
▼52◆KQ5♣K76 ♣A72 ◆QJ64	 K1076 J1072 AQJ8 AKQ2 AJ983 A6 AA54 AQJ108 1085 107 A852 	 ♣J63 ♥Q4 ◆9843 ♣10932 3 ♣K53 ♥K32 	pass All pass A normal 3-l card heart s game and b Board D7/4 West 1 2NT East shows	North 3 v bid auction. Nupport, Soutids it. : Dealer West North pass pass 6 to 9 HCP.	pass When North h knows tha st East 1NT 3NT With 17 HC	1♥ 4♥ shows 10-12 HCP and 4- at his 18 HCP is enough for South pass All pass
 ↓52 ↓KQ5 ♣K76 ♣A72 ↓QJ64 ↓AK5 	*K1076 *J1072 *QJ8 *KQ2 *AJ983 *A6 *A54 *1085 *107 *A852	 ♣J63 ♥Q4 ◆9843 ♣10932 3 ★K53 ♥K32 ◆QJ42 	pass All pass A normal 3-l card heart s game and b Board D7/4 West 1 2NT East shows	North 3 v bid auction. Nupport, Soutids it. : Dealer West North pass pass 6 to 9 HCP.	pass When North h knows tha st East 1NT 3NT With 17 HC	1 v 4 v 4 shows 10-12 HCP and 4- at his 18 HCP is enough for South pass All pass EP, West invites with 2NT.
 ↓52 ↓KQ5 ♣K76 ♣A72 ↓QJ64 ↓AK5 	*KQ2 *AJ983 *A6 *A54 *QJ108 *1085 *107 *A852	 ♣J63 ♥Q4 ◆9843 ♣10932 3 ★K53 ♥K32 ◆QJ42 	pass All pass A normal 3-l card heart s game and b Board D7/4 West 1 2NT East shows	North 3 v bid auction. Nupport, Soutids it. : Dealer West North pass pass 6 to 9 HCP.	pass When North h knows tha st East 1NT 3NT With 17 HC	1 v 4 v 4 shows 10-12 HCP and 4- at his 18 HCP is enough for South pass All pass EP, West invites with 2NT.
 ↓52 ↓KQ5 ♣K76 ♣A72 ↓QJ64 ↓AK5 	*K1076 *J1072 *QJ8 *KQ2 *AJ983 *A6 *A54 *QJ108 *1085 *107 *A852	 ♣J63 ♥Q4 ◆9843 ♣10932 3 ★K53 ♥K32 ◆QJ42 	pass All pass A normal 3-l card heart s game and b Board D7/4 West 1 2NT East shows	North 3 v bid auction. Nupport, Soutids it. : Dealer West North pass pass 6 to 9 HCP.	pass When North h knows tha st East 1NT 3NT With 17 HC	1 v 4 v 4 shows 10-12 HCP and 4- at his 18 HCP is enough for South pass All pass EP, West invites with 2NT.

Change of Suit Responses

Student's Notes

Suppose your partner opens 1 ♥. You know that with 0-5 HCP you should pass and that with 6+ HCP you must respond. Furthermore you know that with 4+-support for Partner's hearts you will raise him, and with a balanced hand you will respond in NT.

If you have neither, you must have a long suit of your own. You should respond by bidding this suit. Note, though, that irrespective of how many points you hold, you should always bid your suit at the lowest available level.

These change-of-suit responses are unlimited in strength. They do not show any maximum point count. Unlike limit responses, which Partner is allowed to pass if he wishes to, change-of-suit responses are FORCING. This means that they demand that Partner bids again at least once. You are therefore guaranteed another opportunity to bid.

A change-of-suit response at the 1-level, e.g. 1♥ - 1♠, promises a MINIMUM of 6 HCP.

A change-of-suit response at the 2-level, e.g. 1♥ - 2♣, promises a MINIMUM of 10 HCP. Sometimes a good 9 HCP hand will do.

With more than one biddable (i.e. 4-card suit) you should always respond in your longest suit. If you have two suits of equal length then with two 5-card suits you should respond in the HIGHER RANKING suit; with two 4-card suits you should respond in the CHEAPER suit. These rules give you the best chance of finding an 8-card trump fit if one exists.

There is one exception to the 4-card biddable suit rule. If the opening bid is 1♠ then a 2♥ response not only promises 10+ HCP but also GUARANTEES a 5-card heart suit. Again, this is all to do with giving the best chance to find the best fit.

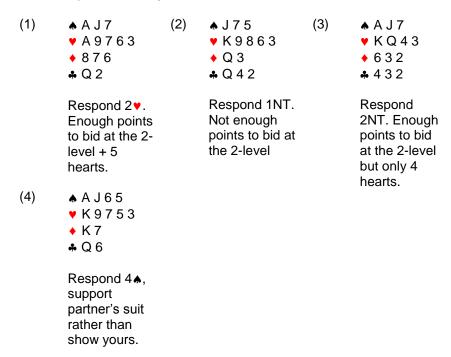
For example, suppose Partner opens 1 ◆ and you have:

(1)	A J 7 6 5▼ A 9 7 6 3◆ 8♣ Q 2	(2)	A J 7 5 ▼ K 9 8 6 ◆ Q 3 ♣ Q 4 2	(3)	A J 7 5 4♥ Q 4◆ 2A J 4 3 2
	Respond 1 , the higher of 2 5-card suits.		Respond 1 . With 2 4-card suits bid the cheapest		Respond 1. Spades ranks higher than clubs.
(4)	 A J 6 5 ✓ K 4 ✓ K 7 6 ♣ Q 6 5 4 Respond 1♠, the cheaper suit. 		·		

Choice of Responses

You will notice that on examples (2) and (4) you have a balanced hand and could have responded in No Trumps. In general you will find that if you have an 8-card fit in a MAJOR SUIT then it is easier to make Game with your major suit as trumps than it is to make 3NT. However, if you have an 8-card fit in a MINOR SUIT then it is usually easier to make 3NT than it is to make 5. or 5. You only tend to play in 5. or 5. when you have a long suit and no stopper in a different suit. We always try to find a major suit fit but often don't bother with a minor suit fit.

This time Partner opens 1♠ and you have:



From all this we can develop the following priorities for responding to an Opening Bid of One of a Suit:

- (1) Support a major suit that has been opened;
- (2) Bid a 4-card or longer major yourself if you can;
- (3) Bid 2♥ over 1♠ with a 5-card suit and 10+ HCP;
- (4) Support Partner's minor suit;
- (5) Bid NT with a balanced hand;
- (6) Bid a 4-card or longer minor suit, usually with an unbalanced hand.

Student Quiz (Chapter 7)

(A) Your Partner opens the bidding with 1♥. What would you respond with the following hands?

(B) Your Partner opens the bidding with 1 ♦. What would you respond with these hands?

Practical Exercises

- (1) Make up hands on which you would respond 1 ♥ to a 1 ♦ opening, when you hold precisely four hearts.
- (2) Make up hands on which you would respond 1♥ to a 1♣ opening, when you hold precisely four spades.
- (3) Make up hands on which you would respond 1♥ to a 1♦ opening, when you hold precisely four clubs.

Opener's rebids with support for responder

Teacher's Notes

Some confusion can arise after a 2-level response. It is the number of levels raised rather than the level to which the auction is raised that is important. For instance, the bidding begins 1 ♥ - 2♦:

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3 ◆ shows 12-15 HCP;
4 ◆ shows 16-18 HCP;
5 ◆ shows 19-20 HCP.
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A question which sometimes arises after sequences such as:

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1♥ 2♦
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Why Opener has not bid Game? He has at least 16 HCP and Responder has at least 10 (or a good 9), adding up to a partnership total of at least 25 HCP.

The first reason is that to make 5♣ or 5♦ normally requires 28 or 29 HCP. Secondly, Responder may have 3-card heart support and 10 or 11 HCP, in which case he will rebid 4♥, and 4♥ may be easier to play than 5♦. Finally, experienced players very often tend to play in 3NT rather than 5♣/♦ even though there may be an 8-card trump fit. However, judging when to play in a minor and when to play in 3NT will only come with experience. At this stage we feel it is more important to encourage your students to show support for Partner, whenever they have it.

There is another apparent problem, as illustrated by this hand:

- **A** A K 7 6 5
- A K 8 7
- A 7
- ***** 76

Having opened 1♠ and heard partner respond 2♥ (remember that shows 5 hearts), the correct rebid is probably 5♥, using basic bidding, as a slam try. We have decided to ignore slam possibilities until the very end of the course. So we recommend bidding 4♥ for now, since this is all that is needed for Game.

- (1) Students will know how to rebid with support for Responder's suit.
- (2) They will learn how to judge whether or not to continue the bidding as Responder in straightforward cases.

	 ★K74			: Dealer Nor		0 4
	♥ A843		West	North	East	South
	♦ KQ74	2		1 ♦	pass	1♥
	♣ Q		pass	2♥	pass	4♥
♠ Q985		♦ J103	All pass			
y 6		♥ Q75				
♦ 1083		• J9	North raises	3 1♥ to 2♥ w	ith 4-card s	upport and 12-15 HCP. Now
♣AK109	5	♣ J8642				h 12 HCP and a 5 th heart.
/111103	♠A62	-,- U U U ¬' Z		-		
	₩KJ109	12				
		<i>7</i>				
	◆A65					
	* 73		D 150/5			
	 62			: Dealer Eas		9 44
	v 1084		West	North	East	South
	♦J9543	3			1♥	pass
	. ⊀KQ7		1♠	pass	4 ♠	All pass
▲ AJ873		♦ KQ104				
♥ J52		♥AKQ73	With 18 HC	P East can ju	ump straigh	t to Game with 4-card spade
♦ 76		• A2	support.			
♣ 1083		. √.2				
	♦ 95					
	* 95 ∀ 96					
		0				
	♦ KQ10					
	♣ A954	_				
		_	D 1 D 0 '0	D	d.	
	♦ AJ87	3		: Dealer Sou		Occusio
	♥ J74	3	Board D8/3 <i>West</i>	: Dealer Sou North	ıth <i>East</i>	South
	♥J74 ◆109	3	West	North	East	1♥
	♥ J74	3	West pass			
♦ 952	♥J74 ◆109	3 ♠ 6	West	North	East	1♥
♦ 952 ▼108	♥J74 ◆109		west pass All pass	North 1♠	East pass	1♥ 3♠
	♥J74 ◆109	^ 6	west pass All pass With 16 HC	North 1 A P South mak	East pass ces a jump i	1♥
v 108	♥J74 ◆109	. 6 ♥932	west pass All pass With 16 HC	North 1♠	East pass ces a jump i	1♥ 3♠
♥108 ♦AK64	♥J74 ◆109 ♣J83	↑ 6 ♥ 932 ↑ J8752 ♣ AK92	west pass All pass With 16 HC	North 1 A P South mak	East pass ces a jump i	1♥ 3♠
♥108 ♦AK64	◆J74 ◆109 ♣J83	♣ 6 ♥932 ♦J8752 ♣ AK92	west pass All pass With 16 HC	North 1 A P South mak	East pass ces a jump i	1♥ 3♠
♥108 ♦AK64	◆J74 ◆109 ♣J83 ◆KQ10 ◆AKQ6	♣ 6 ♥932 ♦J8752 ♣ AK92	west pass All pass With 16 HC	North 1 A P South mak	East pass ces a jump i	1♥ 3♠
♥108 ♦AK64	↓J74◆109♣J83♠KQ10◆AKQ6◆Q3	♣ 6 ♥932 ♦J8752 ♣ AK92	west pass All pass With 16 HC	North 1 A P South mak	East pass ces a jump i	1♥ 3♠
♥108 ♦AK64	↓J74◆109♣J83♠KQ10◆AKQ6◆Q3♣104	♣ 6 ♥932 ♦J8752 ♣ AK92	pass All pass With 16 HC minimum ha	North 1 ♣ P South make and North pa	East pass (es a jump i sses.	1♥ 3♠
♥108 ♦AK64	 ↓ J74 ◆ 109 ♣ J83 ♠ KQ10 ◆ AKQ6 ◆ Q3 ♣ 104 ♠ K743 	♣ 6 ♥932 ♦J8752 ♣ AK92	pass All pass With 16 HC minimum ha	North 1 A P South make and North passes	pass ses a jump i	1♥ 3♠ rebid to 3♠. But with a
♥108 ♦AK64	 ↓ J74 ◆ 109 ♣ J83 ♠ KQ10 ◆ AKQ6 ◆ Q3 ♣ 104 ♠ K743 ▼ 8 	♠6♥932◆J8752♣AK92	pass All pass With 16 HC minimum ha Board D8/4 West	North 1 A P South make and North pass : Dealer West	pass tes a jump itsses.	1♥ 3♠ rebid to 3♠. But with a South
♥108 ♦AK64	 ↓J74 †109 ♣J83 ♣KQ10 ↓AKQ6 †Q3 ♣104 ♠K743 ₹8 †Q987 	♠6♥932◆J8752♣AK92	pass All pass With 16 HC minimum ha Board D8/4 West 1.4	North 1 A P South make and North pass : Dealer West North pass	pass ses a jump i	1♥ 3♠ rebid to 3♠. But with a
◆108 ◆AK64 ♣Q765	 ↓ J74 ◆ 109 ♣ J83 ♠ KQ10 ◆ AKQ6 ◆ Q3 ♣ 104 ♠ K743 ▼ 8 	♠6♥932◆J8752♣AK92 4 65	pass All pass With 16 HC minimum ha Board D8/4 West	North 1 A P South make and North pass : Dealer West	pass tes a jump itsses.	1♥ 3♠ rebid to 3♠. But with a South
◆108 ◆AK64 ♣Q765	 ↓J74 †109 ♣J83 ♣KQ10 ↓AKQ6 †Q3 ♣104 ♠K743 ↓8 †Q987 ♣A864 	 ♠6 ♥932 ◆J8752 ♣AK92 4 65 	pass All pass With 16 HC minimum ha Board D8/4 West 1.4. 2.*	North 1 A P South make and North pass North pass All pass	pass tes a jump isses.	1 ♥ 3 ♠ rebid to 3 ♠. But with a South pass
108AK64Q765 AA AAA1053	 ↓J74 †109 ♣J83 ♣KQ10 ↓AKQ6 †Q3 ♣104 ♠K743 ↓8 †Q987 ♣A864 	 ♠6 ♥932 ◆J8752 ♣AK92 4 65 ★1098 ♥K9762	pass All pass With 16 HC minimum ha Board D8/4 West 1.4 2.4 West raises	North 1 A P South make and North pass All pass to 2 with a	pass tes a jump isses. st East 1 ♥	1♥ 3♠ rebid to 3♠. But with a South
◆108 ◆AK64 ♣Q765	 ↓J74 †109 ♣J83 ♣KQ10 ↓AKQ6 †Q3 ♣104 ♠K743 ↓8 †Q987 ♣A864 	 ♠6 ♥932 ◆J8752 ♣AK92 4 65 	pass All pass With 16 HC minimum ha Board D8/4 West 1.4 2.4 West raises	North 1 A P South make and North pass North pass All pass	pass tes a jump isses. st East 1 ♥ a minimum l	1 ♥ 3 ♠ rebid to 3 ♠. But with a South pass
108AK64Q765 AA AAA1053	 ↓ J74 ◆ 109 ♣ J83 ♠ KQ10 ◆ AKQ6 ◆ Q3 ♣ 104 ♠ K743 ▼ 8 ◆ Q987 ♣ A864 	 ♠6 ♥932 ◆J8752 ♣AK92 4 65 ★1098 ♥K9762	pass All pass With 16 HC minimum ha Board D8/4 West 1.4 2.4 West raises	North 1 A P South make and North pass All pass to 2 with a	pass tes a jump isses. st East 1 ♥ a minimum l	1 ♥ 3 ♠ rebid to 3 ♠. But with a South pass
108AK64♣Q765AAAAA1053653	 ↓ J74 ◆ 109 ♣ J83 ♠ KQ10 ◆ AKQ6 ◆ Q3 ♣ 104 ♠ K743 ▼ 8 ◆ Q987 ♣ A864 	 ♠6 ♥932 ◆J8752 ♣AK92 4 65 ♠1098 ♥K9762 ◆A42 ♣52 	pass All pass With 16 HC minimum ha Board D8/4 West 1.4 2.4 West raises	North 1 A P South make and North pass All pass to 2 with a	pass tes a jump isses. st East 1 ♥ a minimum l	1 ♥ 3 ♠ rebid to 3 ♠. But with a South pass
 108 AK64 Q765 A 4	 ↓J74 †109 ÅJ83 ÅKQ10 ↓AKQ6 †Q3 Å104 ÅK743 ₹8 †Q987 ÅA864 	 ♠6 ♥932 ◆J8752 ♣AK92 4 65 ♠1098 ♥K9762 ◆A42 ♣52 	pass All pass With 16 HC minimum ha Board D8/4 West 1.4 2.4 West raises	North 1 A P South make and North pass All pass to 2 with a	pass tes a jump isses. st East 1 ♥ a minimum l	1 ♥ 3 ♠ rebid to 3 ♠. But with a South pass
 108 AK64 Q765 A 4	◆J74 ◆109 ♣J83 AKQ10 ◆AKQ6 ◆Q3 ♣104 AK743 ◆8 ◆Q987 ♣A864	 ♠6 ♥932 ◆J8752 ♣AK92 4 65 ♠1098 ♥K9762 ◆A42 ♣52 	pass All pass With 16 HC minimum ha Board D8/4 West 1.4 2.4 West raises	North 1 A P South make and North pass All pass to 2 with a	pass tes a jump isses. st East 1 ♥ a minimum l	1 ♥ 3 ♠ rebid to 3 ♠. But with a South pass
 108 AK64 Q765 A 4	 ↓J74 †109 ÅJ83 ÅKQ10 ↓AKQ6 †Q3 Å104 ÅK743 ₹8 †Q987 ÅA864 	 ♠6 ♥932 ◆J8752 ♣AK92 4 65 ♠1098 ♥K9762 ◆A42 ♣52 	pass All pass With 16 HC minimum ha Board D8/4 West 1.4 2.4 West raises	North 1 A P South make and North pass All pass to 2 with a	pass tes a jump isses. st East 1 ♥ a minimum l	1 ♥ 3 ♠ rebid to 3 ♠. But with a South pass

Opener's rebids with support for responder

Student's Notes

Suppose you open the bidding with 1♥ and Partner responds 1♠. If you have 4+-card support for spades, you should raise Partner's suit:

- (1) With 12-15 HCP, make a single raise to 2♠
- (2) With 16-18 HCP, make a double raise to 3 A
- (3) With 19 HCP, make a triple raise to 4 .

For example, if the auction starts 1 ♥ - 1 ♠:



Responder's continuations

When Opener supports your suit immediately, he has made a Limit Rebid. You can easily assess the combined strength of the two hands by adding your points to Opener's range of points. There are three possibilities. For example, when the auction commences:

Opener	Responder
1♥	1♠
2▲	?

- (1) With 6-10 HCP you know there are not enough points for Game, so you should pass.
- (2) With 13+ HCP you are certain that there are enough points for Game, so you bid 4 .
- (3) With 11 or 12 HCP you are unsure whether there are enough points for Game. There will be if Opener has a maximum hand of 14-15 HCP, but not if he only has 12-13 HCP. You should make an invitational bid of 3♠. This asks Opener to pass with a minimum hand but to go to 4♠ with a maximum.

For example:	Opener 1♥ 2♠		Responder 1 • ?		
(1)	A J 7 6 2♥ K 7◆ Q J 3♣ 5 4 3 2	(2)	A J 7 4 3♥ 6 5◆ 3 2★ K 4 3 2	(3)	♠ A K J 7 6♥ 7 6 5◆ A K♣ 4 3 2
	Raise to 3. Opener will pass with a min or bid 4. with a max		pass. No prospect of Game.		Raise to 4. With 15 HCP there are enough points for Game.

Student Quiz (Chapter 8)

(A) You open the bidding with 1♥ and Partner responds 1♠. What would you rebid with the following hands?

- (A) Partner opens the bidding with 1♥, you respond 1♠ and Partner rebids 2♠. How do you continue the bidding with these hands?

(1)	♠ A K 4 2	(2)	♠ Q J 5 4	(3)	♠ KJ532
	y 976		♥ J 9 8		y 98
	J876		A Q 8 7		A K 3
	4 9 8		. K 6		4 9 8 7

Practical Exercises

- (1) Make up pairs of hands where the auction proceeds 1 ♦ 1 ♥, 2 ♥.
- (2) Make up pairs of hands where the auction proceeds 1 ♥ 1♠, 3♠.
- (3) Make up pairs of hands where the auction proceeds 1♣ 1♥, 2♥ 3♥.
- (4) Make up pairs of hands where the auction proceeds 1 ♦ 1 ♠, 2 ♠ 3 ♠, 4 ♠
- (5) Make up pairs of hands where the auction proceeds 1♣ 1♠, 3♠ 4♠.
- (6) Make up pairs of hands where the auction proceeds 1 ♠ 2 ♦ , 4 ♦ 5 ♦ .

No Trump rebids by Opener

Teacher's Notes

One question sometimes asked is why, after a 2-level response, with 16 HCP Opener does not rebid 3NT straightaway. A 2-level response promises 10 HCP (or a good 9) so there must be at least 25 HCP between the two hands. The reason is that this would place too heavy a burden on the 3NT rebid, which could then have a 4-point range (16-19 HCP). This really only matters if Responder happens to have a strong hand as well and therefore slam prospects.

Students often confuse the two sets of NT rebids, the one after a 1-level response, the other after a 2-level response. The reason for having two sets of ranges is that if Partner's response is at the 1-level, Opener has three bids available (1NT, 2NT and 3NT) to describe his hand but after a 2-level response there are only two bids available (2NT and 3NT).

In theory there are higher bids available, 4NT for instance. In practice this is not so -3NT + 1 overtrick scores the same as 4NT bid and made. It would be foolish to bid 4NT unnecessarily since nine tricks may be the limit of the hand and 4NT - 1 would be a disaster when 3NT would have made. We will see later that 4NT can be used as a means of investigating whether to bid a slam.

Summary of Lesson Objectives:

Students will know how to rebid with balanced hands in the 15-19 HCP range after a change-of-suit response.

			B 1557	Б : ::		
	♦ KJ43			: Dealer Nor		0 4
	♥AQ8		West	North	East	South
	♦AQ4			1 🛦	pass	2.*
	4 1093		pass	2NT	pass	3NT
♠ A107		 ♦Q862	All pass			
♥ 9653		♥ J74				
♦J10972	2	♦K85	North's rebi	d shows 15-1	16 HCP. Sou	th accepts with 10 HCP.
* 6		. K54				
	 ♦ 95					
	♥K102					
	♦63					
	♣AQJ8	72				
		12	Poord DO/2	. Doolor Foo	4	
	♦ A95			: Dealer Eas		South
	♥J42		West	North	East	
	♦KQ43				1 ♥	pass
	♣ 876		1♠	pass	1NT	All pass
♦ KQ106		♦ 84	F0	45 4	2 LIOD 1477	
♥ 973		♥AQ1086	⊨ast's rebid	snows 15-16	HCP. With	only 7 HCP West passes.
♦ 876		♦AJ9				
♣ Q42		♣ A53				
	♦ J732					
	♥ K5					
	• 1052					
	♣KJ109)				
	♦ KJ64		Board D9/3	: Dealer Sou	th	
	♥Q32		West	North		South
					FAST	
			77031	NOITI	East	
	♦ AQ					1 ♦
		. 4002	pass	1 🛦	pass	
♦ AQ2	♦ AQ	▲ 1093				1 ♦
v 10974	♦ AQ	♥ K65	pass pass	1♠ 3NT	pass All pass	1 ◆ 1NT
♥10974 ♦8642	♦ AQ	♥ K65 ♦ 975	pass pass South's rebi	1 ♠ 3NT id shows 15-	pass All pass 16 HCP. With	1 ♦
v 10974	◆AQ ♣9865	♥ K65	pass pass South's rebi	1♠ 3NT	pass All pass 16 HCP. With	1 ◆ 1NT
♥10974 ♦8642	◆AQ ◆9865	♥ K65 ♦ 975	pass pass South's rebi	1 ♠ 3NT id shows 15-	pass All pass 16 HCP. With	1 ◆ 1NT
♥10974 ♦8642	◆AQ ◆9865 ◆875 ◆AJ8	▼K65 ◆975 ♣J1072	pass pass South's rebi	1 ♠ 3NT id shows 15-	pass All pass 16 HCP. With	1 ◆ 1NT
♥10974 ♦8642	◆AQ ◆9865 ◆875 ◆AJ8 ◆KJ103	▼K65 ◆975 ♣J1072	pass pass South's rebi	1 ♠ 3NT id shows 15-	pass All pass 16 HCP. With	1 ◆ 1NT
♥10974 ♦8642	◆AQ ◆9865 ◆875 ◆AJ8	▼K65 ◆975 ♣J1072	pass pass South's rebi is enough fo	1 ♠ 3NT id shows 15- or Game and	pass All pass 16 HCP. With bids 3NT.	1 ◆ 1NT
♥10974 ♦8642	◆AQ ◆9865 ◆875 ◆AJ8 ◆KJ103	▼K65 ◆975 ♣J1072	pass pass South's rebi is enough fo	1 ♠ 3NT id shows 15-	pass All pass 16 HCP. With bids 3NT.	1 ↑ 1NT n 12 HCP, North knows there
♥10974 ♦8642	◆AQ ♣9865 ◆875 ◆AJ8 ◆KJ103 ♣AK3	▼K65 ◆975 ♣J1072	pass pass South's rebi is enough fo	1 ♠ 3NT id shows 15- or Game and	pass All pass 16 HCP. With bids 3NT.	1 ◆ 1NT
♥10974 ♦8642	◆AQ ◆9865 ◆875 ◆AJ8 ◆KJ103 ◆AK3 ◆K84	♥K65 ♦975 ♣J1072	pass pass South's rebi is enough for	1 ♠ 3NT id shows 15- or Game and : Dealer Wes	pass All pass 16 HCP. With bids 3NT.	1 ↑ 1NT n 12 HCP, North knows there
♥10974 ♦8642	 AQ \$9865 \$875 ∀AJ8 KJ103 AK3 ★K84 ♥9632 QJ109 	♥K65 ♦975 ♣J1072	pass pass South's rebi is enough for Board D9/4	1♠ 3NT id shows 15- or Game and : Dealer Wes North	pass All pass 16 HCP. With bids 3NT.	1 • 1NT 1 12 HCP, North knows there South
♥10974 ♦8642 ♣Q4	AQ ♣9865 ♣875 ♥AJ8 ◆KJ103 ♣AK3 ▲K84 ♥9632	♥K65 ◆975 ♣J1072	pass pass South's rebi is enough for Board D9/4 West 1.4 2NT	1♠ 3NT id shows 15- or Game and : Dealer Wes North pass All pass	pass All pass 16 HCP. With bids 3NT.	1 • 1NT 12 HCP, North knows there South pass
109748642Q4	 AQ \$9865 \$875 ∀AJ8 KJ103 AK3 ★K84 ♥9632 QJ109 	 ★K65 ◆975 ♣J1072 AQJ97	pass pass South's rebi is enough for Board D9/4 West 1.4 2NT West's jump	1♠ 3NT id shows 15- or Game and : Dealer Wes North pass All pass o in NT shows	pass All pass 16 HCP. With bids 3NT.	1 • 1NT 1 12 HCP, North knows there South
109748642Q4▲1063✓AQ8	 AQ \$9865 \$875 ∀AJ8 KJ103 AK3 ★K84 ♥9632 QJ109 	 ★ K65 ★ 975 ★ J1072 A QJ97 ▼ J75	pass pass South's rebi is enough for Board D9/4 West 1.4 2NT	1♠ 3NT id shows 15- or Game and : Dealer Wes North pass All pass o in NT shows	pass All pass 16 HCP. With bids 3NT.	1 • 1NT 12 HCP, North knows there South pass
 10974 8642 Q4 1063 AQ8 AK7 	 AQ \$9865 \$875 ∀AJ8 KJ103 AK3 ★K84 ♥9632 QJ109 	 ★K65 ◆975 ♣J1072 AQJ97 ▼J75 ◆632 	pass pass South's rebi is enough for Board D9/4 West 1.4 2NT West's jump	1♠ 3NT id shows 15- or Game and : Dealer Wes North pass All pass o in NT shows	pass All pass 16 HCP. With bids 3NT.	1 • 1NT 12 HCP, North knows there South pass
109748642Q4▲1063✓AQ8	AQ ♣9865 ♣875 ▼AJ8 ♣KJ103 ♣AK3 ♣K84 ▼9632 ◆QJ109 ♣104	 ★ K65 ★ 975 ★ J1072 A QJ97 ▼ J75	pass pass South's rebi is enough for Board D9/4 West 1.4 2NT West's jump	1♠ 3NT id shows 15- or Game and : Dealer Wes North pass All pass o in NT shows	pass All pass 16 HCP. With bids 3NT.	1 • 1NT 12 HCP, North knows there South pass
 10974 8642 Q4 1063 AQ8 AK7 	AQ ♣9865 ♣875 ♥AJ8 ♠KJ103 ♣AK3 ♠K84 ♥9632 ♠QJ109 ♣104	 ★K65 ◆975 ♣J1072 AQJ97 ▼J75 ◆632 	pass pass South's rebi is enough for Board D9/4 West 1.4 2NT West's jump	1♠ 3NT id shows 15- or Game and : Dealer Wes North pass All pass o in NT shows	pass All pass 16 HCP. With bids 3NT.	1 • 1NT 12 HCP, North knows there South pass
 10974 8642 Q4 1063 AQ8 AK7 	AQ ♣9865 ♣875 ♥AJ8 ♠KJ103 ♣AK3 ♠K84 ♥9632 •QJ109 ♣104	 ★K65 ◆975 ♣J1072 AQJ97 ▼J75 ◆632 	pass pass South's rebi is enough for Board D9/4 West 1.* 2NT West's jump	1♠ 3NT id shows 15- or Game and : Dealer Wes North pass All pass o in NT shows	pass All pass 16 HCP. With bids 3NT.	1 • 1NT 12 HCP, North knows there South pass
 10974 8642 Q4 1063 AQ8 AK7 	AQ ♣9865 ♣875 ♥AJ8 ♠KJ103 ♣AK3 ♠K84 ♥9632 ♠QJ109 ♣104	 ★K65 ◆975 ♣J1072 AQJ97 ▼J75 ◆632 	pass pass South's rebi is enough for Board D9/4 West 1.* 2NT West's jump	1♠ 3NT id shows 15- or Game and : Dealer Wes North pass All pass o in NT shows	pass All pass 16 HCP. With bids 3NT.	1 • 1NT 12 HCP, North knows there South pass

No Trump rebids by Opener

Student's Notes

You show balanced hands with 15-19 HCP by opening the bidding with one of a suit and then rebidding in NT. Over a 1-level response there are three bids available; over a 2-level response there are only two bids.

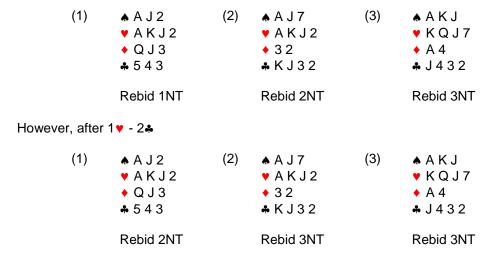
Suppose you open 1♥ and Partner responds 1♠. You have a balanced hand without 4-card spade support for Partner:

- (1) With 15-16 HCP you rebid 1NT;
- (2) With 17-18 HCP you jump to 2NT;
- (3) With 19 HCP you jump straight to 3NT

But if you open 1♥ and Partner responds 2♣ your responses are like this:

- (1) With 15-16 HCP you rebid 2NT;
- (2) With 17-19 HCP you jump to 3NT.

For example, you open 1♥, partner responds 1♠



In examples (2) and (3) you have support for Partner's clubs, a minor suit, but with a balanced hand 3NT is a much more likely Game than 5♣, so the practical action is to go for NT.

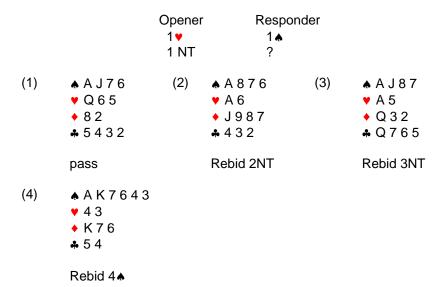
Responder's continuations

After a NT rebid by Opener, Responder can easily assess the combined strength of the two hands by adding his points to Opener's range of points. After a 1NT rebid there are three possibilities:

- (1) With 6-8 HCP you know there are not enough points for Game, so you pass.
- (2) With 10+ HCP you know there are enough points for Game, so you should bid Game.

(3) With 9 HCP you are not sure whether there is enough for Game. If Opener has 16 HCP there will be, but not if he only holds 15 HCP. So you make an invitational bid.

For example, suppose the auction starts



Notice that in example (4), after the 1NT rebid you can be sure that Partner has either two or three spades and so your side must have at least an 8-card spade fit.

Student Quiz (Chapter 9)

(A) You open the bidding with 1♣ and Partner responds 1♦. What would you rebid with the following hands?

```
(1)
                                       (3)
      ∧ K 4 2
                    (2)
                         ♠ Q J 4
                                              ★KJ3
      ♥ A Q 6
                         A K 8
                                              A K 8
      ♦ A65
                         ♦ Q87
                                              • A Q 3
      ♣Q987
                         ♣ AJ98
                                              ♣ Q987
```

(B) You open the bidding with 1 ♥, and Partner responds 2 ♦. How do you continue the bidding with these hands?

```
(1)
      ∧ K 4 2
                    (2)
                         AQJ4
                                       (3)
                                             ♠ KJ3
      AQJ65
                         A K 9 8
                                             A K 9 8
                         ♦ Q87
      ♦ A 6
                                             ♦ A Q 3
      ♣ Q98
                         ♣ A J 9
                                             ♣Q987
```

```
(4)
      ∧ K 7
      A K 6 4 2
      Q987
      ♣ K 8
```

(C) What would you rebid on the following hands, After the auction shown on the right?

(2)

♠ Q J 4

A K 9 8

QJ87

4 9 8

```
1♥
     1NT
                  ?
(3)

♠ KJ3

      QJ98
      • Q83
      4987
```

Partner

1*

You

```
965
      ♣ Q87
(4)
      ♠Q76
      ♥ A K J 8 7 6
      8 2
```

♣ 5 4

♦942

AQ76

Practical Exercises

(1)

- (1) Make up pairs of hands where the auction proceeds 1 ♦ 1♥, 1NT.
- (2) Make up pairs of hands where the auction proceeds 1 ♥ 1♠, 2NT.
- (3) Make up pairs of hands where the auction proceeds 1 ♠ 2♣, 3NT.
- (4) Make up pairs of hands where the auction proceeds 1 ◆ 1 ♥, 1NT 2NT, 3NT.
- (5) Make up pairs of hands where the auction proceeds 1 ♥ 1♠, 2NT 3NT.

Opener's rebids with Single-suited hands

Teacher's Notes

A question which frequently arises after sequences such as



is why Opener has not bid Game given that he has 16+ HCP and Responder has at least 10 (or a good 9) giving the Partnership at least 25 HCP.

The reasons are firstly that this would place too heavy a burden on the 4♥ rebid, which would then have to show a 4-point range (16-19) and secondly that Opener sometimes requires a modicum of support for his suit, say at least two cards in the suit from responder. A 4♥ rebid suggests a suit strong enough, or long enough, to be playable opposite a small singleton.

- (1) Students will learn how to rebid with single-suited hands.
- (2) They will know how to develop the auction in straightforward cases.

			D = = 1 D 4 0 4	/4 . D I - 1	l = atla		
	♠ J		Board D10/			Courth	
	♥ AQ10	762	West	North	East	South	
	♦K53			1♥	pass	1 ♠	
	♣ Q94		pass	2♥	pass	3NT	
♦ 97432		 K 86	All pass				
♥ 5		♥K9843					
♦ A 1098		♦ 64	North rebid	s his suit an	d South pic	ks 3NT as the likely b	pest
*A65		♣ 732	contract.				
#A03	AQ10						
	₩AQ10	3					
	◆QJ72						
	♣ KJ108	3					
	8		Board D10/	'2 : Dealer E	ast		
	v 1054		West	North	East	South	
	♦QJ64	3			1♠	pass	
	♣AQ84		2♥	pass	2♠	pass	
 A64	-, ∪¬	♠KQ10975	4.	All pass		'	
♥AQ832)	♥ J6		F400			
	-		Fast's rebin	shows at la	east 6 spade	es, so West can bid g	name with
♦ 75		• AK2	just 3-card		Jaor o spaur	55, 55 vvcst can blu g	Jarrio Willi
. ⊀K32		. 476	Just 5 card	заррон.			
	♦ J32						
	♥ K97						
	1098						
	♣ J1095	5					
	♠ KQJ4		Deerel D40	/o D I G			
		.2	Board D10/	3 : Dealer S	South		
		·2		3 : Dealer S <i>North</i>		South	
	♥ Q87	·2	West	3 : Dealer S North	South <i>East</i>	South	
	♥Q87 ◆J9	.2	West	North	East	1♦	
A 0072	♥ Q87		West pass				
♦ 9873	♥Q87 ◆J9	♦ A105	West	North	East	1♦	
♥ K62	♥Q87 ◆J9	AA105 ▼A943	west pass All pass	North 1 ♠	East pass	1 ♦ 2 ♦	nost place
♥ K62 ♦ K3	♥Q87 ◆J9	AA105 ♥A943 ♦642	west pass All pass Following S	North 1 ♠	East pass	1♦	pest place
♥ K62	♥Q87 ♦J9 ♣642	AA105 ▼A943	west pass All pass	North 1 ♠	East pass	1 ♦ 2 ♦	pest place
♥ K62 ♦ K3	♥Q87 ◆J9	AA105 ♥A943 ♦642	west pass All pass Following S	North 1 ♠	East pass	1 ♦ 2 ♦	pest place
♥ K62 ♦ K3	♥Q87 ♦J9 ♣642	AA105 ♥A943 ♦642	west pass All pass Following S	North 1 ♠	East pass	1 ♦ 2 ♦	pest place
♥ K62 ♦ K3	• Q87 • J9 • 642	AA105 ▼A943 ◆642 AA75	west pass All pass Following S	North 1 ♠	East pass	1 ♦ 2 ♦	pest place
♥ K62 ♦ K3	♥Q87◆J9♣642♠6♥J105◆AQ10	AA105 ▼A943 ◆642 AA75	west pass All pass Following S	North 1 ♠	East pass	1 ♦ 2 ♦	pest place
♥ K62 ♦ K3	 ♥Q87 ◆J9 ♣642 ♠6 ♥J105 ◆AQ10 ♣KQ3 	AA105 ▼A943 ◆642 AA75	pass All pass Following S to play.	North 1 ♣ South's rebic	East pass I of 2 ♦, Nor	1 ♦ 2 ♦	pest place
♥ K62 ♦ K3	 ♥Q87 ◆J9 *642 *6 ♥J105 ◆AQ10 *KQ3 *42 	AA105 ▼A943 ◆642 AA75	pass All pass Following S to play.	North 1♣ South's rebic	East pass I of 2 ◆, Nor	1 ♦ 2 ♦ th judges that is the b	pest place
♥ K62 ♦ K3	◆Q87 ◆J9 ♣642 ♣6 ◆J105 ◆AQ10 ♣KQ3 ♠42 ◆J953	AA105 ▼A943 ◆642 AA75	pass All pass Following S to play. Board D10/	North 1 ♣ South's rebice 4 : Dealer V North	East pass f of 2 ◆, Nor Vest East	1 + 2 + th judges that is the b	pest place
♥ K62 ♦ K3	◆Q87 ◆J9 ♣642 ♣6 ◆J105 ◆AQ10 ♣KQ3 ♣42 ◆J953 ◆A65	AA105 ♥A943 •642 AA75	pass All pass Following S to play. Board D10/ West 14	North 1 South's rebic 4 : Dealer V North pass	East pass I of 2♦, Nor Vest East 2♣	1 + 2 + th judges that is the best south pass	pest place
K62K3♣J1098	◆Q87 ◆J9 ♣642 ♣6 ◆J105 ◆AQ10 ♣KQ3 ◆42 ◆J953 ◆A65 ♣10984	AA105 ♥A943 •642 AA75 875	pass All pass Following S to play. Board D10/	North 1 ♣ South's rebice 4 : Dealer V North	East pass f of 2 ◆, Nor Vest East	1 + 2 + th judges that is the b	pest place
K62K3♣J1098 ♠KQJ97	◆Q87 ◆J9 ♣642 ♣6 ◆J105 ◆AQ10 ♣KQ3 ◆42 ◆J953 ◆A65 ♣10984	♣A105 ♥A943 •642 ♣A75 875	pass All pass Following S to play. Board D10/ West 1 3 3	North 1 A South's rebic 4 : Dealer V North pass pass	East pass I of 2♦, Nor Vest East 2♣ 4♠	1 + 2 + th judges that is the base All pass	
K62K3♣J1098 ♠KQJ97♦KQ	◆Q87 ◆J9 ♣642 ♣6 ◆J105 ◆AQ10 ♣KQ3 ◆42 ◆J953 ◆A65 ♣10984	A 105 ▼ A 943 ◆ 642 ♣ A 75 875	west pass All pass Following S to play. Board D10/ West 1♠ 3♣ West's jum	North 1 A South's rebic 4 : Dealer V North pass pass p rebid show	East pass I of 2♦, Nor Vest East 2♣ 4♠ ws 16-18 HC	1 ♦ 2 ♦ th judges that is the b South pass All pass CP and also a 6-card	
K62K3♣J1098 ♠KQJ97	◆Q87 ◆J9 ♣642 ♣6 ◆J105 ◆AQ10 ♣KQ3 ◆42 ◆J953 ◆A65 ♣10984	♣A105 ♥A943 •642 ♣A75 875	west pass All pass Following S to play. Board D10/ West 1♠ 3♣ West's jum	North 1 A South's rebic 4 : Dealer V North pass pass p rebid show	East pass I of 2♦, Nor Vest East 2♣ 4♠ ws 16-18 HC	1 + 2 + th judges that is the base All pass	
K62K3♣J1098 ♠KQJ97♦KQ	◆Q87 ◆J9 ♣642 ♣6 ◆J105 ◆AQ10 ♣KQ3 ◆42 ◆J953 ◆A65 ♣10984	A 105 ▼ A 943 ◆ 642 ♣ A 75 875	west pass All pass Following S to play. Board D10/ West 1♠ 3♣ West's jum	North 1 A South's rebic 4 : Dealer V North pass pass p rebid show	East pass I of 2♦, Nor Vest East 2♣ 4♠ ws 16-18 HC	1 ♦ 2 ♦ th judges that is the b South pass All pass CP and also a 6-card	
★K62◆K3♣J1098◆KQJ97◆AKQ◆Q2	◆Q87 ◆J9 ♣642 ♣6 ◆J105 ◆AQ10 ♣KQ3 ◆42 ◆J953 ◆A65 ♣10984	A 105 ▼ A 943 ◆ 642 ♣ A 75 875 4 A 10 ▼ 874 ◆ 743	west pass All pass Following S to play. Board D10/ West 1♠ 3♣ West's jum	North 1 A South's rebic 4 : Dealer V North pass pass p rebid show	East pass I of 2♦, Nor Vest East 2♣ 4♠ ws 16-18 HC	1 ♦ 2 ♦ th judges that is the b South pass All pass CP and also a 6-card	
★K62◆K3♣J1098◆KQJ97◆AKQ◆Q2	◆Q87 ◆J9 ♣642 ♣6 ◆J105 ◆AQ10 ♣KQ3 ♣42 ▼J953 ◆A65 ♣10984	A 105 ▼ A 943 ◆ 642 ♣ A 75 875 4 A 10 ▼ 874 ◆ 743	west pass All pass Following S to play. Board D10/ West 1♠ 3♣ West's jum	North 1 A South's rebic 4 : Dealer V North pass pass p rebid show	East pass I of 2♦, Nor Vest East 2♣ 4♠ ws 16-18 HC	1 ♦ 2 ♦ th judges that is the b South pass All pass CP and also a 6-card	
★K62◆K3♣J1098◆KQJ97◆AKQ◆Q2	◆Q87 ◆J9 ♣642 ♣6 ◆J105 ◆AQ10 ♣KQ3 ◆42 ◆J953 ◆A65 ♣1098466	AA105 ▼A943 •642 AA75 875 875 4 AA10 ▼874 •743 AKQJ65	west pass All pass Following S to play. Board D10/ West 1♠ 3♣ West's jum	North 1 A South's rebic 4 : Dealer V North pass pass p rebid show	East pass I of 2♦, Nor Vest East 2♣ 4♠ ws 16-18 HC	1 ♦ 2 ♦ th judges that is the b South pass All pass CP and also a 6-card	
K62K3♣J1098AKQJ97AKQQ2	◆Q87 ◆J9 ♣642 ♣6 ◆J105 ◆AQ10 ♣KQ3 ♣42 ▼J953 ◆A65 ♣10984	AA105 ▼A943 •642 AA75 875 875 4 AA10 ▼874 •743 AKQJ65	west pass All pass Following S to play. Board D10/ West 1♠ 3♣ West's jum	North 1 A South's rebic 4 : Dealer V North pass pass p rebid show	East pass I of 2♦, Nor Vest East 2♣ 4♠ ws 16-18 HC	1 ♦ 2 ♦ th judges that is the b South pass All pass CP and also a 6-card	

Opener's rebids with Single-suited hands

Student's Notes

A Single-suited Hand is one which contains a 6-card or longer suit, but NO OTHER 4+-card suit.

Suppose you open 1♥ and Partner responds 1♠. With a single-suited hand you would rebid in hearts:

- (1) With 12-15 HCP, rebid 2♥
- (2) With 16-18 HCP, rebid 3♥
- (3) With 19 HCP rebid 4♥.

The above scheme also applies if Responder's first bid is 1NT, 2♣ or 2♦.

For example after 1 ♥ - 1 ♠:

Responder's continuations

After Opener has rebid in his own suit, another instance of a Limit Bid, you can easily assess the combined strength of the two hands by adding your points to Opener's range of points. If you have two or three cards in Opener's suit, you have found an 8-card or longer trump fit.

So, after the auction	Opener	Responder
	1♥	1 ♠
	2♥	?

- (1) With 6-10 HCP you know there are not enough points for Game, so you pass.
- (2) With 13+ HCP you are certain there are enough points for Game and you raise to 4♥.
- (3) With 11 or 12 HCP you are unsure whether there are enough points for Game. If Opener has 14 or 15 HCP there will be, but not if he has only 12 or 13 HCP. You should make an invitational bid of 3♥. This asks Opener to raise to 4♥ with 14 or 15 HCP and to pass with only 12 or 13 HCP.

For example, if	f the auction star	ts	Opener 1♥ 2♥	Respor 1 ♣ ?	nder
(1)	♠ A J 7 3♥ Q 4♦ 8 7 6 5♣ 5 4 3	(2)	♣ A J 7 3♥ 6 5 4♦ K 3 2♣ K 3 2	(3)	A K Q 2▼ K 2◆ Q 6 5 4♣ J 3 2
	pass		Rebid 3♥		Rebid 4♥

Student Quiz (Chapter 10)

(A) You open the bidding with 1♥ and Partner responds 1♠. What would you rebid with the following hands?

(B)		would you rebid he auction show		•		Partner 1♥ 2♥	You 1♠ ?
	(1)	∧ KJ42	(2)	♠ Q J 6 4	(3)	♠KQJ32	
		A 8 6		A K 8		K Q 8	
		965		♦ K 8		964	
		4 975		4 9 6 4 2		. 87	

Practical Exercises

- (1) Make up pairs of hands where the auction proceeds 1 ♦ 1 ♥, 2 ♦.
- (2) Make up pairs of hands where the auction proceeds 1 ♥ 2 ♦, 3 ♥ 3NT..
- (3) Make up pairs of hands where the auction proceeds 1 ♥ 2♣, 2 ♥ 3 ♥.
- (4) Make up pairs of hands where the auction proceeds 1 ◆ 1 ♠, 3 ◆ 3NT.
- (5) Make up pairs of hands where the auction proceeds 1 ♥ 1NT, 3 ♥ 4 ♥.

Opener's rebids with Two-suited hands

Teacher's Notes

Suppose Opener holds:
A Q 7 6 5
A Q 7 6 5
A Q 7 6 5

4♣ 2

You will remember that with two equal length suits, the rule is to open the higher ranking, here spades. The reasoning for this is as follows.

Suppose you open 1, Partner responds 1NT and you rebid 2. Now, if partner prefers hearts to spades, he is forced to go to 3, perhaps with only 6 HCP. If instead you open 1, Partner responds 1NT and you rebid 2, Partner has the option of passing and playing in 2, or bidding 2. So he can choose EITHER of your suits at the 2-level.

This chapter introduces the concept of 'the Barrier'. If you open with One of a suit, then two of that suit is the BARRIER. In the above example 2 was the Barrier. If as Opener you make a new-suit rebid below the Barrier then your Partner always has the option of playing in either of your suits at the 2-level. If instead you go beyond the Barrier, Partner will need to go to the 3-level to show preference for your first suit and sometimes to play in your second suit as well.

A bid which may FORCE the auction to a higher level requires extra strength and so we get the following important rule:

- (1) A new-suit rebid BELOW the Barrier shows 12+ HCP;
- (2) A new-suit rebid ABOVE the Barrier shows 16+ HCP.

A new-suit rebid above the Barrier is called a 'Reverse' in many bridge books. 'Reverse' is a term which many students find confusing. We strongly feel that the 'Barrier' concept is much clearer.

Sometimes Responder gives preference to Opener's second suit by passing, as for example, after the following sequence:

1♥ 1♠ 2♣ ?

If as Responder you have longer clubs than hearts and 6-9 HCP you should pass. In practice, when we actually raise Opener's second suit to give preference to it, rather than just pass, we usually promise 4-card support.

This idea of the Barrier is one which frequently causes difficulties for beginners. To simplify matters, therefore, we have not included in this basic course either the topic of jump rebids in a new suit or Responder's rebids after a rebid by Opener which is above the Barrier.

- (1) Students will know what is meant by the term 'the Barrier'.
- (2) They will know how to rebid as Opener on all 2-suited hands.
- (3) They will also understand the concept of preference by responder, after a new-suit rebid by Opener below the Barrier.

•	• -		D . D	4 6	-11	
	♠QJ74			1 : Dealer No		
	∀ KJ108	3	West	North	East	South
•	♦A2			1♥	pass	2♦
	, K7		pass	2♥	pass	4♥
♦ 1085		♦ A962	All pass			
♥ A54		y 92				
♦ 64		1093				bid 2♠ but this is above the
♣ J10942		. A865				he must rebid 2♥ which
	 •K3		shows a 5-c	card suit. Sou	uth can now	raise to Game.
	Q 76					
	KQJ8	75				cause if South had 4 spades
	•Q3	. 0	he would ha	ave bid 1♠, v	vhich North o	could then have raised.
	•962		Board D11/	2 : Dealer Ea	net .	
	•90∠ •A5		West	North	East	South
			West	North	<i>Last</i> 1 ♥	
	• 864 • ○○63	n	2•	nace	2♠	pass
	•Q9632		4 ♥	pass All pass	<u>د چ</u>	pass
♦ K3		A AQ74	4	All pass		
♥Q76	•	♥KJ1083	\//ith 17 U.O	D East can =	obid obovo l	nis 2♥ Barrier. West knows
◆KQ1075	3	♦ A2	_			four spades and can jump to
4 85		. K7		ust nave nve	nearts and	iour spaces and can jump to
	♦ J1085		4♥.			
	9 42					
	↓ J9					
•	♣AJ104					
	AQ6			3 : Dealer So	outh	
•	♥ Q52		West	North	East	South
•	KQJ7	5				1♠
	. 76		pass	2♦	pass	2♥
 \$32		♦ 1054	pass	4♠	All pass	
♥J1043		♥ 96				
♥J1043 ♦102		♥96 ◆A983				w the Barrier. North knows
			that South h	nas five spad	es and four	w the Barrier. North knows hearts and can raise to Game
◆ 102 ♣ QJ1052	≜ KJ987	♦A983 ♣A943	that South h		es and four	
◆102 ♣QJ1052	≜ KJ987 ∀ AK87	♦A983 ♣A943	that South h	nas five spad	es and four	
◆ 102 ♣ QJ1052		♦A983 ♣A943	that South h	nas five spad	es and four	
↑102 ♣QJ1052	VAK87 ♦64	♦A983 ♣A943	that South h	nas five spad	es and four	
♦ 102 ♣ QJ 1052	VAK87 ▶64 •K8	♦A983 ♣A943	that South hin spades w	nas five spad vith only 3-ca	es and four rd support.	
♦102 ♣QJ1052	AK87 64 • K8 • 982	♦A983 ♣A943	that South hin spades w	nas five spad rith only 3-ca 4 : Dealer W	es and four rd support.	
↑102 ♣QJ1052	AK87 64 K8 982 1073	♦A983 ♣A943	that South hin spades w	nas five spad vith only 3-ca 4 : Dealer W North	es and four rd support. est East	hearts and can raise to Game South
↑102 ♣QJ1052	AK87 64 K8 982 1073	◆A983 •A943	that South hin spades with the spade with the spades with the spade w	nas five spad vith only 3-ca 4 : Dealer W North pass	es and four rd support. est East 1 •	hearts and can raise to Game South pass
↑102 ♣QJ1052	AK87 64 K8 982 1073	◆A983 •A943	that South hin spades with the	nas five spad vith only 3-ca 4 : Dealer W North	es and four rd support. est East	hearts and can raise to Game South
↑102 ♣QJ1052 ↑ KQ105	AK87 64 K8 982 1073	◆A983 •A943	Board D11/4 West 1.4	nas five spad vith only 3-ca 4 : Dealer W North pass pass	es and four rd support. est East 1 4 4	hearts and can raise to Game South pass
↑102♣QJ1052♠KQ105▼K8	AK87 64 K8 982 1073	♦A983 ♣A943 •A643 •QJ96	Board D11/west 1.* West is able	as five spad vith only 3-ca 4 : Dealer W North pass pass e to show his	es and four rd support. est East 1 • 4 • second suit	South pass All pass at the 1-level. East knows
↑102♣QJ1052♠KQ105♥K8♦65	AK87 64 K8 982 1073	◆A983◆A943✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓	Board D11/west 1.* West is able	as five space with only 3-ca 4: Dealer W North pass pass e to show his we clubs and	es and four rd support. est East 1 • 4 • second suit	South pass All pass
 ↑102 ♣QJ1052 ♠KQ105 ♥K8 ♦65 ♣AQ983 	VAK87 64 164 168 168 168 168 168 168 168 168	♦A983 ♣A943 •A643 •QJ96	Board D11/West 1.* West is able West has fix	as five space with only 3-ca 4: Dealer W North pass pass e to show his we clubs and	es and four rd support. est East 1 • 4 • second suit	South pass All pass at the 1-level. East knows
 ↑102 ♣QJ1052 ♣KQ105 ♥K8 ♦65 ♣AQ983 	AK87 64 • 64 • K8 • 982 • 1073 • Q73 • J1054	◆A983◆A943✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓✓	Board D11/West 1.* West is able West has fix	as five space with only 3-ca 4: Dealer W North pass pass e to show his we clubs and	es and four rd support. est East 1 • 4 • second suit	South pass All pass at the 1-level. East knows
 102 QJ1052 KQ105 K8 65 AQ983 	AK87 64 K8 982 1073 Q73 J1054	A983A943A643♥QJ96K94K2	Board D11/West 1.* West is able West has fix	as five space with only 3-ca 4: Dealer W North pass pass e to show his we clubs and	es and four rd support. est East 1 • 4 • second suit	South pass All pass at the 1-level. East knows
 102 QJ1052 KQ105 K8 65 AQ983 	AK87 64 • 64 • K8 • 982 • 1073 • Q73 • J1054	A983A943A643♥QJ96K94K2	Board D11/West 1.* West is able West has fix	as five space with only 3-ca 4: Dealer W North pass pass e to show his we clubs and	es and four rd support. est East 1 • 4 • second suit	South pass All pass at the 1-level. East knows

Opener's rebids with Two-suited hands

Student's Notes

Hands which have one 5-card suit and a second 4+-card suit are called 2-SUITED. If you have a 2-suited hand with support for Partner, then you follow the rules for raising Responder given in Chapter 4. Here we assume that you have a 2-suited hand without support for Partner.

Definition:

If you open with One of a suit, then Two of the same suit is what we call The Barrier.

Important Rule

- (1) A new-suit rebid BELOW the Barrier shows 12+ HCP;
- (2) A new-suit rebid ABOVE the Barrier shows 16+ HCP.

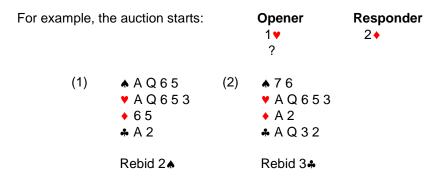
Rebids with 12-15 HCP

If you are able to show your second suit below the Barrier then you should do so. If to bid your second suit would take the auction beyond the Barrier, then you should rebid your first suit.

For example, th	ne auction starts:		Opener 1 → ?	Respon 1 ♣	der
(1)	↑ 76♥ A Q 6 3↑ A Q 7 6 5♣ 5 2	(2)	↑ 76♥ 52◆ A Q 8 6 5♣ A Q 6 5	(3)	A 6♥ 7◆ Q J 8 7 6 5♣ K Q J 5
	Rebid 2 . Not strong enough to show the hearts.		Rebid 2♣. This is below the Barrier of 2♦	3	Rebid 2. Even though you have a 6-card diamond suit it is correct to show the club suit.

Rebids with 16+ HCP

Now should ALWAYS show your second suit.



Responder's continuations

Normally when Opener bids two suits, as Responder you choose one of them as trumps. This is called GIVING PREFERENCE.

When deciding which of Opener's suits to make trumps, it is the LENGTH and not the strength of trumps that counts. Also it is the combined length in both hands that is relevant.

Suppose Opener has bid two suits without going beyond the Barrier. For example:

Opener	Responder	♠ A 9 8 7 6
1♥	1 ♠	y 987
2♦	?	987
		- 76

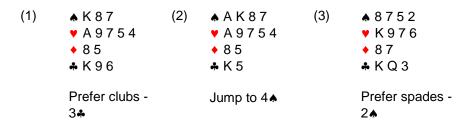
With the above hand you should give preference to hearts. True, you have equal length in both suits, but Opener may not be. If Opener has equal length in both hearts and diamonds it does not matter which suit you select as trumps – but hearts scores better than diamonds, so hearts is the one to choose and you bid 2♥. If Opener has UNEQUAL length in his suits, then you know his hearts will be the longer suit because he bid them first. So, again you should bid 2♥.

Giving preference is not quite a simple as just selecting the trump suit; you also can take this opportunity to show your point count:

- (1) With 6-9 HCP give preference at the 2-level;
- (2) With 10-12 HCP give preference at the 3-level;
- (3) With 13-15 HCP give preference at the 4-level.

All these preference bids are Limit Bids, once again.

Opener shows a 5-card spade suit and at least a 4-card club suit.



This time the auction starts:	Opener	Responder
	1♥	1♠
	2*	?

Opener shows a 5-card heart suit and at least a 4-card club suit.

(4)	♠ 108532	(5)	♠ KJ754	(6)	★ KJ754
	♥ J 7		♥ Q 8 5		♥ Q85
	7653		◆ A 9		◆ A 9
	♣ A Q		♣ J 9 2		. KJ6
	Prefer hearts -		Jump to 3♥ to		Jump to 4♥ with
	2♥		show 10-12		13-15 HCP.
			HCP.		

Notice in examples (5) and (6) that when you give 'Jump Preference' by returning to 3- or 4- of a Major, you will always have exactly 3-card support. With 4-card support you would have raised Opener's major on the first round of bidding. With fewer than 3-card support in the major and 10+ HCP you will usually have a better second response than giving preference – probably 2NT with 10-12 HCP or 3NT with 13-15 HCP.

When you give 'Simple Preference' back to Opener's major at the 2-level, you will have 3-card support most of the time, but occasionally you will only have 2-card support as in example (4).

Student Quiz (Chapter 11)

(A) You open the bidding with 1♥ and Partner responds 1♠. What would you rebid with the following hands?

(1)	♠ KJ42	(2)	♠ Q J 4 3	(3)	♦ 873
	AJ765		A K J 8 7		A K 8 7 5
	♦ A 6 5		• Q87		AQ32
	. 7		♣ A		4 6

(B) What would you rebid on the following hands, **Partner** You after the auction shown on the right? 1♥ 1 ♣ ? 2* (1) (2) (3) **★**KJ42 **♠**Q876 ♠ AKJ3 **9**8 ♥ A 9 8 A 9 8 Q65 Q 8 7 987 ♣ Q987 **♣** J 9 8 **4**987 (4) **∧** KJ42 ♠ AQJ54 (6) **★** KJ765 **9**8 ♥ Q 6 A K 8 • A65 **•** 7 • Q3

Practical Exercises

♣Q987

(1) Make up pairs of hands where the auction proceeds 1 ♥ - 1♠, 2♣ - 2♥, 3♥ - 4♥.

♣ A 9 8 7 3

♣ J87

- (2) Make up pairs of hands where the auction proceeds 1 ♠ 1NT, 2 ♥.
- (3) Make up pairs of hands where the auction proceeds 1 ♠ 2♣, 2♦ 3♦.
- (4) Make up pairs of hands where the auction proceeds 1 ♥ 2♣, 2 ♦ 3 ♥, 4 ♥.

Responding to a 1NT Opening

Teacher's Notes

In basic bridge there is only one invitational response to 1NT available, that is 2NT and this is used to show ALL 11-12 HCP hands, whether they are balanced or not. Better methods, such as Transfers are too complex for introductory classes.

It is possible for there to be an 8-card major suit fit when both Opener and Responder have balanced hands including 4-cards in the same major. There is a CONVENTIONAL BID, called 'Stayman' (named after Sam Stayman who first suggested the idea in America) which enables us to locate such fits.

Stayman is an optional item in our suggested lesson plan and can even be left until much later. In the Student's Notes references to Stayman are bracketed. No later bidding material depends on Stayman but there are several references to it in the section on defensive play, as well as examples in the exercises. The use of Stayman is so pervasive, however, even amongst novice players, that we feel that Stayman should be included in this course, unless you feel that it is really too difficult for your students.

Before you can specifically introduce Stayman you will need to cover the idea of 'conventional bids' first. A good way to approach this is to point out that many bids that we think of as 'natural bid' have a conventional aspect to them. A prime example is the 1NT opening bid. It is really a coded message that says 'I have a balanced hand with 12-14 HCP'. The fact that it is 'balanced' is the 'natural' component. That it is limited to 12-14 HCP is the 'conventional' part. In other parts of the world they open 1NT with 15-17 HCP, 16-18 HCP or even 10-12 HCP, so the idea of it being 12-14 is not fixed in stone.

From that point it is only a very short step to the idea, or the 'conventional' agreement that the response of 2* to an opening 1NT means 'I have 11+ HCP and a hand which has either a 4-card heart or spade suit. Partner, do you have a 4-card major in your hand'? The difference between 1NT and 2* as MESSAGES is really only one of degree.

Don't make 'conventional bids' a major issue. The goal here is simply to dispel the discomfort some students will feel about having to make a bid in clubs which in no way relates to the club suit in the hand. The above ideas are for your benefit! On to Stayman.

We have not included 'transfer' responses to a 1NT opening.

- (1) Students will know how to respond to a 1NT opening bid and how to develop the auction thereafter.
- (2) Students should learn to be comfortable with the use of a simple bidding convention Stayman.
- (3) Students will understand how to use Stayman to locate a 4-4 major suit fit.
- (4) Students will know how to reach a club part score, despite Stayman.

Stayman

There have been many references in previous chapters to the importance of finding an 8-card major suit fit in the bidding. If the opening bid is One of a Suit, the search is not too difficult. When the bidding starts 1NT, we have already seen how Responder can discover a fit for his 5+-card major, by simply bidding the suit himself at the appropriate level. But when Responder's major suit is only 4-cards, he needs some other way of finding out if Opener's hand also includes the same 4-card major. The STAYMAN CONVENTION provides the means.

Instead of bidding 2NT or 3NT directly in response to a 1NT opening, Responder bids 2* if he holds 4-cards in either or both majors. Responder may hold any number of clubs (maybe even a void) when he uses Stayman. The 2* bid is an artificial one asking Opener to say whether he has a 4-card major or not. Opener replies as follows:

- 2♥: This shows a 4-card heart suit. If he also holds four spades he bids the hearts first.
- 2. This shows a 4-card spade suit and DENIES holding four hearts.
- 2♦: This denies 4-cards in either major suit. It is Opener's way of saying 'No, I don't have a 4-card major'. Opener may have between two and five diamonds and still respond 2♦.

Responder should hold 11+ HCP to use Stayman to look for a major fit. If the Stayman enquiry fails to locate a major suit fit, Responder returns to NT and he needs 11 HCP to justify bidding 2NT. We will see examples below where Opener will go to 3NT if he holds a maximum – just as he would have done if Stayman was not being used.

Responder's next task is easy. If Opener bids a major in which Responder has 4-cards, he simply raises the major to the next level with 11-12 HCP or to Game with 13+ HCP. Otherwise responder either bids 2NT with 11-12 HCP or 3NT with 13+ HCP.

There is one exception to the rule that responder needs 11 HCP to bid 2. If he holds a weak hand (0 to 10 HCP) with a 6-card CLUB suit, he can still bid 2. Opener will think he has 11+ HCP and is interested in the majors and will rebid accordingly. When Responder next bids 3. it will be clear he has the weak hand and Opener must pass 3.

Here are some examples of Stayman in action. For a change consider the following complete auctions:

	West			East
(1)	♠ AJ2	1NT	2*	★ K 8 7
	A K J 7	2♥	4♥	Q962
	J 5 4 3	pass		A K Q 2
	♣ 5 4			♣ 3 2

West has four hearts, so he replies 2♥. With 14 HCP and having found an 8-card fit, East jumps to 4♥. Without Stayman the auction would probably go 1NT – 3NT, North would likely lead a club and the defence take enough tricks to beat 3NT.

	West			East
(2)	♠ A Q 2	1NT	2♣	★ K 8 7
	A 4 3	2♦	3NT	Q962
	J 5 4 3	pass		A K Q 2
	♣ Q J 10			. 32

West's 2♦ shows he does not have a major. East chooses 3NT as the best chance at Game.

	West			East
(3)	♠ A 4 3	1NT	2♣	★ K872
	A K J 7	2♥	2NT	🕶 Q 9 6
	♦ J93	pass		A Q 5 2
	4 10 5 4			4 3 2

With 11 HCP East has enough to invite Game, but checks for a spade fit along the way. With only 13 HCP, West passes 2NT.

	West			East
(4)	♠ A 4 3	1NT	2♣	∧ K872
	A K 8 7	2♥	2NT	🔻 Q 9 6
	♦ K 9 3	3NT	pass	A Q 5 2
	♣ 10 5 4			4 3 2

This time West has a maximum 1NT opening so is happy to raise 2NT to Game.

	West			East
(5)	♠ A 6 4 3	1NT	2♣	★ K872
	A K 7	2♠	3♠	🕶 Q 9 6
	• K93	4 ♠	pass	A Q 5 2
	4 10 5 4			4 3 2

After West shows spades, East can make an invitational spade raise. With 14 HCP West accepts the invitation and bids 4. If West had been weaker he would pass 3.

	West			East
(6)	♠ A 6 4 3	1NT	2♣	★ K872
	A K 7 3	2♥	2NT	🕶 Q 9 6
	9 4	3♠	pass	A Q 5 2
	♣ Q 5 4			4 3 2

With four hearts and four spades West bids the hearts first. When East bids 2NT, West knows he must have four spades. Opener doesn't have enough points for Game, but bids 3 • which should be a safer part score than 2NT.

	West			East	
(7)	♠ A 6 4 3	1NT	2♣	♠ KQ72	
	A K 7 3	2♥	3NT	🔻 Q 9 6	
	9 4	4♠	pass	A Q 5 2	
	♣ Q 5 4			. 32	

The same logic applies but one level higher. East jumps to 3NT. West knows that there are four spades with East and bids the safer Game.

	West			East
(8)	♠ A 6 4 3	1NT	2♣	♦ 82
	A K 7 3	2♥	3♣	v 10 5
	9 4	pass		A 7 2
	♣ Q 5 4			♣ J98762

Finally an example of how Responder can use Stayman to get into 3. East starts with 2. West shows his hearts. But when East rebids 3. West knows what is going on and passes.

	▲ ∧ 750		Board D10/	1 · Doolar Na	orth			
♦ A753 ♥ J764			Board D12/1 : Dealer North West North East South					
			West	1NT		2 .		
	• K4				pass			
	♣AQ2	144000	pass	2♥	pass	3♥		
♠ QJ4		♦ K1082	pass	4♥	All pass			
v 1085		∀ A9						
♦A63		♦9872			es with 3♥. V	Vith a maximum North		
4 10543		. 4J87	accepts and	l bids 4♥.				
	 96							
	♥ KQ32							
	♦ QJ10	5						
	. ⊀K96							
	 6543		Board D12/	2 : Dealer Ea	ıst			
	♥K54		West	North	East	South		
	◆732		17001	710717	1NT	pass		
	• 732 • K43		2*	pass	2•	pass		
A 1/ 0.7	⊕ N43	• • •	2 ** 2NT	•	2♥ 3NT	•		
♦ K87		♠ QJ	ZINI	pass	SIVI	All pass		
♥Q983		♥A72	Coot don!:	0.4.00 == == ==	ion: \\/b == \^/	act above 11 10 LOD Fast		
♦ J10		◆KQ986			ijor; vvnen vv	est shows 11-12 HCP, East		
♣ AJ52		♣ Q109	can raise to Game.					
	♦ A1092	2						
	♥ J106							
	♦A54							
	 \$876							
	 AJ9							
	₩AJ9		Board D12/	3 : Dealer Sc	outh			
		64	Board D12/3 West	3 : Dealer So <i>North</i>	outh <i>East</i>	South		
	♥ AK10	64				South 1NT		
	♥AK100 ◆109	64	West	North	East	1NT		
▲ 754	♥ AK10		West pass					
♠ 754	♥AK100 ◆109	▲ 1082	West	North	East	1NT		
v 3	◆AK100 ◆109 • Q82	▲ 1082 ▼J852	west pass All pass	North 3♥	East pass	1NT 4♥		
♥ 3 ♦ AKQ54	◆AK100 ◆109 • Q82	▲ 1082 ♥J852 ◆J32	west pass All pass With a 5-ca	North 3♥ rd suit North	East pass does not use	1NT 4♥ Stayman. South must		
v 3	♥AK100 ◆109 ♣Q82	♦1082 ▼J852 ◆J32 ♣J109	pass All pass With a 5-ca choose to b	North 3♥ rd suit North id 3NT with o	pass does not use	1NT 4♥		
♥ 3 ♦ AKQ54	◆ AK100 ◆ 109 • Q82 4	♦1082 ▼J852 ◆J32 ♣J109	pass All pass With a 5-ca choose to b	North 3♥ rd suit North	pass does not use	1NT 4♥ Stayman. South must		
♥ 3 ♦ AKQ54	◆ AK100 ◆ 109 ♣ Q82 4 ♣ KQ63 ▼ Q97	♦1082 ▼J852 ◆J32 ♣J109	pass All pass With a 5-ca choose to b	North 3♥ rd suit North id 3NT with o	pass does not use	1NT 4♥ Stayman. South must		
♥ 3 ♦ AKQ54	◆ AK100 ◆ 109 ♣ Q82 4 ♣ KQ63 ◆ Q97 ◆ 876	♦1082 ▼J852 ◆J32 ♣J109	pass All pass With a 5-ca choose to b	North 3♥ rd suit North id 3NT with o	pass does not use	1NT 4♥ Stayman. South must		
♥ 3 ♦ AKQ54	 ↓ AK100 ↓ 109 ♣ Q82 4 ♣ KQ63 ↓ Q97 ◆ 876 ♣ AK5 		pass All pass With a 5-ca choose to b hearts. Here	North 3♥ rd suit North id 3NT with ce he bids 4♥	East pass does not use only two hear	1NT 4♥ Stayman. South must		
♥ 3 ♦ AKQ54	◆ AK100 ◆ 109 ♣ Q82 4 ♠ KQ63 ◆ Q97 ◆ 876 ♣ AK5 ♠ J6	♦1082 ▼J852 ◆J32 ♣J109	pass All pass With a 5-ca choose to b hearts. Here	North 3 V rd suit North id 3NT with ce he bids 4 V	East pass does not use only two hear	1NT 4♥ Stayman. South must ts or 4♥ with three or four		
♥ 3 ♦ AKQ54	◆ AK100 ◆ 109 ♣ Q82 4 ♣ KQ63 ◆ Q97 ◆ 876 ♣ AK5 ♠ J6 ◆ AJ109	♦1082 ▼J852 ◆J32 ♣J109	pass All pass With a 5-ca choose to b hearts. Here	North 3 v rd suit North id 3NT with ce he bids 4 v 4 : Dealer W North	East pass does not use paly two hear est East	1NT 4♥ Stayman. South must ts or 4♥ with three or four South		
♥ 3 ♦ AKQ54	◆ AK100 ◆ 109 ♣ Q82 4 ♣ KQ63 ◆ Q97 ◆ 876 ♣ AK5 ◆ J6 ◆ AJ109 ◆ 874	♦1082 ▼J852 ◆J32 ♣J109	pass All pass With a 5-ca choose to b hearts. Here Board D12/ West 1NT	North 3 v rd suit North id 3NT with one he bids 4 v 4 : Dealer W North pass	East pass does not use only two hear est East 2.4	1NT 4▼ Stayman. South must ts or 4▼ with three or four South pass		
♥ 3 ♦ AKQ54	◆ AK100 ◆ 109 ♣ Q82 4 ♣ KQ63 ◆ Q97 ◆ 876 ♣ AK5 ♠ J6 ◆ AJ109	♦1082 ▼J852 ◆J32 ♣J109	pass All pass With a 5-ca choose to b hearts. Here	North 3 v rd suit North id 3NT with ce he bids 4 v 4 : Dealer W North	East pass does not use paly two hear est East	1NT 4♥ Stayman. South must ts or 4♥ with three or four South		
♥ 3 ♦ AKQ54	◆ AK100 ◆ 109 ♣ Q82 4 ♣ KQ63 ◆ Q97 ◆ 876 ♣ AK5 ◆ J6 ◆ AJ109 ◆ 874	♦1082 ▼J852 ◆J32 ♣J109	pass All pass With a 5-ca choose to b hearts. Here Board D12/ West 1NT	North 3 v rd suit North id 3NT with one he bids 4 v 4 : Dealer W North pass	East pass does not use only two hear est East 2.4	1NT 4▼ Stayman. South must ts or 4▼ with three or four South pass		
♥3 ♦AKQ54 ♣7643	◆ AK100 ◆ 109 ♣ Q82 4 ♣ KQ63 ◆ Q97 ◆ 876 ♣ AK5 ◆ J6 ◆ AJ109 ◆ 874	1082▼J852◆J32*J109	pass All pass With a 5-ca choose to b hearts. Here Board D12/ West 1NT 2	North 3 v rd suit North id 3NT with ce he bids 4 v 4 : Dealer We North pass pass	pass does not use only two hear est East 2.4. 3.4.	1NT 4▼ Stayman. South must ts or 4▼ with three or four South pass		
◆3 ◆AKQ54 ♣7643	◆ AK100 ◆ 109 ♣ Q82 4 ♣ KQ63 ◆ Q97 ◆ 876 ♣ AK5 ◆ J6 ◆ AJ109 ◆ 874	▲ 1082▼ J852◆ J32♣ J109	pass All pass With a 5-ca choose to b hearts. Here Board D12/ West 1NT 2	North 3 v rd suit North id 3NT with ce he bids 4 v 4 : Dealer We North pass pass	pass does not use only two hear est East 2.4. 3.4.	1NT 4♥ Stayman. South must ts or 4♥ with three or four South pass All pass		
◆3 ◆AKQ54 ♣7643 ◆A1043 ◆85	◆ AK100 ◆ 109 ♣ Q82 4 ♣ KQ63 ◆ Q97 ◆ 876 ♣ AK5 ◆ J6 ◆ AJ109 ◆ 874	 ★1082 ▼J852 ◆J32 ♣J109 96 ♠Q987 ▼Q3 ◆J62 	pass All pass With a 5-ca choose to b hearts. Here Board D12/ West 1NT 2	North 3 v rd suit North id 3NT with ce he bids 4 v 4 : Dealer We North pass pass	pass does not use only two hear est East 2.4. 3.4.	1NT 4♥ Stayman. South must ts or 4♥ with three or four South pass All pass		
◆3 ◆AKQ54 ♣7643 AA1043 ◆85 ◆KQ5	◆ AK100 ◆ 109 ♣ Q82 4 ♣ KQ63 ◆ Q97 ◆ 876 ♣ AK5 ♠ J6 ◆ AJ109 ◆ 874 ♣ J103	♣1082▼J852◆J32♣J109Ø6♣Q987▼Q3	pass All pass With a 5-ca choose to b hearts. Here Board D12/ West 1NT 2	North 3 v rd suit North id 3NT with ce he bids 4 v 4 : Dealer We North pass pass	pass does not use only two hear est East 2.4. 3.4.	1NT 4♥ Stayman. South must ts or 4♥ with three or four South pass All pass		
◆3 ◆AKQ54 ♣7643 AA1043 ◆85 ◆KQ5	◆ AK100 ◆ 109 ♣ Q82 4 ♠ KQ63 ◆ Q97 ◆ 876 ♣ AK5 ◆ AJ100 ◆ 874 ♣ J103	 ★1082 ▼J852 ◆J32 ★J109 96 ♠Q987 ▼Q3 ◆J62 ♣AQ98 	pass All pass With a 5-ca choose to b hearts. Here Board D12/ West 1NT 2	North 3 v rd suit North id 3NT with ce he bids 4 v 4 : Dealer We North pass pass	pass does not use only two hear est East 2.4. 3.4.	1NT 4♥ Stayman. South must ts or 4♥ with three or four South pass All pass		
◆3 ◆AKQ54 ♣7643 AA1043 ◆85 ◆KQ5	◆ AK100 ◆ 109 ♣ Q82 4 ♣ KQ63 ◆ Q97 ◆ 876 ♣ AK5 ◆ AJ109 ◆ 874 ♣ J103	 ▲ 1082 ▼ J852 ◆ J32 ♣ J109 96 ▲ Q987 ▼ Q3 ◆ J62 ♣ AQ98 	pass All pass With a 5-ca choose to b hearts. Here Board D12/ West 1NT 2	North 3 v rd suit North id 3NT with ce he bids 4 v 4 : Dealer We North pass pass	pass does not use only two hear est East 2.4. 3.4.	1NT 4♥ Stayman. South must ts or 4♥ with three or four South pass All pass		
◆3 ◆AKQ54 ♣7643 AA1043 ◆85 ◆KQ5	◆ AK100 ◆ 109 ♣ Q82 4 ♠ KQ63 ◆ Q97 ◆ 876 ♣ AK5 ◆ AJ100 ◆ 874 ♣ J103	 ▲ 1082 ▼ J852 ◆ J32 ♣ J109 96 ▲ Q987 ▼ Q3 ◆ J62 ♣ AQ98 	pass All pass With a 5-ca choose to b hearts. Here Board D12/ West 1NT 2	North 3 v rd suit North id 3NT with ce he bids 4 v 4 : Dealer We North pass pass	pass does not use only two hear est East 2.4. 3.4.	1NT 4♥ Stayman. South must ts or 4♥ with three or four South pass All pass		

Responding to a 1NT Opening

Student's Notes

Back in Chapter 3, you learned to open 1NT on all balanced hands (4-3-3-3, 4-4-3-2 or 5-3-3-2) in the 12-14 HCP range (except where you had a 5-card major). We will now consider what Responder does after the 1NT opening.

When Partner opens One of a Suit you have no real idea how strong his hand is – anything from 12 to 19 HCP. After a 1NT opening you know immediately that the range is 12 to 14 HCP. Hence you know immediately the combined strength of the two hands and so you TAKE CONTROL OF THE REST OF THE AUCTION.

Your hand will fall into one of three distinct point-count ranges:

0-10 HCP: There is no chance of Game. Without a 5+-card suit, you should pass. With a 5+-card suit you should bid your suit at the 2-level. This is WEAKNESS TAKE OUT. Opener must pass.

(If you are using the Stayman Convention, you cannot use 2.4 as a weakness take out. You have to pass and hope for the best!)

11-12 HCP: There will be a Game only if Opener is maximum. You should bid 2NT, which is invitational. Opener will bid 3NT with 14 HCP and pass with 12 or 13 HCP.

(If you are using the Stayman Convention and hold at least four cards in spades or hearts or both, you can check for an 8-card major suit fit by bidding 2.4 whilst trying to get to Game.)

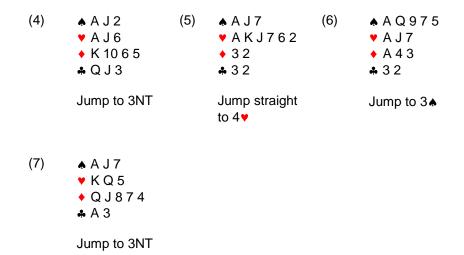
13+ HCP: There is certainly a Game on and you have several possible continuations:

- (a) With a balanced hand just bid 3NT. (If you have a major suit, you can use Stayman to look for a major suit game on the way to 3NT.)
- (b) With a 6-card major suit of your own, you can be certain of an 8-card fit, so just jump straight to four of your suit.
- (c) With a 5-card major you should jump to 3♥ or 3♠. These are GAME FORCING bids, so Opener must respond. With only two cards in your suit he bids 3NT, with three or four of your suit he raises to four of your major.

With a long MINOR suit, you usually opt to play in 3NT, although in theory you could bid three or five of your minor in exactly the same way as you would bid three or four of a major.

For example, when partner opens 1NT and you have:





Partner is not allowed to pass your 3 response in example (6). He must choose either 3NT with only two spades, or 4 with three or four spades.

In example (7) you could bid 3 hoping to find an 8-card minor suit fit but in practice 3NT should be a better contract than 5 h. We haven't talked too much about the scoring but bidding and making 3NT scores 400, which is just the same as 5 hwill score. If you can make overtricks in 3NT you will get a better score than playing in 5 h. That is one of the reasons why we try to play in 3NT if we possibly can.

Student Quiz (Chapter 12)

(A) What would you open on the following hands?

```
▲ A 4
(1)
                    (2)
                                        (3)
                                              ▲ K Q 7
      A A K 4 2
      AQ53
                          Q8543
                                              A J 7
      ♦ J42
                          ♦ K 2
                                               Q754
                          ♣ Q J 5
      4 98
                                              ♣ K98
(4)
      ★ K 7 6
      ♥ K 6
      K9765
      ♣ Q J 8
```

(B) Your Partner opens 1NT. What do you respond with these hands?

```
(1)
                    (2)
                                        (3)
      ★ K Q 9
                          ♠ 9 4
                                               ★ K Q 7
      ♥ A Q 5
                          9 5 4 3 2
                                               A J 7
      ♦ J 4 2
                          ♦ K 6 2
                                               Q754
      ♣Q983
                          ♣ AJ98
                                               4987
(4)
      ∧ K65432
                          ∧ KJ9743
                                        (6)
                                               ∧ K Q 8
                    (5)
      9 8 7
                                               AJ754
                          A K 7
      9643
                          ♦ K 2
                                               ♦ KJ6
      * 8
                          4 9 8
                                               * 87
(7)
      ♠ K Q 9
      ♥ A 9
       ♦ KJ987
      ♣Q98
```

(C) How do think the auction should go on each pair of hands below. The hand on the left always bids first.

```
(1)
      ★ KJ72
                   ♠ Q985
                                 ♠KJ7
                                               ♠ Q 6 5
      8 Q A 🔻
                   7 4
                                  AQ82
                                               ♥ J 10 9 5
      873
                   KQJ2
                                  873
                                               KQ
      ♣ K 9 4
                                  ♣ A 10 4
                                               ♣ QJ83
                   ♣ A J 5
(3)
      ▲ 10976
                   ♠ A K 8 2
      AQ82
                   ♥ K 5

    A Q

                   765
      ♣ Q93
                   ♣ KJ64
```

Practical Exercises

- (1) Make up pairs of hands where the auction proceeds 1NT 2♥.
- (2) Make up pairs of hands where the auction proceeds 1NT 3♥, 4♥.
- (3) Make up pairs of hands where the auction proceeds 1NT 4.
- (4) Make up pairs of hands where the auction proceeds 1NT 2NT, 3NT.
- (5) Make up pairs of hands where the auction proceeds 1NT 3♠, 3NT.
- (6) Make up pairs of hands where the auction proceeds 1NT 2♣, 2♠ 2NT.
- (7) Make up pairs of hands where the auction proceeds 1NT 2*, 2* 3*.
- (8) Make up pairs of hands where the auction proceeds 1NT 2♣, 2♠ 2NT, 3NT.

The 1NT Overcall

Teacher's Notes

We introduce here the important ideas of an overcall by the opponents, and also the concept of a STOPPER.

Overcalling is an important part of the game. Many auctions will be contested auctions and up until now when one side bids the other side passes throughout. Real bridge is not like that, so here we begin our study of competitive auctions. When your opponents have shown a long suit then they will almost certainly lead it against an opposition NT contract. It is clearly essential that you are able to win at least one trick in that suit. Otherwise your contract is likely to fail before you ever get the lead.

Students often want to enter the auction with balanced hands in the 12-15 HCP range, arguing that since they would have opened they are surely good enough for an overcall. The reason it is wrong to overcall is that the risks of losing a large penalty by being doubled are much greater. After an opening, if an Opponent DOUBLES he can only rely on his own cards to beat the contract; after an overcall he knows about his partner's declared minimum of 12 HCP as well, making the frequency of a punishing double much higher. We will discuss doubles shortly.

We have not included many Stayman exercises for this chapter. However, it is very easy for you to adapt the Stayman material from Chapter 12 for use after a NT overcall. Simply move 4 HCP worth of high cards from the responding hand to his partner's hand, simultaneously turn the opening bid into a hand worth an overcall and leaving Responder with the correct strength for the suggested bidding. Similarly, all the 'Practical Exercises' from Chapter 12 can be repeated here, by prefixing the given auctions with an appropriate Opening Bid. Stayman is undoubtedly the most complex bidding topic in this course and your students will benefit from the additional practice.

- (1) Students will understand the concept of a Stopper and its relevance for NT contracts.
- (2) They will learn the requirements for a 1NT overcall.
- (3) They will learn how to develop the auction after a 1NT overcall.

			T				
AQJ875			Board D13/1: Dealer North				
	¥ 42		West	North	East	South	
	◆A86			1♠	1NT	pass	
	. ⊀K2		2*	pass	2♥	pass	
^ 6		♦ K103	4♥	All pass			
♥A1087		♥KQJ5		•			
♦J1042		♦KQ3	East has a	stop in spac	des and 16 H	HCP so can overcall 1NT. West	
♣AJ93		♣Q105				fit. With 10 HCP opposite 16-	
1	♦ 942	. 4.00			heart game		
	♥ 963		,		. 3		
	◆975						
	♦ 8764						
		5.0	Poord D40/	Dealar F	- oot		
	♠ QJ96	02	Board D13/			Carret	
	♥ 652		West	North	East	South	
	♦ 65			4.	1 •	1NT	
l	. AQ		pass	4♠	All pass		
♦ 43		♦ K7					
♥ Q1098		♥ KJ3			•	HCP so overcalls 1NT. North	
♦ 72		♦ KQ10984				spades, so with 9 HCP jumps	
♣ J10764	4	. 82	straight to g	game in spa	des.		
	♦ A108						
	♥ A74						
	♦AJ3						
	♣ K953						
	♦ 9742		Board D13/	3 : Dealer S	South		
	♥ 73		West	North	East	South	
	1062		''''			1 🗸	
	♣ 1002	L	1NT	pass	3NT	All pass	
♦ KJ105	 10304	, ♦ Q86	''''	paoo	0.11	, paoo	
♥ KJ6		▼ 85	West has 1	6 HCP and	a stopper in	hearts With 10 HCP Fast has	
◆K95		♦ AJ73	West has 16 HCP and a stopper in hearts. With 10 HCP East has enough for game so bids it.				
			Cribagii ioi	garrie 30 bit	do It.		
♣AJ2		. K853					
	♦ A3	0.40					
	♥AQ10	942					
	♦Q84						
	. •Q7						
	♠ A9		Board D13/				
	♥KJ6		West	North	East	South	
	♦ A 1076	5	1♥	1NT	pass	2♠	
	♣ AJ42		All pass				
 ↑76		♠QJ10					
♥AQ108	5	♥ 943				so calls 1NT. South makes a	
♦KQJ4		♦ 932	weakness t	ake out into	2♠, which N	North will pass.	
. •K3		 4Q987					
♦ K85432							
	∀ 72						
	♥72 ◆85						
	♥72 ♦85 ♣1065						

The 1NT Overcall

Student's Notes

When your opponents have opened the bidding, your side becomes the defending side. But it doesn't mean they have to play the contract. Any bid you make now is called an OVERCALL.

The overcall of 1NT shows a balanced hand (4-3-3-3, 4-4-3-2 or 5-3-3-2 shape), just like a 1NT opening. However, the overall is stronger. It shows 16-18 HCP and a good stopper in the opponent's bid suit.

A STOPPER (or guard) is a combination of high cards that will ensure you can take at least one trick in that suit. Examples of stoppers are:

A2 KQ KJ7 QJ8 J1065

Notice that although you would open the bidding with balanced hands with 12-15 HCP, if the opponents open you should PASS.

For example, the player on your right opens 1♦, and you have:

(1)	★ K J 6♥ K J 6 2◆ A Q 2♣ 5 4 2	(2)	A Q 7 6✓ A 7✓ Q J 9 5✓ K 8 3	(3)	A Q 7 6▼ A 7 5 4▼ 7 2♣ K Q J
	Pass. Only 14 HCP		Overcall 1NT. 16 HCP and good stoppers in diamonds.		Pass. 16 HCP, but no diamond stopper.

Responses

There are three important things to note about responding to a 1NT overcall:

- (1) All your responses have the same meaning as they would have if Partner opened 1NT instead of overcalling. For example a 2NT response is still invitational, 2♣ is still Stayman, 3 of a suit is still forcing to Game, etc.
- (2) However, the number of points which you need is about 4 HCP fewer.
- (3) As Responder, don't worry about the suit opened by the other side. Your partner should have at least one trick there.

You can easily calculate the strength needed for your possible responses to the 1NT overcall. An opening 1NT shows 12-14 HCP, but the overcall shows 16-18 HCP which is four points more. Therefore your responses all show four points fewer. Your hand will fall into one of three distinct ranges:

0-6 HCP: There is no chance of Game. Without a 5+-card suit you should pass. With a 5+-card suit you should make a weakness takeout at the 2-level, which Partner will pass. To make a weakness takeout into clubs bid 2. Stayman and rebid 3. over Partner's reply. You should have six clubs to do this, however.

7-8 HCP: There will be Game only if Partner is a maximum. Bid 2NT, which is invitational. Partner will pass with 16 or 17 HCP and bid 3NT with a maximum 18 HCP.

You can also use Stayman to look for a possible major suit fit. However, don't use Stayman to look for a fit in the suit opened by the Opponents. The opening bid has warned you that the trumps would break badly.

9+ HCP: There is certainly enough points for Game and you have several possible continuations:

- (a) With a balanced hand you should just bid 3NT, or use Stayman to investigate unbid majors along the way.
- (b) With a 6-card major of your own you can be certain of an 8-card fit so you can just jump straight to four of your major.
- (c) With a 5-card major you should jump to three of your major. This is Game Forcing. Partner will bid 3NT with only two of your suit or bid four of your major with 3+-card support.

With a long minor, you will again usually choose to play in 3NT but you can bid 3- or 5- of your minor inexactly the same way you would bid 3- or 4- of a major.

For example, suppose the auction begins:

West 1 ◆	North 1NT		East pass	South (\)	(ou)
(1)	♦ 9862 ▼ K J 62 ◆ 32 ♣ 543	(2)	<pre>♠ 987652 ♥ 87 • 5432 ♣ 3</pre>	(3)	★ K 4 3▼ K J 8◆ 7 6 5 4♣ J 7 6
	pass		Weakness take out into 2♣		Invitational 2NT.
(4)	▲ J32♥ A J6◆ K J6♣ Q 4 3 2	(5)	A J 7▼ K J 7 6 3 2◆ 3 2♣ 3 2	(6)	A Q 9 7 5✓ A J 7✓ 7 4 3→ 3 2
	Enough to bid 3NT		With a 6-card suit jump to 4♥		Jump to 3♠ - forcing. Partner will choose 3NT or 4♠
(7)	A J 7 V K Q 5 ◆ 3 2 ♣ Q 7 6 5 4 Bid 3NT. You could jump to 3♣ but who wants to play in 5♣?				

Student Quiz (Chapter 13)

(A) Your right hand opponent opens 1. On which of these hands would you overcall 1NT?

(1)	★ K Q 9▼ A Q 5 3◆ 9 4 2♣ K 9 8	(2)	♠ 9♥ A K 4 3 2♦ K 3 2♣ A Q 9 8	(3)	♠ K Q 7 ♥ A K J 7 ♦ K J 8 7 ♣ 8 7
(4)	★ K Q 9▼ A Q 5 3◆ Q 4 2♣ K Q 7				

(B) After the auction starts as shown, what would you bid with these hands?

West 1♣	North 1NT		East pass	South ((You)
(1)	♠ Q 9 8♥ A Q 5♦ J 7 4 2♣ 8 7 5	(2)	♦ 9 4▼ 5 4 3 2◆ A J 9 8♣ K 6 2	(3)	<pre>♠ 8 7 6 ♥ A J 7 ♦ 9 7 5 4 ♣ 9 8 7</pre>
(4)	★ K 6 5 4 3 2♥ 8 7◆ 9 6 4 3♣ 8	(5)	★ K J 9 7 4 3 ▼ A 8 7 ★ K 2 ♣ 9 8	(6)	<pre>♠ Q 7 6 ♥ A J 7 5 4 ♦ K J 6 ♣ 8 7</pre>
(7)	★ K 8 7 6♥ A 9◆ J 9 8 7♣ Q 9 8				

Practical Exercises

Make up pairs of complete hands where the auction proceeds

(1) West	North	East	South
1♦	1NT	pass	2*
pass	2♥	pass	3♥
all pass			
(2) West	North	East	South
1♥	1NT	pass	2NT
pass	3NT	all pass	
(3) West	North	East	South
1♠	1NT	pass	3♥
pass	4♥	all pass	

Simple Suit Overcalls

Teacher's Notes

There are several reasons for overcalling, including:

- (1) To bid constructively to your own best contract;
- (2) To push the opponents one or more levels higher;
- (3) To prepare the way for a possible sacrifice;
- (4) To indicate a good lead to Partner;
- (5) To obstruct the Opponents.

At this stage we are only considering the first reason. However, to prepare the ground for later development we allow overcalls at the one level on only 10 HCP but we insist on at least a 5-card suit.

Ideally all overcalls should show a good suit with at least two honours. On hands without a good suit it is sometimes better to pass. To avoid confusion the overcaller is always given a good suit in the exercises.

A vital consideration in deciding whether or not to overcall is the vulnerability. Again at this introductory stage we recommend omitting reference to this.

- (1) Students will understand the requirements for constructive simple suit overcalls at the 1- and 2-level.
- (2) They will know how to respond to them constructively, with support for the overcalled and with balanced hands with a Stopper in the opponent's suit.

	A4		Board D14/	1 · Dealer N	orth		
	AA4 ♥AQ973		Board D14/1 : Dealer North West North East South				
	• KJ3	3	77031	1 🗸	1 ♠	pass	
	• 133 • J42		2♠	All pass	1 ***	F400	
↑ 1092	 0-7-2	♠KQJ53	24	7 tii pass			
♥ 542		♥ K6	 With 8-11 H	ICP Westin	nakes a sind	gle raise. East passes as he	
◆Q2		◆A85	knows Gam				
	,		Kilows Gaill	ie is urilikely	to be prese	ent.	
♣ AQ853		4 976					
	★ 876						
	♥J108						
	♦ 10976	04					
	♣ K 10						
	♠ KJ74		Board D14/2				
	v 42		West	North	East	South	
	10943	3			1♥	1♠	
	♣AKJ		pass	3♠	pass	4 🖍	
♦ 105		 6 3	All pass				
v 1095		♥KQJ76					
♦ J72		◆AK65	With 12-14	HCP, North	raises to 3	♠. With 14 HCP, South can	
* 76543		4 108	raise to Gar	ne.			
	AQ98	32					
	♥A83						
	♦ Q8						
	♣ Q92						
			Board D14/	3 · Dealer S	outh		
	♣ 743	22		3 : Dealer S		South	
	v 10983	32	Board D14/3	3 : Dealer S <i>North</i>	outh <i>East</i>	South	
	♥10983 ♦64	32	West	North	East	1♦	
▲ Λ 140.00	♥10983 ♦64 ♣874		West 1♣	North pass			
♣AJ109	♥10983 ♦64 ♣874	♦ 82	West	North	East	1♦	
♥ KJ4	♥10983 ♦64 ♣874	♦ 82 ♥ Q75	West 1♠ 3NT	North pass All pass	East 2NT	1 ♦ pass	
♥ KJ4 ♦ 103	♥10983 ♦64 ♣874	♦ 82 ♥Q75 ♦ AQ95	West 1♠ 3NT East has ♦	North pass All pass	East 2NT	1♦	
♥ KJ4	♥10983 •64 •874	♦ 82 ♥ Q75	West 1♠ 3NT	North pass All pass	East 2NT	1 ♦ pass	
♥ KJ4 ♦ 103	♥10983 •64 •874 6	♦ 82 ♥Q75 ♦ AQ95	West 1♠ 3NT East has ♦	North pass All pass	East 2NT	1 ♦ pass	
♥ KJ4 ♦ 103	▼10983 ◆64 ♣874 6	♦ 82 ♥ Q75 ♦ AQ95 ♣ KJ65	West 1♠ 3NT East has ♦	North pass All pass	East 2NT	1 ♦ pass	
♥ KJ4 ♦ 103	 10983 64 874 6 ★KQ5 ∀A6 KJ87 	♦ 82 ♥ Q75 ♦ AQ95 ♣ KJ65	West 1♠ 3NT East has ♦	North pass All pass	East 2NT	1 ♦ pass	
♥ KJ4 ♦ 103	 10983 64 874 6 ★KQ5 ∀A6 +KJ87 ♣Q93 	♠82♥Q75♠AQ95♣KJ65	West 1♣ 3NT East has ◆ Game.	North pass All pass AQ so has	East 2NT enough to ju	1 ♦ pass	
♥ KJ4 ♦ 103	 10983 64 874 6 ★KQ5 ∀A6 KJ87 ♣Q93 AK97 	♠82♥Q75♠AQ95♣KJ65	West 1♣ 3NT East has ♦ Game.	North pass All pass AQ so has	East 2NT enough to ju	1	
♥ KJ4 ♦ 103	 10983 64 874 6 ★KQ5 A6 KJ87 Q93 AK97 82 	♠82♥Q75♠AQ95♣KJ65	West 1♣ 3NT East has ◆ Game. Board D14/- West	North pass All pass AQ so has a	East 2NT enough to ju lest East	1 pass ump to 2NT. West converts to South	
♥ KJ4 ♦ 103	 10983 64 874 6 ★KQ5 A6 KJ87 Q93 AK97 Q93 QJ8 	♠82♥Q75♠AQ95♣KJ65	West 1♣ 3NT East has ◆ Game. Board D14/- West 1♥	North pass All pass AQ so has	East 2NT enough to ju	1	
VKJ4 ◆103 AA102	 10983 64 874 6 ★KQ5 A6 KJ87 Q93 AK97 82 	♣82♥Q75◆AQ95♣KJ65	West 1♣ 3NT East has ◆ Game. Board D14/- West	North pass All pass AQ so has a	East 2NT enough to ju lest East	1 pass ump to 2NT. West converts to South	
KJ4103♣A102 ♣J1042	 10983 64 874 6 ★KQ5 ∀A6 +KJ87 *Q93 AK97 *Q93 *AK97 *Q96 	♣82 ♥Q75 ♦AQ95 ♣KJ65	West 1♣ 3NT East has ◆ Game. Board D14/- West 1♥ All pass	North pass All pass AQ so has a 4: Dealer W North 1	East 2NT enough to ju /est East pass	1 → pass ump to 2NT. West converts to South 1NT	
KJ4103♣A102 ♣J1042♦AQ763	 10983 64 874 6 ★KQ5 ∀A6 +KJ87 *Q93 AK97 *Q93 *AK97 *Q96 	 ♣82 ♥Q75 ♠AQ95 ♣KJ65 2 5 ♣86 ♥95 	West 1 3NT East has Game. Board D14/- West 1 All pass With V KJ16	North pass All pass AQ so has a 4: Dealer W North 1	East 2NT enough to ju /est East pass	1 pass ump to 2NT. West converts to South	
 KJ4 103 ♣A102 ♣J1042 AQ763 AK 	 10983 64 874 6 ★KQ5 ∀A6 +KJ87 *Q93 AK97 *Q93 *AK97 *Q96 	♣82 ♥Q75 ♦AQ95 ♣KJ65	West 1♣ 3NT East has ◆ Game. Board D14/- West 1♥ All pass	North pass All pass AQ so has a 4: Dealer W North 1	East 2NT enough to ju /est East pass	1 → pass ump to 2NT. West converts to South 1NT	
KJ4103♣A102 ♣J1042♦AQ763	 10983 64 874 6 ★KQ5 ∀A6 +KJ87 *Q93 AK97 *Q93 *AK97 *Q96 	 ♣82 ♥Q75 ♠AQ95 ♣KJ65 2 5 ♣86 ♥95 	West 1 3NT East has Game. Board D14/- West 1 All pass With V KJ16	North pass All pass AQ so has a 4: Dealer W North 1	East 2NT enough to ju /est East pass	1 → pass ump to 2NT. West converts to South 1NT	
 KJ4 103 ♣A102 ♣J1042 AQ763 AK 	 10983 64 874 6 ★KQ5 ∀A6 +KJ87 *Q93 AK97 *Q93 *AK97 *Q96 	 ♣82 ♥Q75 ♠AQ95 ♣KJ65 5 ♣86 ♥95 ◆10954 	West 1 3NT East has Game. Board D14/- West 1 All pass With V KJ16	North pass All pass AQ so has a 4: Dealer W North 1	East 2NT enough to ju /est East pass	1 → pass ump to 2NT. West converts to South 1NT	
 KJ4 103 ♣A102 ♣J1042 AQ763 AK 	 10983 64 ♣874 6 ★KQ5 ▼A6 ◆KJ87 ♣Q93 ♣AK97 ♥82 ◆QJ8 ♣Q96 	 ♣82 ♥Q75 ◆AQ95 ♣KJ65 5 ♣86 ♥95 ◆10954 ♣AJ732 	West 1 3NT East has Game. Board D14/- West 1 All pass With V KJ16	North pass All pass AQ so has a 4: Dealer W North 1	East 2NT enough to ju /est East pass	1 → pass ump to 2NT. West converts to South 1NT	
 KJ4 103 ♣A102 ♣J1042 AQ763 AK 	 10983 64 874 6 KQ5 A6 KJ87 Q93 AK97 Q98 Q96 3 AQ3 	 ♣82 ♥Q75 ◆AQ95 ♣KJ65 5 ♣86 ♥95 ◆10954 ♣AJ732 	West 1 3NT East has Game. Board D14/- West 1 All pass With V KJ16	North pass All pass AQ so has a 4: Dealer W North 1	East 2NT enough to ju /est East pass	1 → pass ump to 2NT. West converts to South 1NT	
 KJ4 103 A102 AJ1042 AQ763 AK 	 10983 64 874 6 KQ5 A6 KJ87 Q93 AK97 Q98 Q96 3 AQ3 KJ104 	 ♣82 ♥Q75 ◆AQ95 ♣KJ65 5 ♣86 ♥95 ◆10954 ♣AJ732 	West 1 3NT East has Game. Board D14/- West 1 All pass With V KJ16	North pass All pass AQ so has a 4: Dealer W North 1	East 2NT enough to ju /est East pass	1 → pass ump to 2NT. West converts to South 1NT	

Simple Suit Overcalls

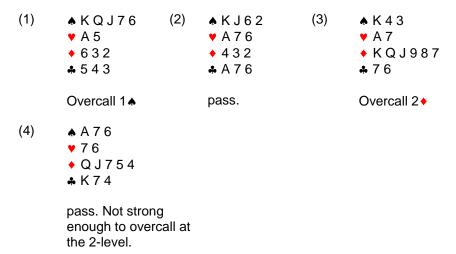
Student's Notes

Just because the opponents open the bidding doesn't necessarily mean the hand belongs to them. In this chapter we meet simple suit overcalls where the overcall is made at the minimum available level.

A simple suit overcall:

- (1) Always guarantees at least a 5-card suit;
- (2) At the ONE level shows 10+ HCP;
- (3) At the TWO level shows 12+ HCP.

For example, your right-hand opponent (RHO) opens 1 ♥ and you hold:



Responses

When responding to a Simple Suit Overcall you bid roughly the same way as you would in response to an Opening Bid, except:

- (1) You only need 3-cards to support partner's suit. He will always have at least a 5-card suit;
- (2) You need a Stopper in the opponent's suit to bid NT;
- (3) If your partner has overcalled at the 1-level, you need two more points than you would for a response to an opening bid.
- (A) After the sequence below, where Partner overcalls at the 1-level:

 West North East South (You)

 1♣ 1♥ pass ?

```
2♥ shows 8-11 HCP; 3♥ shows 12-14 HCP; 4♥ shows 15-17 HCP.
```

1NT shows 8-11 HCP; 2NT shows 12-14 HCP; 3NT shows 15-17 HCP.

(B) However after the sequence, where Partner overcalls at the 2-level:

West	North	East	South (You)
1♠	2♥	pass	?
3♥ shows	10-12 HCP; 4 ♥ s	shows 13-15 HC	P.

2NT shows 10-12 HCP; 3NT shows 13-15 HCP.

For example, in response to Partner's overcall:

♣ J876

Bid 2NT

West 1♥	North 1♣		East pass	South (You)
(1)	A 6 2♥ 6 2♦ K J 3 2♣ 9 8 7 6	(2)	♠ 987♥ 87◆ A K J 6♣ K 8 7 6	(3)	★ K 4 3▼ A 8 7◆ K Q J 8 7♣ 7 6
	Raise to 2♣		Raise to 2♣		Jump to 3♣
(4)	A J 3 2V Q 6 2A K J 7 6A 3	(5)	♠ 9 8♥ K J 7◆ A J 8 7♣ Q 4 3 2	(6)	<pre>♠ Q 9 ▼ A J 7 ◆ K Q J 6 ♣ 5 4 3 2</pre>
	Jump to 4♣		Bid 1NT		Jump to 2NT
(7)	♣ J 7♥ K Q 5◆ A K 7 6♣ Q J 5 4				
	Jump to 3NT				
West 1♣	North 2♥		East pass	South (You)
(1)	A 6♥ 8 6 4♦ K J 3 2♣ 9 8 7 6	(2)	A 9 8 7∀ K J 7◆ 8 7♣ K 8 7 6	(3)	<pre>★ K 3 ▼ A K 7 ◆ 7 5 3 2 ★ K 8 7 6</pre>
	pass		Raise to 3♥		Jump to 4♥
(4)	A Q 4 ▼ 6 2 ◆ K J 7 6	(5)	★ K J 7 ▼ J 7 ◆ A J 8 7		

♣ KJ65

Jump to 3NT

Student Quiz (Chapter 14)

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(A) Your right hand opponent opens 1 ♥. What would you bid on these hands?

(1)	★ K Q 9▼ A Q 6 5 3◆ 4 2♣ K 7 5	(2)	A K 7 6 5 ▼ 6 5 ◆ K 3 2 ♣ 8 5 3	(3)	★ K J 7▼ 8 7◆ K Q J 8 7 5♣ 8 7
(4)	♠ K Q 9 ♥ A 7 ♦ K J 8 6 4 3				

(B) After the auction starts as shown, what would you bid with these hands?

West 1♥	North 1♣		East pass	South (You)
(1)	♠ Q 9 5♥ 5 3♦ K 8 6 5♣ Q 9 8 4	(2)	♣865▼54★KQ62♣AJ98	(3)	♣876♥A7◆AKQ9♣9872
(4)	★ K 4 3 2▼ 8 7◆ K 4 3♣ A K Q J	(5)	♠ 9 8♥ K Q J◆ K 9 8 2♣ J 9 6 4	(6)	↑76♥876♦ KQJ6♣ Q964
(7)	↑ 76♥ A Q 9♦ K J 9 8 7♣ Q 9 8	(8)	A 6✓ K J 9A K 6 5A 9 6 5 4		

Practical Exercises

Make up pairs of complete hands where the auction proceeds

(1) West 1 → all pass	North 1♣	East pass	South 2♣
(2) West 1♥ pass	North 1 ♣ 3NT	East pass all pass	South 2NT
(3) West 1 all pass	North 2♣	East pass	South 3NT
(4) West 1 ▲ pass	North 2♥ 4♥	East pass all pass	South 3♥

Jump Overcalls

Teacher's Notes

The single Jump Overcall should always promise a 6-card suit. With just a 5-card suit prefer to make a Simple Suit Overcall.

We teach intermediate jump overcalls (12-16 HCP), but in time your students may want to play Weak Jumps Overcalls (6-11 HCP).

Students often confuse the single Jump Overcall (e.g. 1 • - 2 • or 1 • - 3 •), a strong bid, with a double Jump Overcall (e.g. 1 • - 3 •) which is a weak bid and a very long suit. Double jump overcalls are not included in this basic course. The factor which determines the Jump Overcall is the number of levels jumped, rather than the level at which the bid is made.

After a 3-level Jump Overcall there is no room for an invitational 2NT bid. If Partner's suit is a minor it is possible to raise to the 4-level inviting Partner to bid five but that rules out 3NT. The Students' Notes give two examples of minor-suit raises but we have avoided awkward decisions.

- (1) Students will know the requirements for a Single Jump Overcall.
- (2) They will know how to respond to develop the auction with support or with a Stopper in the Opponent's suit.

	♦ KQ9			1 : Dealer No		
	v 3		West	North	East	South
	♦ 832			1♣	2♥	pass
	♣AKJ9	76	3♥	pass	4♥	All pass
▲ 10652		 AJ				
♥ Q8		♥AKJ1076	West invites	with 10 HCI	P. East has	14 HCP so accepts.
♦KQ10		♦J764				·
♣ Q1084		4 3				
	♦ 8743					
	y 9542					
	♦A95					
	♣ 52					
	♣32 ♠A93		Roard 15/2	: Dealer Eas	+	
					τ East	South
	♥ 42		West	North		South
	♦ J75	0		4.	1 ∀	2♠
	♣AKJ3		pass	4 ♠	All pass	
♠ 74		♠ Q2	\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\	D 0 . 4 . 1	(. 0 : 11	
∀ J3	_	♥ KQ10865			ips to 2 ♠ . N	orth has 13 HCP so can bid
♦ 109842	2	♦K63	Game imme	ediately.		
4 10986		♣ Q5				
	♦ KJ108	365				
	∀ A97					
	♦ A Q					
	. 74					
	♦ 92		Board D15/3	3 : Dealer Sc	outh	
	♦ 92 ♥97		Board D15/3	3 : Dealer So	outh <i>East</i>	South
						South 1♠
	y 97	2				
\$ 53	♥97 ♦6432		West	North	East	1♠
	♥97 ♦6432 ♣Q987	2 ♠AQ64 ▼J	West 3♥	North pass	East 3NT	1 . All pass
♥ KQ108	♥97 ♦6432 ♣Q987	AQ64 ♥J	West 3♥ West makes	North pass s a Jump Ove	East 3NT ercall with 1	1 ♠ All pass 3 HCP, and East has enough
♥ KQ108 ♦ A9	♥97 ♦6432 ♣Q987	AQ64 ▼J •K1087	West 3♥ West makes	North pass s a Jump Ove	East 3NT ercall with 1	1 . All pass
♥ KQ108	♥97 ♦6432 ♣Q987	AQ64 ♥J •K1087 &KJ64	West 3♥ West makes	North pass s a Jump Ove	East 3NT ercall with 1	1 ♠ All pass 3 HCP, and East has enough
♥ KQ108 ♦ A9	♥97 ♦6432 ♣Q987 54	AQ64 ♥J •K1087 &KJ64	West 3♥ West makes	North pass s a Jump Ove	East 3NT ercall with 1	1 ♠ All pass 3 HCP, and East has enough
♥ KQ108 ♦ A9	♥97 ♦6432 ♣Q987 54 ♣KJ108 ♥A632	AQ64 ♥J •K1087 &KJ64	West 3♥ West makes	North pass s a Jump Ove	East 3NT ercall with 1	1 ♠ All pass 3 HCP, and East has enough
♥ KQ108 ♦ A9	♥97 ♦6432 ♣Q987 54 ♣KJ108 ♥A632 ♦QJ5	AQ64 ♥J •K1087 &KJ64	West 3♥ West makes	North pass s a Jump Ove	East 3NT ercall with 1	1 ♠ All pass 3 HCP, and East has enough
♥ KQ108 ♦ A9	♥97 ♦6432 ♣Q987 54 ♠KJ108 ♥A632 ♦QJ5 ♣5	♣AQ64 ♥J •K1087 ♣KJ64	West 3♥ West makes to bid Game	North pass s a Jump Ove e. With a sing	East 3NT ercall with 1 pleton heart	1 ♠ All pass 3 HCP, and East has enough
♥ KQ108 ♦ A9	♥97 ♦6432 ♣Q987 54 ♣KJ108 ♥A632 ♦QJ5 ♣5 ♣AKQ5	♣AQ64 ♥J •K1087 ♣KJ64	West 3♥ West makes to bid Game Board D4 :	North pass s a Jump Ove e. With a sing	East 3NT ercall with 1 gleton heart	1♣ All pass 3 HCP, and East has enough he tries 3NT.
♥ KQ108 ♦ A9	◆97 ◆6432 ♣Q987 54 ◆KJ108 ◆A632 ◆QJ5 ♣5 ◆AKQ5 ◆Q106	♣AQ64 ♥J •K1087 ♣KJ64	West West makes to bid Game Board D4: West	North pass s a Jump Ove e. With a sing Dealer West North	East 3NT ercall with 1 gleton heart	1♣ All pass 3 HCP, and East has enough he tries 3NT. South
♥ KQ108 ♦ A9	◆97 ◆6432 ♣Q987 54 ♣KJ108 ◆A632 ◆QJ5 ♣5 ♣AKQ5 ◆Q106 ◆3	♣AQ64 ♥J •K1087 ♣KJ64	West 3♥ West makes to bid Game board D4: West 1◆	North pass s a Jump Ove whith a sing bealer West North 2	East 3NT ercall with 1 gleton heart East pass	1♣ All pass 3 HCP, and East has enough he tries 3NT.
♥KQ108 ♦A9 ♣A103	◆97 ◆6432 ♣Q987 54 ◆KJ108 ◆A632 ◆QJ5 ♣5 ◆AKQ5 ◆Q106	AQ64 ♥J •K1087 •KJ64 37	West West makes to bid Game Board D4: West	North pass s a Jump Ove e. With a sing Dealer West North	East 3NT ercall with 1 gleton heart	1♣ All pass 3 HCP, and East has enough he tries 3NT. South
★KQ108◆A9♣A103 ♠73	◆97 ◆6432 ♣Q987 54 ♣KJ108 ◆A632 ◆QJ5 ♣5 ♣AKQ5 ◆Q106 ◆3	AQ64 ▼J ◆K1087 ♣KJ64 37	West 3♥ West makes to bid Game to bid Game Board D4: West 1♦ pass	North pass s a Jump Ove e. With a sing Dealer West North 2 3NT	East 3NT ercall with 1 gleton heart East pass All pass	1♣ All pass 3 HCP, and East has enough he tries 3NT. South 2NT
★KQ108★A9★A103 ★73 ★K8	◆97 ◆6432 ♣Q987 54 ◆KJ108 ◆A632 ◆QJ5 ♣5 ◆AKQ5 ◆Q106 ◆3 ♣A87	AQ64 ▼J ◆K1087 ♣KJ64 37 642 ▲1098 ▼J9432	West West makes to bid Game Board D4: West North has a	North pass s a Jump Ove e. With a sing Dealer West North 2 \$ 3NT sound Jump	East 3NT ercall with 1 gleton heart East pass All pass	1 A All pass 3 HCP, and East has enough he tries 3NT. South 2NT Vith 11 HCP, South invites
 ★KQ108 ★A9 ★A103 ★73 ★K8 +AQJ76 	◆97 ◆6432 ♣Q987 54 ◆KJ108 ◆A632 ◆QJ5 ♣5 ◆AKQ5 ◆Q106 ◆3 ♣A87	AQ64 ▼J ◆K1087 ♣KJ64 37 642 ▲1098 ▼J9432 ◆82	West 3♥ West makes to bid Game Board D4: West 1♦ pass North has a with 2NT. N	North pass s a Jump Ove e. With a sing Dealer West North 2 3NT sound Jump orth accepts	East 3NT ercall with 1 gleton heart East pass All pass Overcall. V and bids 3N	1 A All pass 3 HCP, and East has enough he tries 3NT. South 2NT Vith 11 HCP, South invites NT. Even though South has
★KQ108◆A9♣A103▲73★K8	♥97 ♦6432 ♣Q987 54 ♣KJ108 ♥A632 •QJ5 ♣5 ♣AKQ5 ♥Q106 •3 ♣A87	AQ64 ▼J ◆K1087 ♣KJ64 37 642 ▲1098 ▼J9432	West 3♥ West makes to bid Game Board D4: West 1♦ pass North has a with 2NT. N 2-card supp	North pass s a Jump Ove e. With a sing Dealer West North 2 \$ 3NT sound Jump orth accepts ort for spade	East 3NT ercall with 1 gleton heart East pass All pass Overcall. V and bids 3N	1 A All pass 3 HCP, and East has enough he tries 3NT. South 2NT Vith 11 HCP, South invites
 ★KQ108 ★A9 ★A103 ★73 ★K8 +AQJ76 	◆97 ◆6432 ♣Q987 54 ♣KJ108 ◆A632 ◆QJ5 ♣5 ◆AKQ5 ◆AKQ5 ◆AKQ5 ◆A87	AQ64 ▼J ◆K1087 ♣KJ64 37 642 ▲1098 ▼J9432 ◆82	West West makes to bid Game Board D4: West North has a with 2NT. N 2-card supp diamond co	North pass s a Jump Ove which a sing Dealer West North 2 A 3NT sound Jump orth accepts ort for spade ver.	East 3NT ercall with 1 gleton heart East pass All pass Overcall. V and bids 3N es, 2NT is be	1♣ All pass 3 HCP, and East has enough he tries 3NT. South 2NT Vith 11 HCP, South invites NT. Even though South has etter because it shows good
 ★KQ108 ★A9 ★A103 ★73 ★K8 +AQJ76 	 97 6432 Q987 54 ★KJ108 ▼A632 •QJ5 ★5 ◆AKQ5 •Q106 ◆3 *A87 64 ▲J6 ▼A75 	AQ64 ▼J ◆K1087 *KJ64 37 642 A1098 ▼J9432 ◆82 *J95	West 3♥ West makes to bid Game to bid Game Board D4: West 1♦ pass North has a with 2NT. N 2-card supp diamond co An alternativ	Dealer West North Dealer West North 2 A 3NT sound Jump orth accepts ort for spade ver. ve auction wi	East 3NT ercall with 1 gleton heart East pass All pass Overcall. V and bids 3N es, 2NT is be there South	1♣ All pass 3 HCP, and East has enough he tries 3NT. South 2NT Vith 11 HCP, South invites NT. Even though South has etter because it shows good raises to 3♣ and South
 ★KQ108 ★A9 ★A103 ★73 ★K8 +AQJ76 	◆97 ◆6432 ♣Q987 54 ♣KJ108 ◆A632 ◆QJ5 ♣5 ◆AKQ5 ◆AKQ5 ◆AKQ5 ◆A87	AQ64 ▼J ◆K1087 ♣KJ64 37 642 ▲1098 ▼J9432 ◆82 ♣J95	West 3♥ West makes to bid Game to bid Game Board D4: West 1♦ pass North has a with 2NT. N 2-card supp diamond co An alternativ	North pass s a Jump Ove which a sing Dealer West North 2 A 3NT sound Jump orth accepts ort for spade ver.	East 3NT ercall with 1 gleton heart East pass All pass Overcall. V and bids 3N es, 2NT is be there South	1♣ All pass 3 HCP, and East has enough he tries 3NT. South 2NT Vith 11 HCP, South invites NT. Even though South has etter because it shows good raises to 3♣ and South

Jump Overcalls

Student's Notes

An overcall made at a level one higher than necessary is called a JUMP OVERCALL.

For example, if your opponent opens 1 ♥ and you jump the bidding to 2 ♠ or 3 ♣ you have made a Jump Overcall. These overcalls may be at the 2- or 3-level depending on whether your suit is higher-ranking or lower-ranking than Opener's.

A Jump Overcall shows a 6+ -card suit and 12-16 HCP. Although it shows a good hand and suit it is still a Limit Bid and so non-forcing. This means Partner does not have to respond to a Jump Overcall.

If your right-hand Opponent (RHO) opens 1♥ and you hold:



Responses

As usual your hand falls into one of three point-count ranges:

(1) 0-8 HCP: There is no Game. You should pass.

(2) 9-12 HCP: There will be a Game if Partner is maximum. You should either bid 2NT or raise Partner's suit to the 3-level. The bids are invitational and ask Partner to pass with a minimum of 12-14 HCP, but to bid Game with a maximum 15 or

16 HCP.

(3) 13+ HCP: There is certainly a Game. You should bid four of Partner's suit with at least

two card support or 3NT otherwise.

In practice if Partner has a major suit and you have support you should usually raise him. However if Partner has a minor suit, you will often be better off if you bid NT.

(A) After the sequence below where Partner makes a 2-level Jump Overcall:

West	North		East	South	(You)
1♦	2♠		pass	?	
(1)	♠KJ8	(2)	♠ A 8	(3)	A 3
	♥ KJ62		KQ65		K Q 10 3
	♦ 3 2		5 4 3		◆ Q J 10 9
	♣ J 5 4 3		♣ A 8 7 6		♣ J987
	Raise to 3♣		Jump to 4♠		Invite with 2NT

Raise to 3NT

(B) However, after this sequence where Partner makes a 3-level Jump Overcall

West 1♥	North 3◆		East pass	South ?	(You)
(1)	★ K 8 6♥ K J 9 2◆ A 3 2♣ Q 4 3	(2)	AAQJ7 ♥K754 •Q854	(3)	<pre>♠ K 7 2 ♥ J • Q 5 2 ♣ A K Q 7 6 3</pre>
	Raise to 3NT		Jump to 4♦		Jump to 5♦

To raise a 3♣ or 3♦ Jump Overcall you will often have an unbalanced hand with good support as in examples (2) and (3). The raise to the four level shows about 12-14 HCP and the jump raise to Game 15+. Remember you need about 28-29 HCP in total to bid a MINOR-suit Game.

Student Quiz (Chapter 15)

(A) Your right hand opponent opens 1. What would you bid on these hands?

(1)	♦ K Q 9	(2)	4 9	(3)	♦ K 7 5
	AQ7432		A K 4 3 2		AKJ743
	9 4		♦ K 3 2		♦ A 8
	♣ Q 8		♣ A Q 9 8		. 87

(B) After the auction starts as shown, what would you bid with these hands?

West 1♣	North 2♥		East pass	South (You)
(1)	♠ Q 9 8♥ Q 9 8 7♦ J 4 2♣ A 9 8	(2)	★ K J 7 6♥ K 7 6◆ A Q 4 3♣ 9 8	(3)	♣ Q 7 6♥ 8 7♦ K Q 5 4♣ K Q J 9
(4)	♠ K J 3 2 ♥ 8 7 ♠ Q 9 8 7 ♣ Q J 9				

Practical Exercises

Make up pairs of complete hands where the auction proceeds

(1) West 1 ◆ pass	North 2♠ 4♠	East pass All pass	South 3♠
(2) West 1 ♥ pass	North 2♠ 3NT	East pass all pass	South 2NT
(3) West 1 A all pass	North 3◆	East pass	South 3NT
(4) West 1.4. all pass	North 2♥	East pass	South 4♥

Takeout and Penalty Doubles

Teacher's Notes

Except for a brief look at pre-emptive opening bids in Chapter 20, this is our last chapter on competitive bidding. As such, the concept of 'vulnerability' should be covered now, especially since we are currently looking at Doubles.

A pair which is 'vulnerable' is playing for 'higher stakes'. Their bonuses for making Game (or Slam) are increased, but so are the penalties for going down.

As far as Duplicate Bridge is concerned, the main point about vulnerability is that it introduces interesting variety to the game. As your students play more and more, it will soon become evident to them that:

- (a) Vulnerability doesn't matter when only one side is bidding.
- (b) If the 'non-bidding side' only makes one entry into the auction, say just an opening bid or a 1-level overcall, the vulnerability will rarely be significant.
- (c) If both sides are competing for the final contract, then the vulnerability becomes crucial.

Duplicate boards or wallets show the vulnerability on each board. The normal markings are that green is non-vulnerable and red is vulnerable.

Having gone through the differences vulnerability makes to the scoring both for making and failing contracts(and perhaps mention Redoubling along the way), and having briefly touched on the points above, we suggest that is as far as you take the topic for now.

It is worth making clear to your students that a Double only doubles the trick score and does not affect the number of tricks required to make the contract. A Double is cancelled when it is superseded by another bid.

It is very important that students know when a double is for takeout and when it is for penalties.

It is likely someone will ask what to do with a Penalty Double of an opening suit bid. Of course we can only attach a single meaning to any given bid. The frequency of hands where we would wish to penalise the opponents at the first opportunity is so low that we sacrifice this chance in favour of attaching a more useful meaning to the call.

In this course we do not consider the development of the auction after the response to the Takeout Double. However, continuations should be natural and quantitative. It is worth pointing out, though, that since a simple suit response may be made on zero points and a 4-card suit, the Doubler needs a hand worth 18+-points to raise.

Another problem area for the responding hand is what to do when the opponents have opened his only suit. For example:

↑ 765	West	North East		South	
♥ J 4 2	1*	double	pass		?
♦ 6 2					
♣ K 8 7 4 3					

The hand is too weak to bid 1NT and the clubs are not good enough to convert the Takeout Double to a Penalty Double by passing. Responder's only action is to bid 1♥ - his best 3-card suit.

Another omission beyond the scope of this course is the strong 'cue bid response' to a Takeout Double. All of our examples and exercises, perhaps a little unrealistically, offer a clear choice over which suit should be bid; the student only as to select the level.

Finally, it is important to emphasise that a double if 1NT is always for penalties.

- (1) Students will understand when a Double is for Takeout and when it is for Penalties.
- (2) They will learn the requirements for making a takeout double.
- (3) They will know how to respond to a Takeout Double both in a suit and in NT in straightforward cases.

			Doord D4C	/4 · Doolog N	میره ا ماسما	all	
	♦ A4			/1 : Dealer N North		South	
	♥AQ76		West		East		
	♦J1042	<u>′</u>	4.	1 🗸	Dbl	pass	
. 1000	. 4J3	. 140 40 0	1♠	pass	4♠	All pass	
♦ J932		♦ KQ108	Foot boo is	laalahana fi		dauble West show	لعدم 1 منط می
♥J842		♥ 5		•		double. West show	
♦ 73		◆AKQ6			P, East tries	s for game, knowin	g vvest may
. 865		 AK109	be very we	ак.			
	↑ 765						
	♥ K109						
	♦ 985						
	♣ Q742						
	♠KQ63	}	Board D16	/2 : Dealer E	ast : NS vu	Inerable	
	∀ A4		West	North	East	South	
	1042				1♣	Dbl	
	4 10842	2	pass	2♠	pass	4♠	
♦ 987		♦ 52	All pass				
9 8763		∀ J2					
♦ J86		♦K53			•	eout double. With 9	9 HCP, North
♣ J9		 AKQ763	jumps to 2	♠. With 16 F	ICP South g	oes for game.	
	♦ AJ104	1					
	♥ KQ10	5					
	♦ AQ97	•					
	4 5						
	↑ 10742	2	Board D16	/3 : Dealer S	South : EW v	/ulnerable	
	y 65		West	North	East	South	
	♦Q985					1.	
	* 872		Dbl	pass	1♥	pass	
 A98		 ♦J65	2♥	All pass		•	
♥AK97		v 10832		·			
♦AK32		◆ 1074	With no clu	ıb stoppers \	West's best	action with a stron	g hand is to
 \$96		. •K43	double. Ea	st must reply	y even with	only 4 HCP. West	tries again
	 AKQ3			not intereste			-
	♥QJ4						
	♦ J6						
	♣AQJ1	05					
	♦ K1094		Board D16	/4 : Dealer V	Vest : All vu	Inerable	
	♥AQ54		West	North	East	South	
	•5		1 •	Dbl	pass	1NT	
	♣ AQ62	2	All pass	=	F		
ΑAQ		♠ 7632	,				
♥ J72		♥K86	North has	the perfect d	loubling han	d. South responds	1NT as his
◆KJ109	32	◆87		•	-	opponents and bed	
. K10	_	. 9543	_	•	•	n 15 HCP North sh	
	 4J85	20010	_	go any furth			
	♥ 1093						
I							
	• A(.)6⊿						
	◆AQ64 ♣J87	•					

Takeout and Penalty Doubles

Student's Notes

When the opponents have bid to a contract which you expect to fail by two or more tricks, you can substantially increase the points you will score for beating the contract by DOUBLING. This is called a PENALTY DOUBLE. However, doubles of low-level contracts rarely fit into this category so there is another type of double used.

A Double of:

- (1) A SUIT bid at the 1-, 2- or 3-level,
- (2) Made at your FIRST opportunity to call in the auction
- (3) BEFORE Partner has made a BID (but he may have passed)

Is defined as a TAKEOUT DOUBLE.

A double of any NT bid is always a PENALTY DOUBLE.

Instead of being used to penalise the opponents, a Takeout Double asks Partner to choose a trump suit for your side from amongst the unbid suits. The Takeout Double is our second example of a Conventional call.

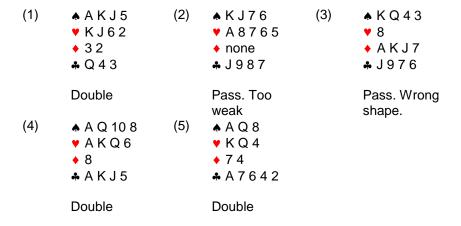
A Takeout Double shows:

- (1) 12+ HCP,
- (2) Support for ALL unbid suits,
- (3) Shortage in the suit opened.

Ideal hand-shapes for a Takeout Double are: 5-4-4-0, 4-4-4-1, 5-4-3-1 and 4-4-3-2.

Less ideal, but acceptable, is 5-3-3-2 with a doubleton in the Opener's suit and the 5-card suit is not very strong.

For example, your right-hand opponent opens 1 ◆ and you hold:



Hand (2) is not strong enough to double, but it would not really be that bad a call. Hand (3) has the wrong shape and you would be in trouble if Partner bids hearts. There is no upper limit to a takeout double – see hand (4). In hand (5) double gives a better chance of finding your side's best fit.

Responses

When responding to a Takeout Double you must bid something, even with no points at all. Normally you respond in your longest suit, your strength determining the level of your response:

(1) 0-7 HCP: bid your longest suit at the minimum level;

(2) 8-10 HCP: make a single-jump suit response;(3) 11-12 HCP: make a double-jump suit response.

If you have a choice between responding in a major suit or a minor suit, you should choose the MAJOR suit. Partner will have support for both suits but finding a major suit fit gives the best chance of finding Game.

NT responses are similar to NT responses to Opening Bids, but promise a stopper in the opponent's suit:

(1) 6-9 HCP: bid 1NT;(2) 10-12 HCP: bid 2NT;(3) 13-15 HCP: bid 3NT.

For example, in response to Partner's Takeout Double:

West 1◆	North double		East pass	South ?	(You)
(1)	♠ 9 8 6 2♥ J 8 5♦ 3 2♠ 5 4 3 2	(2)	♠ K J 7 6 ♥ A 8 7 ♦ 8 7 6 ♣ Q 8 7	(3)	★ K 4 3♥ K Q J 7 6◆ Q 6 4♣ 7 6
	Bid 1♠		Bid 2♠		Bid 3♥
(4)	♣ J 3 2♥ A J 2♦ K J 6♣ Q 4 3 2	(5)	A 8 3∀ K J 2→ J 10 9 7♣ 5 3 2	(6)	♠ A 7 5♥ A J 7♦ K Q 10♣ J 4 3 2
	Bid 2NT		Bid 1NT		Bid 3NT
(7)	▲ J 9 6 5♥ K 6◆ 10 7 4♣ K Q 4 3	(8)	▲ J 9 6 5♥ K 6◆ A 7♣ Q 8 7 6 2	(9)	▲ A 6 5♥ K Q 7 6 5◆ A 7 2♣ 8 3
	Bid 2♠		Bid 2♠		Bid 4♥

With a choice pick a major over a minor, even if the minor is stronger, as in (7), or longer, as in (8). With 13 HCP and a good unbid major, as in (9), go straight to Game.

Student Quiz (Chapter 16)

- (A) Your right hand opponent opens 1. What would you bid on these hands?
 - ♠KQ9
 - ♥ A Q 5 3
 - 942 **♣** K 9 8
- **★** K 8 7 6 (2)
- (3) **★** K Q 7 2
- ♥ KJ32

♣ A Q 9 8

- **•** 2
- ♥ K876 Q754
- **.** 7

- (4) **∧** KQ92
 - A 6 4 3
 - ♦ KJ8
 - ***** 76
- (B) After the auction starts as shown, what would you bid with these hands?

́ West 1 ♣	North double		East pass	South ?	(You)
(1)	<pre>♠ 9 8 3 ♥ A Q 5 3 2 ◆ 9 7 4 ♣ J 8</pre>	(2)	♦ 9 3 2▼ 5 4 3 2◆ 9 6 2♣ 9 8 5	(3)	♠ KJ864 ♥ AJ7 ◆ 54 ♣ 987
(4)	★ K Q 8 5 4♥ 8 7◆ 9 6♣ A Q 7 2	(5)	★ K J 9▼ A 8 7◆ K 3 2♣ Q J 9 8	(6)	♣ Q 7 6♥ 8 5 3♦ K Q 6♣ K J 6 5
(7)	♣ 8 7 6♥ A 9 8◆ 9 8 7♣ K J 8 4	(8)	♠83♥KQ32◆KJ543♣85	(9)	♠ K 7 4 3 2 ♥ A J 8 ♦ K Q ♣ 9 5 3

Practical Exercises

Make up pairs of complete hands where the auction proceeds

(1) West 1 ◆ all pass	North double	East pass	South 2NT
(2) West 1 ♥ pass	North double 4♠	East pass all pass	South 3♠
(3) West 1 pass all pass	North double 3♥	East pass pass	South 2♥ 4♥
(4) West 1 ◆ all pass	North double	East pass	South 1NT
(5) West 1 ♥ pass all pass	North double 2♠	East pass pass	South 1 4

The 2NT Opening Bid

Teacher's Notes

We have purposely omitted a Stayman enquiry over the 2NT opening. There is less of a need for Stayman after a 2NT opening than after a 1NT opening, at least as far as getting to Game is concerned, because Opener is much less likely to have a weak suit which the Defence can 'run' against 3NT.

We have not included any consideration of 'transfers' after a 2NT opening.

- (1) Students will understand the requirements for an opening bid of 2NT
- (2) They will know how to develop the auction thereafter in straightforward cases.

		Deci-ID4	7/4 . De-l-: 1	الطاسما	11
A AK	•			lorth : Love a	
∀ KQ.		West	North	East	South
♦ K 10			2NT	pass	4 ♠
♣AJ3		All pass			
♣ 74	▲ 1082				
♥A10973	♥ 8642	With a 6-c	ard suit Sout	h bids 4♠ stra	aightaway.
♦ Q8	◆A97				
♣ K874	4 1092				
♠ QJ9	653				
♥ 5					
♦ J63					
♣ Q65					
♠ Q72		Board D17	7/2 : Dealer E	ast : NS vuln	erable
v 1053	32	West	North	East	South
◆A65				2NT	pass
* 1080	6	3♠	pass	4 🖍	All pass
♦ K10986	A AJ3				
♥ 74	♥ A6	West bids	3 <mark>♠</mark> asking E	ast to choose	3NT with only two spades or
♦J103	♦ KQ74		or 4-card su		•
♣ J94	 AK32			· ·	
♦ 54	•				
∀ KQ.	198				
♦ 982					
♣ Q75					
♦ J54		Board D17	/3 · Dealer S	outh : EW vu	Inerable
♥ 97		West	North	East	South
• K10	875	77001	7107117		2NT
♣ 754		pass	3NT	All pass	
♣ Q76	♦ 10832				
♥ 6432	♥QJ105	With a 5-c	ard diamond	suit. North bi	ds 3NT rather than 3♦.
•Q2	◆J96				ores the same as 5 ♦ and
♣ J963	. KQ		fewer tricks.		
▲ AKC)				
AAK9 ♥AK8					
♥ AK8	}				
∀ AK8 ♦ A43	1				
♥AK8 ◆A43 &A10	82	Board D17	7/4 · Dealer W	Vest · All vuln	nerable
♥AK8 ♦A43 ♣A10 ♠K93	82			Vest : All vuln	
VAK8 ◆A43 *A10 *K93 VJ108	82	West	North	East	South
♥AK8 ◆A43 ♣A10 ♠K93 ♥J108 ◆85	82	West 2NT	<i>North</i> pass		
VAK8 ◆A43 ♣A10 ♠K93 VJ108 ◆85 ♣KQ8	82 32 34	West	North	East	South
VAK8	82 32 84 ••764	West 2NT 3NT	North pass All pass	East 3 ♥	South pass
 VAK8 A43 A10 ★K93 VJ108 +85 +KQ8 AQJ VK5 	82 32 84 • 764 • AQ976	West 2NT 3NT This time \	North pass All pass	East 3 ♥	South
 VAK8 A43 A40 ★K93 VJ108 +85 *KQ8 AQJ VK5 +AQ43 	82 82 84 ♦764 ♥AQ976 •K76	West 2NT 3NT	North pass All pass	East 3 ♥	South pass
 ★AK8 ★A43 ★A10 ★K93 ▼J108 ◆85 ★KQ8 ★AQJ ▼K5 ◆AQ43 ★AJ76 	82 84 \$764 \$AQ976 \$K76 \$32	West 2NT 3NT This time \	North pass All pass	East 3 ♥	South pass
*AK8	82 84 \$764 \$AQ976 \$K76 \$32	West 2NT 3NT This time \	North pass All pass	East 3 ♥	South pass
*AK8	82 84 \$764 \$AQ976 \$K76 \$32	West 2NT 3NT This time \	North pass All pass	East 3 ♥	South pass
*AK8	82 82 84 \$764 \$AQ976 \$K76 \$32	West 2NT 3NT This time \	North pass All pass	East 3 ♥	South pass

The 2NT Opening Bid

Student's Notes

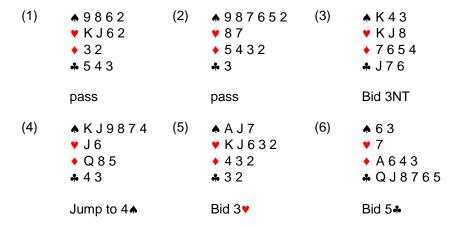
The opening bid of 2NT shows a balanced hand (4-3-3-3, 4-4-3-2 or 5-3-3-2) of precisely 20-22 HCP. Although it shows a very strong hand it is still a Limit Bid and so is non-forcing.

Responses

In response to a 2NT opening, all responses are Game-forcing. The only way to stop in a part-score is to pass 2NT. To respond to a 2NT opening bid you need just 5 HCP.

- (1) With a balanced hand you just raise to 3NT.
- (2) With a 6-card major suit you should jump to four of your suit.
- (3) With a 5-card major you should respond three of your suit. Opening will rebid 3NT with only two cards in your suit or bid four of your major with 3+-card support.
- (4) With the minor suits you usually opt to play in 3NT, although in theory you could bid three or five of your minor in exactly the same way as you would bid three or four of a major.

For example, Partner opens 2NT and you hold:



There is no weakness takeout after 2NT so you must pass on (2).

On (5) 3♥ is forcing and asks opener to choose 3NT with only two hearts and 4♥ with 3- or 4-card support.

With an unbalanced hand like (6), 5. is likely to be a safer contract than 3NT.

The Curse of the Strong hand

It may seem wonderful to have hands with so many points, but quite often partner will have a poor hand with limited entries or no entries at all as in hand (2). Now you will be stuck in the strong hand and may not be able to cross to the other hand to take finesses.

Student Quiz (Chapter 17)

(A) On which of the following hands would you open 2NT?

(1)	∧ K Q 9	(2)	♦ K Q 7	(3)	∧ K Q 7
	A Q 5 3		A K 4 2		AKJ73
	4 2		♦ K 3 2		A K J 8
	♣ A K J 8		♣ A K Q		. 7

- (B) Partner opens 2NT. What would you respond with these hands?

(1)	♠ Q 9 8♥ A Q 5 3♦ J 4 2	(2)	♦ 9 4 ♥ 5 4 3 2 ♦ K 6 2	(3)	★ K 8 7 5 4 3 ▼ 7 6 2 ◆ 9
(4)	♣ 8 4 3 ♠ K 5 4 3 2	(5)	♣ 9 6 4 3 ♠ K 4 3	(6)	♣ 987 ♠ 975432
	♥ A 8 7 ♦ 9 4 3 ♣ 8 7		♥ Q 8 7 ♦ K J 9 6 4 ♣ 9 8		♥ 76 ♦ 874 ♣ 87

Practical Exercises

- (1) Make up pairs of hands where the auction proceeds 2NT 3NT.
- (2) Make up pairs of hands where the auction proceeds 2NT 3 , 4 .
- (3) Make up pairs of hands where the auction proceeds 2NT 4♥.
- (4) Make up pairs of hands where the auction proceeds 2NT 3♥, 3NT.

Chapter 18A

Strong Two Opening Bids

Teacher's Notes

This is the only chapter in the course where you have a choice to make. If you prefer to continue with the Acol method of Strong 2-level openings then you follow this chapter. If you wish to teach the more common weak 2-level openings then you should follow chapter 18B.

As with Opening Bids at the 1-level, we see that hands with powerful distributions are worth more than the point count would suggest.

The opening 2-level bids (2♦, 2♥ or 2♠) are difficult to define in simple terms and do not lend themselves to easy classification by point count. Hands with high cards within the long suits are very much stronger than those with high cards in the short suits. Consider these hands:

Both hands have 15 HCP, but hand (1) is very much stronger than hand (2) because the spade honours in (1) makes it more likely that the small spades will become winners with little assistance from Partner's hand. That is not likely to be the case with hand (2). Hand (1) is worth a 2 \(\text{\(\Delta\) opening, whereas hand (2) is only worth 1 \(\text{\(\Delta\).} \)

Some textbooks introduce the concept of 'playing tricks' (tricks your hand is likely to take if you have a fit in one of your suits) and suggests a Two Opener should promise at least 8-playing tricks. We have not gone down that route in this introductory course.

We have also left out the Jump Raise of a Two Opener to keep things simple. Therefore a single raise shows any positive hand with support and may or may not include an ace in the hand.

- (1) Students will know the requirements for an opening bid of 2♦, 2♥ or 2♠.
- (2) They will understand the concept of the negative response.
- (3) They will be familiar with the requirements for straightforward positive responses.

* VIC 1000	,	Doord D40A	/1 . Dealar N	orth : Love a	I
♦ AKJ986)				
♥ AKQ		West	North	East	South
♦KJ4			2 ♠	pass	3♠
* 2		pass	4 •	All pass	
	3	14 <i>0</i> 41 4 1			
	9652				 North bids game as he
	A10632	has nothing	more to say.		
	854				
♠ Q1054					
♥ J103					
♦ Q7					
. KQ97					
♠ Q632		Board D18A	/2 : Dealer E	ast : NS vuln	erable
♥85		West	North	East	South
♦ 1052				2♥	pass
♣ J1094		3♥	pass	4♥	All pass
	AKJ				
♥ 1092 ♥	AKQJ74	West can ra	ise on only 3	-card support	t since East promises a 6-
♦AK64 •	73	card suit.			
♣ Q532 ♣	86				
♦ 10985					
♥ 63					
♦ QJ98					
♣AK7					
♦ KQ1074	1	Board D18A	/3 : Dealer S	outh : EW vu	Inerable
- 11 Q IU T	Г				
₩1KQ 107 4 ♥83	r	West	North	East	South
		West	North	East	South 2♥
♥83 ◆A6	•	West pass	North 2♣	East pass	
♥83 ♦A6 ♣10763	832				2♥
♥83 ♦A6 ♣10763 ♠95		pass	2♠	pass	2♥
♥83♦A6♣10763♦95♦	832	pass pass	2 . 4 .	pass All pass	2♥
 ▼83 ↑A6 ♣10763 ♠95 ♦6 ◆9432 	832 J952	pass pass North has a	2♠ 4♠ positive resp	pass All pass onse and a 5	2 ∨ 3♠
 ▼83 ↑A6 ♣10763 ♠95 ♦6 ◆9432 	832 J952 J10875	pass pass North has a	2♠ 4♠ positive resp	pass All pass onse and a 5	2♥ 3♠ 5-card suit of his own. With
 ▼83 A6 ♣10763 ♠95 ♠6 ◆9432 ♣AQJ952 ♣AQJ952 	832 J952 J10875 K	pass pass North has a	2♠ 4♠ positive resp	pass All pass onse and a 5	2♥ 3♠ 5-card suit of his own. With
 ▼83 A6 ♣10763 ♣95 ♦6 ◆9432 ♣AQJ952 ♣AJ6 	832 J952 J10875 K	pass pass North has a	2♠ 4♠ positive resp	pass All pass onse and a 5	2♥ 3♠ 5-card suit of his own. With
 ▼83 ↑A6 ♣10763 ♣95 ↑6 ◆9432 ♣AQJ952 ♣AJ6 ▼AKQ107 	832 J952 J10875 K	pass pass North has a	2♠ 4♠ positive resp	pass All pass onse and a 5	2♥ 3♠ 5-card suit of his own. With
 ▼83 ↑A6 ♣10763 ♣95 ↑6 ◆9432 ♣AQJ952 ♣AJ6 ♥AKQ107 ◆KQ 	832 J952 J10875 K	pass pass North has a 3-card supp	2▲ 4▲ positive resp ort South rais	pass All pass onse and a 5	2♥ 3♠ 5-card suit of his own. With a completes the auction.
 ▼83 ↑A6 ♣10763 ♣95 ↑6 ◆9432 ♣AQJ952 ♣AJ6 ▼AKQ107 ◆KQ ♣84 ♣J932 	832 J952 J10875 K	pass pass North has a 3-card supp	2▲ 4▲ positive resp ort South rais	pass All pass onse and a 5 ses and North	2♥ 3♠ 5-card suit of his own. With a completes the auction.
 ▼83 A6 ♣10763 ♣95 ♦6 ◆9432 ♣AQJ952 ♣AJ6 ♥AKQ107 ◆KQ ♣84 	832 J952 J10875 K	pass pass North has a 3-card supp	2 A 4 A positive resport South rais	pass All pass onse and a 5 ses and North	2♥ 3♠ 5-card suit of his own. With a completes the auction.
 ▼83 ↑A6 ♣10763 ♣95 ▼6 ◆9432 ♣AQJ952 ♣AJ6 ▼AKQ107 ◆KQ ♣84 ♣J932 ▼KQJ2 	832 J952 J10875 K	pass pass North has a 3-card supp	2 A 4 A positive resport South rais /4 : Dealer W North	pass All pass onse and a 5 ses and North /est : All vuln East	2♥ 3♠ 5-card suit of his own. With a completes the auction. erable South
*83 *A6 *10763 *95 *6 *9432 *AQJ952 *AJ6 *AKQ107 *KQ *84 *J932 *KQJ2 *3 *A1098	832 J952 J10875 K	pass pass North has a 3-card supp	2♠ 4♠ positive resport South rais /4 : Dealer W North pass	pass All pass onse and a 5 ses and North /est : All vuln East 2NT	2 v 3 h 5-card suit of his own. With a completes the auction. erable South pass
*83	832 9J952 9J10875 K	pass pass North has a 3-card support Board D18A West 2 3	2♠ 4♠ positive resport South rais /4 : Dealer W North pass pass	pass All pass onse and a 5 ses and North /est : All vuln East 2NT	2 v 3 h 5-card suit of his own. With a completes the auction. erable South pass
 ▼83 ↑A6 ♣10763 ♣95 ↑6 ◆9432 ♣AQJ952 ♣AKQ107 ◆KQ ♣84 ♣J932 ◆KQJ2 ◆3 ♣A1098 ♠AKQ105 ♠A4 	832 9J952 9J10875 K	pass pass North has a 3-card support Board D18A West 2 3 5	2 A 4 A positive resport South rais /4 : Dealer W North pass pass All pass	pass All pass onse and a 5 ses and North /est : All vuln East 2NT 4	2 v 3 h 5-card suit of his own. With a completes the auction. erable South pass
*83	832 J952 J10875 K 74	pass pass North has a 3-card supp Board D18A West 2 S East gives the	2 A 4 A positive resport South rais /4: Dealer W North pass pass All pass ne negative r	pass All pass onse and a 5 ses and North /est : All vuln East 2NT 4 esponse of 2	2 v 3 h 5-card suit of his own. With a completes the auction. erable South pass pass
 ▼83 ↑A6 ♣10763 ♣95 ▼6 ◆9432 ♣AJ6 ▼AKQ107 ◆KQ ♣84 ♣J932 ▼KQJ2 ◆3 ♣A1098 ♠AKQ105 ◆A4 ◆KQJ76 	832 J952 J10875 K 74	pass pass North has a 3-card supp Board D18A West 2 S East gives the	2 A 4 A positive resport South rais /4: Dealer W North pass pass All pass ne negative r	pass All pass onse and a 5 ses and North /est : All vuln East 2NT 4 esponse of 2	2 v 3 h 5-card suit of his own. With a completes the auction. erable South pass pass NT showing 0-8 HCP. When
 ▼83 ↑A6 ♣10763 ♣95 ▼6 ◆9432 ♣AJ6 ▼AKQ107 ◆KQ ♣84 ♣J932 ▼KQJ2 ◆3 ♣A1098 ♠AKQ105 ◆A4 ◆KQJ76 ♣5 	832 J952 J10875 K 74	pass pass North has a 3-card supp Board D18A West 2 S East gives th West shows	2 A 4 A positive resport South rais /4: Dealer W North pass pass All pass ne negative r	pass All pass onse and a 5 ses and North /est : All vuln East 2NT 4 esponse of 2	2 v 3 h 5-card suit of his own. With a completes the auction. erable South pass pass NT showing 0-8 HCP. When
 ▼83 ↑A6 ♣10763 ♣95 ▼6 •9432 ♣AJ6 ▼AKQ107 ◆KQ ♣84 ♣J932 ♥KQJ2 ◆3 ♣A1098 ♣AKQ105 ◆A4 ◆KQJ76 ♣5 ♣876 	832 J952 J10875 K 74	pass pass North has a 3-card supp Board D18A West 2 S East gives th West shows	2 A 4 A positive resport South rais /4: Dealer W North pass pass All pass ne negative r	pass All pass onse and a 5 ses and North /est : All vuln East 2NT 4 esponse of 2	2 v 3 h 5-card suit of his own. With a completes the auction. erable South pass pass NT showing 0-8 HCP. When

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Chapter 18A

Strong Two Opening Bids

Student's Notes

Opening Bids of 2♦, 2♥ and 2♠ show strong hands with a good 6-card suit.

Normally you have about 20-22 HCP but some hands are so powerful distributionally that this point-count requirement can sometimes be reduced.

For example, each of these hands qualifies as a 2 h opener:

(1)	A Q J 8 6 5V A K◆ 8 3A Q 2	(2)	A Q J 8 6 2V A K J 3 2V K 7♣ none	(3)	A Q J 9 8 7♥ 9A K J 9 8 5♣ none
	20 HCP and a very good suit.		18 HCP but two very good suits.		Only 15 HCP but two excellent suits.

As you will see in the next chapter, an opening bid of 2♣ has a special meaning. If you have a hand like (1) but with clubs such as ♠ A K, ♥ 8 3, ♦ A Q 2, ♣ A Q J 8 6 5, then open 1♣ and try to catch up on the next round of bidding. If partner cannot respond to 1♣ you won't have missed anything.

Responses

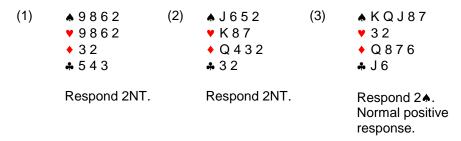
An opening 2-level bid is FORCING for one round. That means you MUST respond once, but having done so you are not obliged to bid again.

As Responder to a strong 2-level opening your first duty is to give partner a rough idea of your point-count. With fewer than 8 HCP you should respond 2NT. This is the NEGATIVE RESPONSE and does not promise or even suggest a balanced hand. After bidding 2NT you might still bid again even with only a few points.

With 8+ HCP you make a POSITIVE RESPONSE. All responses other than 2NT are Game Forcing, so both you and Partner must keep bidding until you reach Game.

- (1) To respond in a new suit you need 8+ HCP and at least a 5-card suit.
- (2) A jump to 3NT shows a positive hand with stoppers in all the other suits and poor support for partner's suit.
- (3) To raise the opener immediately you should normally have 3-card support, but at a push two cards will do.

For example, Partner opens 2♥ and you hold:



Section D Bidding

As much as you would like to pass on hand (1), you have to respond to Partner's forcing opening bid. If Partner rebids 3♥ you will pass, but if Partner rebids, say 3♦, you must remember to 'Give Preference' and go back to 3♥.

On hand (2) you lack the values for a positive response even though you have good heart support. Start with 2NT and then rebid 4 on the next round.

On hand (4) make a single raise to 3♥. This is Game Forcing, so Partner will not pass. When you come to look at hands with Slam possibilities you will learn that a raise to 3♥ shows a better hand than going straight to 4♥. On hand (6) go straight to 4♥, which says this is the limit of the hand.

Student Quiz (Chapter 18A)

(A) What would you open on the following hands?

```
(2)
(1)
      ∧ K Q 9
                         • 9
                                      (3)
                                             ▲ A 7
                                             AKJ965
      AKQ53
                         AKJ432
      • A 4
                         3 2
                                             ♦ AKJ7
      ♣ Q 9 8
                         ♣ A Q 9 8
                                             . 7
(4)
      ↑ 7
```

(B) Partner opens 2♥. What would you respond with these hands?

(1)	♠ Q 9 8	(2)	♦ 9 4	(3)	♦ 876
	Q 5 3		🔻 Q 8 7		v 765
	A J 4 2		♦ KJ62		9754
	♣ Q 9 8		4 9765		4 9 8 7
(4)	♠KQJ98	(5)	∧ K J 4 3		
	v 87		v 8 7		
	♦ KJ87		♦ KJ2		
	. 86		♣ QJ98		

Practical Exercises

- (1) Make up pairs of hands where the auction proceeds 2♥ 2NT, 3♥ 4♥.
- (2) Make up pairs of hands where the auction proceeds 2 ♦ 2NT, 3 ♦ 3 ♠, 4 ♠.
- (3) Make up pairs of hands where the auction proceeds 2 ♥ 2 ♠, 3 ♥ 4 ♥.
- (4) Make up pairs of hands where the auction proceeds 2 . 3 ., 4 ..

Chapter 18B

Weak Two Opening Bids

Teacher's Notes

This is the only chapter in the course where you have a choice to make. If you prefer to continue with the Acol method of Strong 2-level openings then you follow chapter 18A. If you wish to teach the more common weak 2-level openings then you should follow this chapter.

This chapter is probably better studied after Chapter 20 on Opening 3-level bids, but is left here for completeness. We show here weak 2-level bids in 2♦, 2♥ and 2♠ which is a popular variation of weak 2-bids and still leaves 2NT and 2♣ as the only strong bids.

Responding to a weak Two is kept simple, raising the opening by one or two levels or by making a Game Try with 2NT.

The idea of opening a Weak 2 as a mini pre-empt to make life more difficult for the opponents is also briefly discussed, as is a simple defence.

- (1) Students will know the requirements for an opening bid of 2♦, 2♥ or 2♠.
- (2) They will understand how to raise the suit or make a Game Try.
- (3) They will have a basic understanding of how to defend against a weak 2 opener recognising that a Double is for takeout and not for penalties.

. ▲ △	QJ654	Board D1	8B/1 : Dealer	North : Love	e all
♥ 2		West	North	East	South
• J			2♠	pass	4 🏚
	753	All pass		•	
 \$98	^ 7	•			
♥ KJ654	♥ AQ87	With 12 H	CP and a goo	od 4-card su	pport, South can raise to 4.
♦ A8	◆ 109532				e able to find it.
♣ QJ106	. ⊀K94			·	
· ·	(1032				
v 1	093				
♦ K	(Q64				
 A	.2				
^ 6	3	Board D1	8B/2 : Dealer	East : NS v	ulnerable
v 0) 87	West	North	East	South
* A	152			2♠	pass
	08432	2NT	pass	3♦	pass
♠ Q85	♦ KJ10974	4.	All pass		-
♥KJ4	♥ 32		•		
♦K10876	♦ QJ9	West resp	onds 2NT wit	th 16 HCP a	nd East shows his diamond
. AK	. 65	feature. W	ith 3-card su	pport West	can jump to 4 ▲ .
^	.2				
Y A	10965				
+ 4	.3				
. J	1097				
^ C)6	Board D1	8B/3 : Dealer	South : EW	vulnerable
v C	QJ43	West	North	East	South
• C	J2				2♠
. ∗K	(J85	Dbl	pass	3♦	All pass
♦ 32	♦ A95				
♥AK65	♥ 87				East has to respond 3♦.
♦AK3	♦98765	_			West will pass. North may
♣ A 1097	. 432	even com	pete with 3♣	knowing his	side has an 8-card spade fit
	. 140074				
	(J10874				
v 1	092				
∨ 1 ♦ 1	092 04				
∀ 1 ♦ 1 ♣ 0	092 04 06				
♥ 1 ♦ 1 ♣ C	092 04 06 (543		8B/4 : Dealer		
♥ 1 ♦ 1 ♣ C ♠ K ♥ A	092 04 06 (543 (7	West	North	East	South
♥ 1 • 1 • C • K • A • A	092 04 <u>06</u> 5543 A7 AJ109	West 2♥	North Dbl	<i>East</i> pass	
↓ 1 • 1 • 6 • k • A • A	092 04 06 5543 7 3J109	West	North	East	South
 ↓ 1 ♠ K ↓ A ♠ A ♠ A ♠ A ♠ A 	092 04 06 (543 √7 √J109 (104 ♠Q102	West 2♥ pass	North Dbl 4♠	East pass All pass	South 3♠
*1 *1 *6 *** *** *** *9 *QJ10985	092 04 06 (543 7 (J109 (104 • Q102 • 63	West 2♥ pass North mal	North Dbl 4♠ Kes a takeout	East pass All pass double with	South 3♣ 15 HCP and South jumps to
*1 *1 *6 *** * A * A * A * A * A * A * A * A * A	092 04 06 5543 7 3J109 (104 • Q102 • 63 • Q753	West 2♥ pass North mal	North Dbl 4♠ Kes a takeout	East pass All pass double with	South 3♠
*1 *1 *** *** *** *9 *QJ10985 *K42 *Q53	092 04 06 5543 7 7 7 7 7 7 7 8 104	West 2♥ pass North mal	North Dbl 4♠ Kes a takeout	East pass All pass double with	South 3♣ 15 HCP and South jumps to
*1 *1 *6 *** *** *9 *QJ10985 *K42 *Q53	092 04 06 5543 7 J109 (104 • Q102 • 63 • Q753 • AJ62 J876	West 2♥ pass North mal	North Dbl 4♠ Kes a takeout	East pass All pass double with	South 3♣ 15 HCP and South jumps to
*1 *1 *4 *A	092 04 06 (543 17 13109 (104 • Q102 • 63 • Q753 • AJ62 13876 (42	West 2♥ pass North mal	North Dbl 4♠ Kes a takeout	East pass All pass double with	South 3♣ 15 HCP and South jumps to
*1 *1 *1 *4 *4 ** ** ** ** ** ** ** ** ** ** **	092 04 06 (543 17 13109 (104 • Q102 • 63 • Q753 • AJ62 13876 (42	West 2♥ pass North mal	North Dbl 4♠ Kes a takeout	East pass All pass double with	South 3♣ 15 HCP and South jumps to

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Chapter 18B

Weak Two Opening Bids

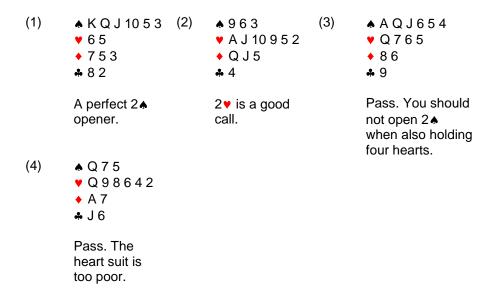
Student's Notes

Hands with 5-9 HCP and a sound 6-card suit can be opened with 2♦, 2♥ or 2♠. There is no weak 2♣ bid as this bid is reserved for all strong hands as we shall see in Chapter 19. The idea is to make life difficult for the opponents but also to give your side a chance to bid Game with suitable hands.

Points are not always the major consideration – the suit should be sound and the hand should have more playing strength and less defence.

You should not have another 4-card major suit when you open with a weak two as it is difficult to locate the 4-4 major suit fit.

For example



Vulnerability and position at the table may also affect your bid. Suppose the bidding on number (4) starts with pass from partner and pass on your right. You know that your left-hand opponent must have some values. If you are non-vulnerable and they are vulnerable an opening 2♥ will make it difficult for your opponents to enter the auction.

Responses

The only constructive bid is 2NT, which shows a good hand with interest in Game and at least 16 HCP. 2NT is forcing for one round, so Opener will show anything in his hand worth mentioning (a feature) or just rebid his suit if he has nothing else to say.

With support for Partner's suit you can raise one or two levels. Quite often these raises are just a way of pushing up the auction to make life difficult for the opponents, without any real expectation that the contract will make.

For example, look at these complete auctions:

With 16 HCP East makes a Game Try, but all West can do is rebid his heart suit with his minimum hand. So East has to pass.

	West			East
(2)	↑ 763	2♥	2NT	♠ A Q 9
	A J 10 9 6 2	3♣	4♥	K53
	♦ 5	pass		Q 9 3
	♣ K 6 4			♣ A J 10 8

This time West has a better hand and can bid 3♣ which shows a 'feature' (e.g. something that might be useful) and East is happy to bid the Game.

	West			East
(3)	▲ 3	2♥	2NT	♠ A Q 9
	AQJ962	3NT	pass	K53
	1065			• Q93
	♣ 6 4 2			♣ A J 10 8

With good hearts and little else West judges 3NT is a reasonable contract.

A raise to three of opener's suit is not a Game Try; it shows 3+ cards and is just 'raising the ante'. A raise to Game could be either a pre-emptive raise or a genuine expectation of making ten tricks. Raise 2 to 4 to 4 on both these hands. Let the opponents guess the hand you have:

A response in a new suit is never a rescue attempt. At the 2-level it is encouraging but not forcing. At the 3-level it is game forcing. It shows a good hand with a good long suit. It doesn't show a fit for Opener, so opener should not insist on rebidding a weak two suit.

	West			East
(6)	♠ K Q 10 9 6 3	2♠	3♦	♦ 5
	9 9 5 2	3♠	pass	A 10 6
	♦ 5			AQJ9763
	♣ J 8 4			♣ K 5

East has enough to bid a new suit at the 3-level which is forcing. All West can do is rebid his spades.

west			East
♠ A J 10 8 6 3	2♠	3♦	♦ 5
y 2	5♦	pass	A 10 6
♦ K 4 2			AQJ9763
4 9 7 3			♣ K 5
	A J 10 8 6 3 ▼ 2 • K 4 2	A A J 10 8 6 3 2 A ▼ 2 5 ◆ ★ K 4 2	 A J 10 8 6 3 ✓ 2 ✓ K 4 2 3 ◆ pass

West is near maximum for his opening and with good support for diamonds should raise to 5.

Defending against a weak two opening

You should bid more or less as you would over an opening bid of One of a Suit, using takeout doubles and natural suit overcalls. A double of a weak 2-bid is always for takeout. You can overcall 2NT with 16-19 HCP and a balanced hand with at least one stopper in the suit opened. With a long strong suit of your own just jump straight to Game.

Student Quiz (Chapter 18B)

(A) What would you open on the following hands?

(1)	4	(2)	♠ K Q 10 8 7 3	(3)	▲ 10 9 4
	▼ K J 10 9 7 6		♥ J 5 4		QJ7532
	10 3		432		♦ 2
	♣ Q 9 7 4		4 2		♣ Q 9 7

(B) Partner opens 2♥. What would you respond with these hands?

(C) Your right-hand opponent opens 2♥. What would you bid with these hands?

Practical Exercises

- (1) Make up pairs of hands where the auction proceeds 2 ♥ 2NT, 3 ♦ 4 ♥.
- (2) Make up pairs of hands where the auction proceeds 2 ◆ 2NT, 3NT.
- (3) Make up pairs of hands where the auction proceeds 2 ♥ 2 ♠, 3 ♥ 4 ♥.
- (4) Make up a complete hand for this auction:

West	North	East	South
2♥	double	pass	3♠
pass	4 🛦	all pass	

Opening 2.

Teacher's Notes

We include the 24 opening for the sake of completeness. Most of the interesting things that can happen after 24, however, involve slam-zone decisions and are beyond our defined scope. 24 openings are fairly rare.

When the bidding starts 2♣ - 2♠, 2NT you should point out how little Responder needs to bid on:

- (1) With a balanced hand, or an unbalanced hand with a 5-card major, 2 HCP are sufficient:
- (2) With a 6-card major, Responder needs NO points at all to have a go at Game in his major.

Bidding after 2♣ - 2♦, 2NT is identical to the auctions which follow a 2NT opening, except for the above adjustments to Responder's point count.

It is not covered in the Student's notes, but a response of 3NT to 2* is played as a balanced hand of 10-12 HCP. Although it is a Limit Bid it is forcing because of the known strength of Opener's hand. The idea of a forcing limit bid may be too much for your class – your decision. In both quizzes there is an example of a 3NT response.

If you do include the 3NT response, you can alter the requirements for the 2NT response from 8+ to 7-9 HCP. The splitting of the balanced response into two ranges makes Opener's life much easier when considering slam prospects.

- (1) Students will know the requirements for an opening bid of 2.
- (2) They will understand the concept of the negative response.
- (3) They will know the requirements for simple positive raises and they will be able to develop the auction in straightforward cases.

	10010		Doord DAO	1 . Doolar N-	الحصيما بطعب	
	AQJ6			1 : Dealer No		South
	AK3		West	North	East	
	K	_		2.	pass	2 •
	AKJ8		pass	3♣	pass	3 ♦
♠ 732		♦ K5	pass	3♠	pass	4♠
v 1096		♥J8754	All pass			
◆Q1074		♦A95				
4 976		♣ Q32				s is Game Forcing so South
^	10984				After North	shows his second suit, South
•	/ Q2		can raise to	4 ♠.		
•	J8632					
*	1 04					
•	N 65		Board D19/2	2 : Dealer Ea	st : NS vulne	erable
•	A 1043	}	West	North	East	South
	J1094				2.	pass
	985		2•	pass	2NT	pass
♦ 10932	-	AQ4	3♣	pass	3.	pass
♥ 86		VKQ7	3♠	pass	3NT	All pass
♦ 75		• AK62			J	
♣A10643		♣KQJ	West has sh	nould show h	is clubs after	the 2NT rebid, showing 23-
	KJ87	#ITQ0				finishes in 3NT.
	J952		211101.741	or oxoriarigii	ig duito Edot	mileries in Gran.
	Q83					
	72		D I D40#	2 D. d. O.	(1 = 10/	11.
♠	Q632		Board D19/3	R · I IDAIDE SO	tb · L\// \// il	narahia
	J54		West	North	East	South
•	J54 A108		West	North	East	South 2*
*	J54		West pass			South
♦ A984	J54 A108	• 105	West	North	East	South 2*
♣A984 ▼106	J54 A108	9 8732	west pass All pass	North 2NT	East pass	South 2* 3NT
AA9841069743	J54 A108		west pass All pass North has a	North 2NT positive resp	pass oonse. South	South 2♣ 3NT 's raise to 3NT shows 23 –
A98410697434985	J54 A108 J32	9 8732	west pass All pass North has a	North 2NT positive resp	pass oonse. South	South 2* 3NT
A98410697434985	J54 A108	♥98732 ♦KQ5	west pass All pass North has a	North 2NT positive resp	pass oonse. South	South 2♣ 3NT 's raise to 3NT shows 23 –
♦A984 ▼106 ♦9743 ♣985	J54 A108 J32	♥98732 ♦KQ5	west pass All pass North has a	North 2NT positive resp	pass oonse. South	South 2♣ 3NT 's raise to 3NT shows 23 –
AA984 ▼106 •9743 •985	J54 A108 J32	♥98732 ♦KQ5	west pass All pass North has a	North 2NT positive resp	pass oonse. South	South 2♣ 3NT 's raise to 3NT shows 23 –
AA984 ▼106 •9743 •985	J54 A108 J32 KJ7	♥98732 ♦KQ5 ♣1074	west pass All pass North has a	North 2NT positive resp	pass oonse. South	South 2♣ 3NT 's raise to 3NT shows 23 –
♣A984▼106◆9743♣985	J54 A108 J32 KJ7 AKQ J62	♥98732 ♦KQ5 ♣1074	west pass All pass North has a 24 HCP. Th	North 2NT positive resp	East pass ponse. South e enough for	South 2.4 3NT 's raise to 3NT shows 23 – North to bid on.
AA984 ▼106 ◆9743 ♣985	J54 A108 J32 KJ7 AKQ J62 AKQ6	♥98732 ♦KQ5 ♣1074	west pass All pass North has a 24 HCP. Th	North 2NT positive respat is not quite	East pass ponse. South e enough for	South 2.4 3NT 's raise to 3NT shows 23 – North to bid on.
AA984 ▼106 •9743 *985	J54 A108 J32 KJ7 AKQ J62 AKQ6	♥98732 ♦KQ5 ♣1074	pass All pass North has a 24 HCP. Th	North 2NT positive respat is not quite 4: Dealer We	pass ponse. South e enough for	South 2 3NT 's raise to 3NT shows 23 – North to bid on.
AA984 ▼106 •9743 •985	J54 A108 J32 KJ7 AKQ J62 AKQ6 K107	♥98732 ♦KQ5 ♣1074	pass All pass North has a 24 HCP. Th	North 2NT positive respat is not quite 4: Dealer We North	pass ponse. South e enough for est : All vulne	South 2* 3NT 's raise to 3NT shows 23 – North to bid on. erable South
AA984 ▼106 ▼9743 ♣985	J54 A108 J32 KJ7 AKQ J62 AKQ6 K107 984 10952	♥98732 ♦KQ5 ♣1074	pass All pass North has a 24 HCP. Th Board D19/4 West 2♣ 3♥	North 2NT positive respat is not quite 4: Dealer We North pass pass	pass ponse. South e enough for est: All vulne East 2	South 2* 3NT 's raise to 3NT shows 23 – North to bid on. erable South pass
AA984 ▼106 •9743 •985	J54 A108 J32 KJ7 AKQ J62 AKQ6 K107 984 10952	♥98732 ♦KQ5 ♣1074	pass All pass North has a 24 HCP. Th Board D19/4 West 24	North 2NT positive respat is not quite 4: Dealer We North pass	pass ponse. South e enough for est: All vulne East 2	South 2* 3NT 's raise to 3NT shows 23 – North to bid on. erable South pass
AA984 ▼106 •9743 •985	J54 A108 J32 KJ7 AKQ J62 AKQ6 K107 984 10952	♥98732♦KQ5♣1074 ♠632 ♦AK1075	pass All pass North has a 24 HCP. Th Board D19/4 West 2♣ 3♥ (6♥)	North 2NT positive respat is not quite 4: Dealer We North pass pass All pass	pass ponse. South e enough for est: All vulne East 2 4	South 2* 3NT 's raise to 3NT shows 23 – North to bid on. erable South pass pass
A984 ▼106 •9743 •985 AQ •QJ32 •KQ	J54 A108 J32 KJ7 AKQ J62 AKQ6 K107 984 10952	◆98732 ◆KQ5 ♣1074 ◆632 ◆AK1075 ◆J74	pass All pass North has a 24 HCP. Th Board D19/4 West 2♣ 3♥ (6♥) A final exam	North 2NT positive respat is not quite 4: Dealer We North pass pass All pass	pass ponse. South e enough for est: All vulne East 2 4 ast makes a	South 2 * 3NT 's raise to 3NT shows 23 – North to bid on. erable South pass pass positive response and finds
AA984 ▼106 •9743 •985 AAQ •QJ32 •KQ •AKQ97	J54 A108 J32 KJ7 AKQ J62 AKQ6 K107 984 10952 643	 ◆98732 ◆KQ5 ♣1074 ♠632 ◆AK1075 ◆J74 ♣108 	pass All pass North has a 24 HCP. Th Board D19/4 West 2.4. 3.4. (6.4.) A final exam West with ex	North 2NT positive respat is not quite 4: Dealer We North pass pass All pass hple where Excellent supp	pass ponse. South e enough for est: All vulne East 2 4 ast makes a port. West juc	South 2 3NT 's raise to 3NT shows 23 – North to bid on. erable South pass pass positive response and finds dges that 6 might be the
*A984 *106 *9743 *985	J54 A108 J32 KJ7 AKQ J62 AKQ6 K107 984 10952 643	 ◆98732 ◆KQ5 ♣1074 ♠632 ◆AK1075 ◆J74 ♣108 	pass All pass North has a 24 HCP. Th Board D19/4 West 2♣ 3♥ (6♥) A final exam West with elbest spot bu	North 2NT positive respat is not quite 4: Dealer We North pass pass All pass hple where Excellent supput with AK off	pass ponse. South e enough for est: All vulne East 2 4 ast makes a oort. West jud riside and the	South 2♣ 3NT 's raise to 3NT shows 23 – North to bid on. erable South pass pass positive response and finds dges that 6♥ might be the ♣ A to lose it is likely to be
*A984 *106 *9743 *985	J54 A108 J32 KJ7 AKQ J62 AKQ6 K107 984 10952 643	 ◆98732 ◆KQ5 ♣1074 ♠632 ◆AK1075 ◆J74 ♣108 	pass All pass North has a 24 HCP. Th Board D19/4 West 2♣ 3♥ (6♥) A final exam West with elbest spot bu	North 2NT positive respat is not quite 4: Dealer We North pass pass All pass hple where Excellent supp	pass ponse. South e enough for est: All vulne East 2 4 ast makes a oort. West jud riside and the	South 2♣ 3NT 's raise to 3NT shows 23 – North to bid on. erable South pass pass positive response and finds dges that 6♥ might be the ♣ A to lose it is likely to be
AA984 ▼106 ◆9743 ♣985 AAQ ▼QJ32 ►KQ ♣AKQ97	J54 A108 J32 KJ7 AKQ J62 AKQ6 K107 984 10952 643	 ◆98732 ◆KQ5 ♣1074 ♠632 ◆AK1075 ◆J74 ♣108 	pass All pass North has a 24 HCP. Th Board D19/4 West 2♣ 3♥ (6♥) A final exam West with elbest spot bu	North 2NT positive respat is not quite 4: Dealer We North pass pass All pass hple where Excellent supput with AK off	pass ponse. South e enough for est: All vulne East 2 4 ast makes a oort. West jud riside and the	South 2♣ 3NT 's raise to 3NT shows 23 – North to bid on. erable South pass pass positive response and finds dges that 6♥ might be the ♣ A to lose it is likely to be

Opening 2.

Student's Notes

An Opening Bid of 2* is a COMPLETELY ARTIFICIAL or Conventional Bid. It says nothing about your club holding but shows a hand so powerful that you can often make a Game contract by yourself. It is the strongest bid in Standard English Acol.

Normally you will have 23+ HCP to make a 2* opening but some hands are so powerful distributionally that you may marginally reduce this point-count.

Apart from one limiting sequence a 24 opening is Game Forcing.

Responses

Your first duty as responder is to give Opener a rough idea of your point-count. With FEWER than 8 HCP you respond with a conventional 2. This is the NEGATIVE RESPONSE and says nothing about your diamond holding.

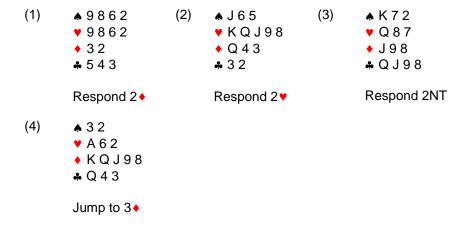
The only sequence that can be dropped below game level is when the auction goes 2♣ - 2♠, 2NT. 2NT shows a balanced 23 or 24 HCP, so if responder has 0 or 1 HCP he can pass 2NT. He only needs 2 HCP to raise to 3NT.

All other auctions that start 2♣ - 2♦ are Game Forcing.

With 8+ HCP you make a positive response which commits the partnership to at least Game and in many cases a Slam.

To respond in a new suit you need 8+ HCP and a 5+-card suit. With 8+ HCP and no 5-card suit respond 2NT. Because a 2♦ response shows fewer than 8 HCP, you must jump to 3♦ to show a positive response in diamonds.

For example, Partner opens 24 and you hold:



Opener's Rebids

- (A) With balanced hands:
 - (1) 23 or 24 HCP rebid 2NT
 - (2) 25 or 26 HCP rebid 3NT.
- (B) With unbalanced hands:
 - (1) Rebid your longest suit;
 - (2) Rebid the higher-ranking of 2 5-card suits.

For example, Partner responds 2♦ to your 2♣ opening and you hold:

- - Rebid 2NT Rebid 3NT Rebid 3*, and show your spades next.

Rebid 2♠ and show your hearts next.

Student Quiz (Chapter 19)

(A) What would you open on the following hands?

(1)	♠ K Q 9	(2)	A 9	(3)	♠ A K J 9 6
	A Q 5 3		KQ7		AKJ7
	A Q 9 8		♦ A K 2		A K
	♣ A Q		♣ A K J 9 8 7		. Q 7

(B) Partner opens 2. What would you respond with these hands?

(1)	♠ Q 9 8	(2)	♦ 9 4	(3)	▲ 876
	A Q 5 3		K 4 3 2		v 876
	◆ J 4 2		982		9754
	♣ Q 9 8		♣ K 9 7 6		4 987
(4)	♠ K 5 4 3 2	(5)	♠Q9642	(6)	♦ K 7 6
	y 87		KJ86		y 54
	A J 9 8		♦ KJ2		♦ KQJ987
	. 85		. 8		. 87

Practical Exercises

- (1) Make up pairs of hands where the auction proceeds 2♣ 2♦, 2NT 4♠.
- (2) Make up pairs of hands where the auction proceeds $2 2 2 \cdot 0$, $2 4 \cdot 0$.
- (3) Make up pairs of hands where the auction proceeds 2♣ 2♥, 4♥.
- (4) Make up pairs of hands where the auction proceeds 2♣ 2♠, 2NT 3♥, 3NT.
- (5) Make up pairs of hands where the auction proceeds 2♣ 2♥, 2♠ 4♠.

Chapter 20

Opening 3-level Suit Bids

Teacher's Notes

Opening bids at the 3-, 4- or even 5-level are called Pre-emptive bids. Pre-emptive Bids are difficult to counter at the table. That's why they are an effective weapon.

In this beginner's course we have stayed with the traditional pre-empt based on a 7-card suit and fewer than 11 HCP. This is often called 'The Rule of 500'. In other words you can afford to concede 500 points when doubled, which equates to 3 down doubled when non-vulnerable and 2 down double when vulnerable.

The theory behind our recommended defensive actions over an opposing pre-empt is based on the fact that there are always 40 points in the pack. If you have 15 or 16 HCP and the Opener has around 6 HCP the remaining 18 or 19 HCP will most likely be split fairly evenly between the other two hands. Thus we assume Partner will have about 8 HCP and base our actions on that assumption. If Partner has much less then we are in trouble. On the other hand, if we wait for a strong hand before coming into the auction we will be missing the boat far too often.

Remember too that the known long Opener's hand substantially increases the chance that Partner will have a fit for us, even if he has few points.

We restrict our teaching to 3-level suit bids only – the long sold minor 3NT opening is not covered. Nor do we look at 4-level or 5 ♣/5♦ openings here.

Summary of Lesson Objectives:

- (1) Students will know fundamental requirements for an Opening Bid at the 3-level.
- (2) They will have a basic understanding of how to defend against pre-emptive three bids, recognising that a Double is used for takeout and not for penalties.
- (3) They will be introduced to the very important idea that when one side has a good distributional fit, so too does the other side.

			D . D			
	♣ 74				lorth : Love	
	♥ KQ10	9863	West	North	East	South
	♦ 1032			3♥	pass	4♥
	. 8		All pass			
♦ 963		♦ KJ108				
v 42		♥AJ5	With 20 HC	P South car	n raise to 4	even with a singleton. 3NT
♦QJ985	· •	♦ 7	would be qu	uite wrong b	ecause ther	re are unlikely to be any entries
 \$J96		♣ Q10754	outside hea	rts to the N	orth hand.	
	AQ52					
	y 7					
	♦ AK64					
	♣ AK32					
	•K9		Board D20/	2 · Dealer F	ast : NS vul	Inerable
	♥ 952		West	Z. Dealei E North	East	South
	◆ 10953	2	77631	.10:41	Las t 3 ♠	All pass
					∵	Αιι μασσ
A 7.4	♣ AK10		Fast's onon	ing has the	desired off	ect of buying the contract. No
♠ 74		♦ AJ108632	one else ca			ect of buying the contract. No
♥QJ63		∀ K4	one else ca	ii biu ovel 3	· • ·	
♦ AQJ		♦ 76				
♣ QJ84	. 0.5	4 93				
	♠ Q5	-				
	♥ A 1087					
	♦K842					
	♣ 762		_			
I	. 070					
	♦ 973			3 : Dealer S		
	♥ Q109	6	Board D20/ West	3 : Dealer S <i>North</i>	South : EW v <i>East</i>	South
	♥Q109 ◆94		West	North	East	South 3♦
	♥Q109 ♦94 •• K1098	3				South
♣AQJ10	♥Q109 ♦94 •• K1098	3 ♠K62	West 3♠	North pass	East 4♠	South 3♦ All pass
AQJ10 ▼AK4	♥Q109 ♦94 •• K1098	3	West 3♣ With a good	North pass hand and	<i>East</i> 4 ♠ a good 6-ca	South 3♦
	♥Q109 ♦94 •• K1098	3 ♠K62	West 3♠	North pass hand and	<i>East</i> 4 ♠ a good 6-ca	South 3♦ All pass
♥AK4	♥Q109 ♦94 •• K1098	3 ♠K62 ♥8752	West 3♣ With a good	North pass hand and	<i>East</i> 4 ♠ a good 6-ca	South 3♦ All pass
♥AK4 ◆72	♥Q109 ♦94 •• K1098	3 ♠K62 ♥8752 ◆K3	West 3♣ With a good	North pass hand and	<i>East</i> 4 ♠ a good 6-ca	South 3♦ All pass
♥AK4 ◆72	♥Q109 ♦94 ♣K1098	3 ♠K62 ♥8752 ◆K3	West 3♣ With a good	North pass hand and	<i>East</i> 4 ♠ a good 6-ca	South 3♦ All pass
♥AK4 ◆72	♥Q109 ♦94 ♣K1098 54	8 ♠K62 ♥8752 ◆K3 ♣AQ65	West 3♣ With a good	North pass hand and	<i>East</i> 4 ♠ a good 6-ca	South 3♦ All pass
♥AK4 ◆72	♥Q109 ♦94 ♣K1098 54 ♠8 ♥J3	8 ♠K62 ♥8752 ◆K3 ♣AQ65	West 3♣ With a good	North pass hand and	<i>East</i> 4 ♠ a good 6-ca	South 3♦ All pass
♥AK4 ◆72	♥Q109 •94 •K1098 54 •8 •J3 •AQJ1 •742	3 ♠K62 ♥8752 •K3 ♣AQ65	West 3♣ With a good has enough	North pass hand and to raise to	<i>East</i> 4 ♠ a good 6-ca	South 3 ◆ All pass rd suit West can overcall. East
♥AK4 ◆72	♥Q109 ♦94 ♣K1098 54 ♠8 ♥J3 ♠AQJ1 ♣742 ♠KQ63	8 ♠K62 ♥8752 ◆K3 ♣AQ65	West 3♣ With a good has enough	North pass hand and to raise to	East 4 ♠ a good 6-ca game.	South 3 ◆ All pass rd suit West can overcall. East
♥AK4 ◆72	◆Q109 ◆94 ♣K1098 54 ▲8 ◆J3 ◆AQJ1 ♣742 ▲KQ63 ◆KJ54	8 ♠K62 ♥8752 ♠K3 ♣AQ65	West 3♣ With a good has enough	North pass hand and to raise to	East 4 ♠ a good 6-ca game. Vest : All vul East	South 3 All pass rd suit West can overcall. East
♥AK4 ◆72	◆Q109 ◆94 ♣K1098 54 ◆8 ◆J3 ◆AQJ1 ♣742 ♣KQ63 ◆KJ54 ◆AJ104	8 ♠K62 ♥8752 ♠K3 ♣AQ65	West 3 Note: With a good has enough Board D20/ West 3 Note: West	North pass hand and a to raise to to raise to Verth	East 4♣ a good 6-ca game.	South 3 All pass rd suit West can overcall. East Inerable South
♥AK4 ◆72 ♣J3	◆Q109 ◆94 ♣K1098 54 ▲8 ◆J3 ◆AQJ1 ♣742 ▲KQ63 ◆KJ54	3 ♠K62 ♥8752 ♦K3 ♣AQ65 0865	West 3 A With a good has enough Board D20/ West	North pass hand and a to raise to to raise to Verth	East 4 ♠ a good 6-ca game. Vest : All vul East	South 3 All pass rd suit West can overcall. East Inerable South
◆AK4 ◆72 ♣J3	◆Q109 ◆94 ♣K1098 54 ◆8 ◆J3 ◆AQJ1 ♣742 ♣KQ63 ◆KJ54 ◆AJ104	3 ♠K62 ♥8752 ◆K3 ♣AQ65 0865	West 3 A With a good has enough Board D20/ West 3 A All pass	North pass I hand and a to raise to 4: Dealer V North Dbl	East 4♣ a good 6-ca game. Vest : All vul East pass	South 3 All pass rd suit West can overcall. East Inerable South 4
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◆AK4 ◆72 ♣J3 ◆9 ◆62 ◆Q85	◆Q109 ◆94 ♣K1098 54 ◆8 ◆J3 ◆AQJ1 ♣742 ♠KQ63 ◆KJ54 ◆AJ104 ♣8	AK62 ▼8752 ◆K3 AQ65 0865 4 ▲1054 ▼Q10987 ◆K32	West 3 A With a good has enough Board D20/ West 3 A All pass North's dou would have	North pass hand and and to raise to 4: Dealer V North Dbl ble is for tal had if Wes	East 4 A a good 6-ca game. Vest : All vul East pass	South 3 All pass rd suit West can overcall. East Inerable South 4
◆AK4 ◆72 ♣J3	◆Q109 ◆94 ♣K1098 54 ◆8 ◆J3 ◆AQJ1 ♣742 ♣KQ63 ◆KJ54 ◆AJ104 ♣8	*K62 *8752 *K3 *AQ65 0865 4 *1054 *Q10987 *K32 *A6	West 3 North's dou	North pass hand and and to raise to 4: Dealer V North Dbl ble is for tal had if Wes	East 4 A a good 6-ca game. Vest : All vul East pass	South 3 All pass rd suit West can overcall. East Inerable South 4 bout the same strength he
◆AK4 ◆72 ♣J3 ◆9 ◆62 ◆Q85	♥Q109 •94 •K1098 54 •8 •J3 •AQJ1 •742 •KQ63 •KJ54 •AJ104 •8	*K62 *8752 *K3 *AQ65 0865 4 *1054 *Q10987 *K32 *A6	West 3 A With a good has enough Board D20/ West 3 A All pass North's dou would have	North pass hand and and to raise to 4: Dealer V North Dbl ble is for tal had if Wes	East 4 A a good 6-ca game. Vest : All vul East pass	South 3 All pass rd suit West can overcall. East Inerable South 4 bout the same strength he
◆AK4 ◆72 ♣J3 ◆9 ◆62 ◆Q85	◆Q109 ◆94 ♣K1098 54 ◆8 ◆J3 ◆AQJ1 ♣742 ♣KQ63 ◆KJ54 ◆AJ104 ♣8	*K62 *8752 *K3 *AQ65 0865 4 *1054 *Q10987 *K32 *A6	West 3 A With a good has enough Board D20/ West 3 A All pass North's dou would have	North pass hand and and to raise to 4: Dealer V North Dbl ble is for tal had if Wes	East 4 A a good 6-ca game. Vest : All vul East pass	South 3 All pass rd suit West can overcall. East Inerable South 4 bout the same strength he
◆AK4 ◆72 ♣J3 ◆9 ◆62 ◆Q85	♥Q109 •94 •K1098 54 •8 •J3 •AQJ1 •742 •KQ63 •KJ54 •AJ104 •8	*K62 *8752 *K3 *AQ65 0865 4 *1054 *Q10987 *K32 *A6	West 3 A With a good has enough Board D20/ West 3 A All pass North's dou would have	North pass hand and and to raise to 4: Dealer V North Dbl ble is for tal had if Wes	East 4 A a good 6-ca game. Vest : All vul East pass	South 3 All pass rd suit West can overcall. East Inerable South 4 bout the same strength he

Chapter 20

Opening 3-level Suit Bids

Student's Notes

An Opening Bid of 3♣, 3♦, 3♥ or 3♠ is called a PRE-EMPTIVE BID.

An opening 3-level suit bid shows a weak hand that does not have enough points to open at the 1-level but always promises a 7-card suit. In terms of points it usually shows around 5 - 10 HCP. The majority of your points should be in the 7-card suit so you expect to make about 6 tricks if your suit is trumps.

If you have a weak hand, there is a good chance that your opponents will have the values for Game. By opening the bidding at the 3-level you deny them the bidding space they need to describe their hands accurately. Of course they could just Double for penalties but provided you have a reasonable 7-card suit it is unlikely they will collect a penalty equal to, or greater than, the value of their Game.

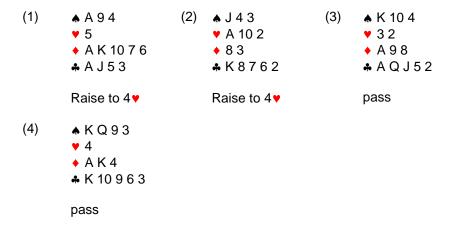
These are suitable hands for an opening 3-level suit bid:

Responses

When your Partner makes a pre-emptive bid you should normally pass, unless you have support for Partner or a very good hand. When you have support, the opponents are almost certain to have a good fit themselves in another suit. In this case a raise of the pre-empt can make it even more difficult for them to find their proper contract.

The pre-empt bid should promise about 6-tricks, so to raise constructively you should be able to provide at least 4-tricks of your own. A, A K, K Q J combinations provide tricks, scattered points do not.

For example, Partner opens 3♥, your right-hand opponent pass and you hold:



On (1) you have four tricks for Partner. He should be promising 6 tricks, so 4 v should be a good contract. You can raise with a singleton trump because Partner promises a 7-card suit.

With (2) 4 vill probably fail by a couple of tricks, but you know the opponents have a fit in another suit, possibly spades, so make life difficult for them. They won't know whether you have hand (1) or hand (2).

You don't have enough tricks on hands (3) and (4) to make 4♥. Just pass quickly. With hand (4) you hope the opponents will bid. If they do you will be able to Double. A double at a high level is for penalties and you should beat any contract they choose to bid.

Defence to 3-level openers

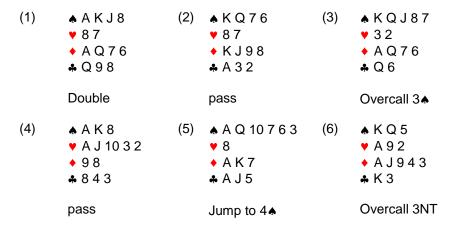
By opening at the 3-level with a pre-emptive bid, the opponents have cut your bidding space making it much more difficult to describe your hand accurately. Broadly, you should overcall with 14-18 HCP and a good 5+-card suit. With 17+ HCP and a good 6-card suit bid Game in your suit.

We use a takeout double for all hands with 14+ HCP and a shortage in the suit opened, in much the same way as when we doubled an Opening bid at the 1-level.

Finally with a balanced hand of 16+ HCP and at least one stopper in their suit, you should just shut your eyes and try 3NT.

Note than a Double of a 3-level opening bid is for takeout, not penalties.

For example, your right-hand opponent opens 3♥ and you hold:



You would double 1♥ with hand (2) but need just a bit more to double 3♥.

On hand (4) you hope Partner can double for takeout. With this exceptional hand you can pass the double converting it to a penalty double.

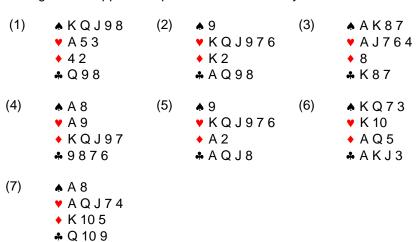
Hand (6) demonstrates why bidding over a pre-empt is such a risk. You don't know where nine tricks will come from, but Partner ought to have about 8 HCP. It is unlikely they will be in hearts so 3NT should stand a good chance.

Student Quiz (Chapter 20)

(A) What would you open on the following hands?

(B) Partner opens 3♠. What would you respond with these hands?

(C) Your right-hand opponent opens 3♦. What would you overcall with these hands?



Practical Exercises

Make up complete deals where the auction would proceed:

(1) West 3♦ All pass	North 3♥	East pass	South 4♥
(2) West 3♥ all pass	North double	East pass	South 4♣
(3) West 3.4. all pass	North 3♠	East pass	South 3NT
(4) West 3♦ all pass	North 3NT	East pass	South 4♥

Chapter 21

Introduction to Slam Bidding

Teacher's Notes

Slam bidding is a vast subject and we do not pretend to give the topic more than cursory coverage here.

There are two basic elements to a good slam:

- (1) Sufficient strength. The two hands must combine to be able to produce 12 or 13 tricks. In point-count terms this is the basis for the magic numbers 34 and 37. These values are most accurate for two balanced hands but can come down, often quite dramatically, when there are long suits about. It is possible to make a Grand Slam on as few as 8 HCP!
- (2) Controls. It's no good having 12 or 13 tricks available if the Defence have already taken the first two tricks themselves. In simple terms this means (assuming no voids) that a Small Slam requires three aces and a Grand Slam all four.

(It also means, in a Small Slam, not having a cashing AK in a suit against you. However, that would be straying into this subject further than we intend to here.)

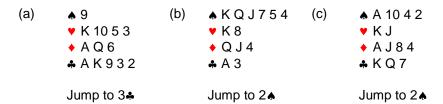
Of the two basic elements, strength is by far the more important, hence the '30-point rule' in the Student's Notes. Declarer may survive after a lucky opening lead if the 'control' position is shaky, but if the necessary strength is missing, the Slam will inevitably fail.

A Jump Shift Response usually shows one of the following hand types:

- (a) A hand with strong support for Opener,
- (b) A hand with a strong suit of its own, or
- (c) A strong balanced hand.

A jump shift response also promises 16+ HCP, or perhaps a little less if there are compensating distributional values.

Examples of each hand type, after Partner opens 1♥:



Since we are only considering general strength and a sufficient number of aces for Slam, we have only included the 'aces half' of Blackwood in the Student's Notes. You may, however, wish to add the 'king ask' as well:

After 4NT has received an 'aces' response, the player who bid 4NT may now bid 5NT to ask for kings in a similar manner:

5NT	6♣	shows NO kings;
	6♦	shows ONE king;
	6♥	shows TWO kings;
	6♠	shows THREE kings;
	6NT	shows all FOUR kings.

5NT is always a try for a Grand Slam, and as such GUARANTEES that the partnership holds all four aces. Blackwood is named after the American Easley Blackwood who first devised the system.

Your students may ask when a slam should be bid. Mathematically it's all about gain versus loss. Consider a non-vulnerable small Slam in a major suit. The profit for bidding the slam is +500 (the slam bonus). The loss for bidding six but only making five is -50, so the gain is 450. Bidding four and making five is also 450. So the potential gain and loss equal one another meaning a Small Slam should be bid if it has better than a 50% chance. A similar analysis can be made for other denominations and vulnerability but the answer always comes out close to 50%. A Grand Slam needs better odds, more like 70%, because a failed Grand Slam also loses the Small Slam bonus.

So a Small Slam, which only needs a winning finesse, also a 50-50 proposition, for success would be a reasonable gamble, while one which needs both a finesse and trumps splitting 2-2 certainly should not be bid.

This theory is really just for your benefit. The practical answer for your students is that a Small Slam should be bid 'if it seems likely'. As their experience grows, their judgement in this area will improve. Grand Slams will occur only rarely – either you know that at least 37 HCP are held or the player can count 13 tricks during the auction. Here's an example of that:

West			East
A Q		1♣	♦ 82
AKQ732	2♥	3♥	♥ J985
♦ 8 3	4NT	5♥	 A Q
♣ K Q 4	5NT	6♣	♣ AJ965
	7♥	pass	

From West you know that East has two aces, no kings and at most one queen since you have the other three. East is likely to have 5- or 6- clubs, as with a balanced minimum he would open 1NT. The hearts should be good for 6-tricks. So you can count 1 spade, 6 hearts, 1 diamond and hopefully 5 clubs. Even if partner's clubs are A 6 5 3 2, two thirds of the time they will break 3-2.

Some of the questions in part (B) of both quizzes are really quite difficult at this stage of your student's development. Look them over carefully before letting the class see them. Several important ideas related to Slam Bidding are contained in these questions, but you should decide if your class is ready to tackle them or not.

Summary of Lesson Objectives:

- (1) Students will know what a Slam is and understand the basic strength requirements for both Small Slams and Grand Slams.
- (2) They will appreciate the importance of aces in Slam bidding.
- (3) They will know the mechanics of Blackwood for asking for aces.
- (4) The will learn about the strong jump shift response to Opening One Bid.

<pre>♣J103 ♥A1086 ◆J5 ♣9832</pre>	AK742 ♥2 ◆AKQ63 ♣A7 A8 ♥ J73 ◆ 10974 ♣QJ1065	West pass	North 1 ♠ 6 ♠ raise from S	orth : Love all East pass All pass outh, North k	South 3.
	▲Q965▼KQ954◆82★K4	D I DO. ()	0. D	NO.	
★KJ4▼AJ7◆1087★A1094	 ♣52 ♥Q5 ◆J9542 ♣J732 ♠AQ73 ♥K1063 ◆AQ ♣KQ8 ♠10986 	West 6NT With 13 HC	North All pass		erable South pass se straight to 6NT after East
	♥9842 ♦ K63 ♣65				
♣J1093 ♥A862 ♦K752 ♣7	AQ82 ▼7 •J10843 •Q62 •K754 • 54 • Q96 •J853 •6 •KQJ1093 • A • AK1094	pass pass All pass West pass pass pass pass All pass Whether yo get to the he	North Strong 2s: 3NT 5 North Weak 2s 1 3NT 5 u have taugheart slam.		South 2♥ 4NT 6♥ South 1♥ 3♣ 4NT 6♥ or weak 2s, it is possible to
AK6∀KQJ3A107AQ85	<pre></pre>	West 1 ♥ 3NT 4 ◆ 5 ♥ West's jumpslam zone.	North pass pass pass pass to 3NT shore East shows here	nis second su	erable South pass pass pass All pass so East knows they are in the uit and, getting support for Vest shows two aces and

Chapter 21

Introduction to Slam Bidding

Student's Notes

A contract bid to the 6-level is an undertaking to win 12 tricks – a SMALL SLAM. Bidding to the 7-level is an undertaking to win all 13 tricks – a GRAND SLAM.

There are substantial bonuses for bidding and making slams, ranging from an extra 500 for a non-vulnerable Small Slam to 1500 for a vulnerable Grand Slam. The Slam bonus is additional to the Game Bonus and trick score.

Examples of successful Slam scores are:

6♥ bid and made, vulr	nerable	7NT bid and made, non-vulnera	7NT bid and made, non-vulnerable		
Trick score 6 x 30	180	trick score (40 + 6 x 30)	220		
Vulnerable game bonus	500	Non-vul. Game bonus	300		
Vulnerable Small Slam bonus	<u>750</u>	Non-vul. Grand Slam bonus	<u>1000</u>		
	<u>1430</u>		<u>1520</u>		

Bidding and making Slams is a lot of fun. But unless you are careful your slam bidding will be haphazard at best.

Requirements for a Slam

- (A) To bid a Small Slam the partnership needs:
 - a. 33 or 34 HCP when both hands are fairly balanced
 - b. At least 3 aces.

If one or both players have long, strong suits the point-count requirement may be less. But if the Defence have two aces, and cash them, the slam will fail. In a trump slam you may be lucky enough to have a void to counter an opponent's ace.

- (B) To bid a Grand Slam the partnership needs:
 - a. 37 HCP when the hands are fairly balanced
 - b. All four aces.

Usually after the first two or three bids, and sometimes sooner, one of the partnership might realise that the values for Slam MAY be present. Nevertheless, do NOT try for Slam unless:

- (1) You know the partnership has at least 30 HCP, and
- (2) The partnership MAY have the required 33 HCP.

Say you hold 17 HCP. If partner might hold 16 HCP then a Small Slam is a possibility. However it is not safe to try for Slam unless you KNOW partner has at least 13 HCP.

The Jump Shift Response

A Jump Shift Response is the bid of a new suit by Responder one level higher than is necessary, in response to an Opening Bid of One of a suit. Suppose Partner opens 1 ♥. Responses of 2♠, 3♣ and 3♦ are all examples of Jump Shift Responses.

A Jump Shift Response shows 16+ HCP but only promises a 4-card suit. It is an immediate signal to Opener that the partnership is close to the Slam zone and Opener will be very interested when he holds more than a minimum for his Opening Bid.

	West			East
(1)	♠ A K 9 7 3	1 ♠	3♣	♠ QJ82
	KQJ5	3♥	4♠	v 63
	4	6♠	pass	A K 7
	♣ KJ4			♣ A Q 9 2

Responder could have just bid 4 on the first round, but with 16 HCP he shows his extra strength by jumping to 3. After Opener discovers East has 16+ HCP and spade support opposite, he knows that 6 is likely to be a good contract. Responder's jump to 4 on the second round shows good trump support and 16-17 HCP. The Defence cannot hold two aces because of the point-count, so Opener simply bids the Slam.

Suppose instead that Opener has a similar hand, but with a slightly reduced point-count:

	West			East
(2)	♠ A K 9 7 3	1 ♠	3♣	♠ QJ82
	KQ852	3♥	4♠	v 63
	4	???		A K 7
	♣ K 4			♣ A Q 9 2

Now the partnership may have only 31 HCP, so the Defence might have two aces if Responder has only one. As long as Responder has two aces, 6♠ will be a good contract. Opener can find out HOW MANY ACES East has by using

The Blackwood Convention

A bid of 4NT is not needed for a natural bid. So we put it to good use as an artificial bid. It asks the question 'How many aces do you hold partner?'

Partner replies as follows:

- 5. shows NO aces or all FOUR aces:
- 5♦ shows ONE ace:
- 5♥ shows TWO aces;
- 5♠ shows THREE aces.

It will always be obvious from looking at your own hand and reviewing the bidding, whether Partner has none or four aces for his 5. bid.

Opener can use Blackwood to solve his problem on hand (2)

	West			East
(2)	♠ A K 9 7 3	1♠	3♣	♠ Q J 8 2
	KQ852	3♥	4♠	v 63
	• 4	4NT	5♥	A K 7
	♣ K 4	6♠	pass	♣ A Q 9 2

East's 5♥ reply says 'I have 2 aces'. It says nothing at all about his heart holding.

Responder may initiate Blackwood as well:

	West			East
(3)	A Q 7 6	1♣	1 ♠	♠ KJ953
	y 93	3♠	4NT	A K 8 5
	♦ K 5	5♥	6♠	* 8
	♣ A K 7 4 2	pass		♣ Q J 10

By jumping to 3. West shows 4-card spade support and 16-18 HCP. Since he bid his clubs first he will have at least five clubs. Responder has a fit for clubs as well and is sure there will be twelve tricks available unless the opponents have two aces. Blackwood shows West has two aces, so the Slam can be bid with confidence.

Remember the logical order of both these examples:

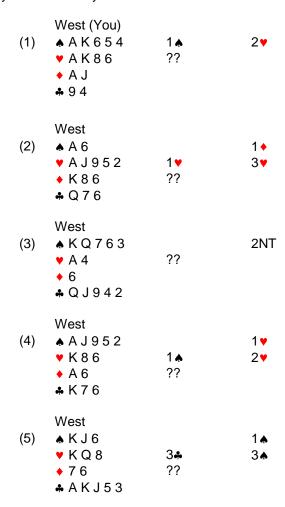
- (1) The partnership finds the fit first.
- (2) One player realises that the total strength of the partnership's assets will make 12 tricks probable.
- (3) Maybe the opponents can cash two aces. Let's check that using Blackwood.

This is a very limited introduction to the world of Slam Bidding. There are other techniques which you can add to your bidding system as you become more confident in your bidding.

Student Quiz (Chapter 21)

(A) Your partner opens 1. What would you respond on these hands?

- (1) (2) (3) ★ KQ73 **♠** Q8 ♥ KJ754 AKJ843 AKJ843 ♦ K Q 2 97 97 ♣ A Q 5 **4** ♣ K Q 7 3 (4) ♠ A K 10 6 ♠ A K 10 6 2 (5) AKQ82 A K Q 8 ♦ J 10 7 10 5 ***** 3 **\$** 52
- (B) Consider each hand below in the light of the bidding shown to its right. Is your hand worth a slam try? What would you bid now?



Answers to the Student Quizzes by Chapter

Chapter 1 Quiz Answers

- (A) (1) 14 HCP (2) 14 HCP (3) 9 HCP
- (B) Open hands (1) and (2)
- (C) Pairs (3) and (4) are Game hands.

Chapter 2 Quiz Answers

- (A) Open all three hands
- (B) (1), (3) and (4) are balanced hands
- (C) (1) No Trumps (2) Spades (3) Hearts (4) No trumps

Chapter 3 Quiz Answers

- (1) 1NT (2) 1♠ (3) pass (4) 1♥
- (5) 1♠ (6) 1♥ (7) 1♠ (8) 1♣

Chapter 4 Quiz Answers

- (1) 4♥ (2) 4♥ (3) 2♥ (4) 3♥
- (5) pass

Chapter 5 Quiz Answers

- (1) 2NT (2) 1NT (3) 3NT (4) pass
- **(5)** 4♥

Chapter 6 Quiz Answers

- (A) (1) pass (2) 4♥ (3) 3♥
- (B) (1) pass (2) 3NT (3) 2NT (4) 4♥ (5) 2♥

Chapter 7 Quiz Answers

- (A) (1) 1♠ (2) 1♠ (3) 1♠ (4) 2♦
- (B) (1) 1♠ (2) 1♥ (3) 1♠ (4) 2♣

Chapter 8 Quiz Answers

- (A) (1) 3 (2) 2 (3) 4 (4) 2 (4)
- (B) (1) pass (2) 4♠ (3) 3♠

Chapter 9 Quiz Answers

(A) (1) 1NT

2NT (2)

(3) 3NT

(B) (1) 2NT (2) 3NT

3NT (3)

(4) 2NT

(C) (1) pass (2) 3NT (3) 2NT (4) **4** 🔻

Chapter 10 Quiz Answers

(A) (1)

2 🔻

(2) 3♥ (3)**4** 🕶 (4) 2♠

Although hand (3) contains 18 HCP, the very strong hearts and the good holding in Responder's suit spades make this hand stronger than most 18 HCP hands.

(B) (1)

pass

(2)

(3) 3♥

Chapter 11 Quiz Answers

(A) (1) 2 🔻

(1)

(B)

(2)

(2)

2♠

2 🔻

(3) 2 🔷

(3)3♥

(4) 3*

(5) 4.

(6) 4 💙

Chapter 12 Quiz Answers

pass

1NT (A) (1)

1NT (2)

(3)1 •

(4) 1NT

1NT (B) (1)

(2) pass

2NT (3)

(4) 2

(5) 4♠ (6)3♥ (7) 3NT

(C) 1NT - 2♣, 2♠ - 4♠, end (1)

> (2) 1NT - 2♣, 2♥ - 3♥, 4♥ end

(3) 1NT - 2♣, 2♥ - 3NT, 4♠ end

Chapter 13 Quiz Answers

(A) Only (4) is a correct 1NT overcall. (1) is too weak, (2) is not balanced and (3) lacks a club stopper.

(B) (1) 3NT (2)

2*

(3) pass (4) 2

(5) 4

(6) 3♥ (7) 2*

On (2) you will invite Game next, while on (7) you will either rebid 3NT or raise Partner's 2 to 4 to .

Chapter 14 Quiz Answers

(A) (1) pass (2) 1♠ (3) pass

2NT

(4) 2 🔷

(B) (1) pass (2)

(3) 3♠ (4) 4

(5) 1NT (6)pass

2♠

(7)

3NT (8)

Chapter 15 Quiz Answers

(A) (1) 2♥ (2) 1♥ (3) Hand (2) only has a 5-card suit.

(B) (1) 3♥ (2) 4♥ (3) 3NT (4) 2NT

On (3) and (4), despite holding 2-card support for the jump overcall, the NT responses are correct because of the good stopper in Opener's suit.

2♥

Chapter 16 Quiz Answers

(A) (1) pass (2) pass (3) pass (4) Double

(B) (1) **1** 🔻 (2) 1 🔻 (3)2 (4) 3♠ (5) 3NT (6)2NT 1NT (8) 2 🔻 (7) (9)4♠

Chapter 17 Quiz Answers

(A) Only hand (4) is balanced with the proper point-count for 2NT

(B) (1) 3NT (2) pass (3) 4 (4) 3 (4)

(5) 3NT (6) pass

On (3) the sixth spade and singleton diamond make up for the slight shortage of points.

Chapter 18A Quiz Answers

(A) (1) 2NT (2) 1**▼** (3) 2**▼** (4) 2**▼**

Hand (1) is a balanced hand, (3) is a normal 2-opener, while (4) is typical of a hand which is MUCH stronger than its point count suggests.

(B) (1) 3♥ (2) 2NT (3) 2NT (4) 2♠

(5) 3NT

Chapter 18B Quiz Answers

(A) (1) 2♥ (2) 2♠ (3) pass

(B) (1) 4♥ (2) 2NT (3) 2♠

(C) (1) double (2) 3♠

Chapter 19 Quiz Answers

(A) (1) 2**.**

(2) 1♣

(3) 2*

With (1) rebid 2NT non-forcing, while with (3) force to Game by rebidding 2♠. Hand (2) would be a strong Two if the long suit were not clubs. If partner responds 1♠, rebid 3NT. Over a 1♦ or 1♥ response, you can force to some Game by rebidding: 1♣ - 1♥, 3♦ or 1♣ - 1♦, 2♥.

(B) (1) 3NT (or 2NT)

(2) 2♦

(3) 2♦

(4) 2*4*

(5) 2♠

(6) 3♦

See the Teacher's Notes for a discussion of balanced positive responses like (1). On (3) remember that you will have to keep bidding until Game is reached, unless Opener rebids 2NT now.

Chapter 20 Quiz Answers

(A) (1) 2**A**

(2) 1♠ (or 4♠) (3)

(3) 3♠

Although 4-level bids are not part of this course, it is sensible to open (2) with either 1♠ or 4♠. The main point is that it is too strong for 3♠

(B) (1) 4A

(2) pass

(3) 4♠

Note that (1) and (2) have the same point-count but a different number of 'tricks'. 4 • on (3) is just to get in the opponent's way.

(C) (1) pass

(2) 3♥

(3) Double

(4) pass

(5) 4**\v**

(6) 3NT

(7) 3NT

On (3), Double is better than 3 to bring BOTH majors into the reckoning. Compare (2) and (5) to see the difference between a maximum 3 bid and a 4 bid. Also note (6) and (7) – a 3NT overcall covers a wide range. Another point about (7) is that 3NT is more likely to be the right contract than 4 ; in hearts there is a real danger that the Defence will start with a diamond to the ace and a diamond ruff, and later you may have to lose two more tricks.

Chapter 21 Quiz Answers

(A) (1) 2♥ (2) 1♥ (3) 2♥ (4) 2♠

(5) 2♥

Compare (2) and (3). The great club fit for Opener makes (3) a much better hand than (2); (3) is worth a jump-shift response while (2) is not. When you jump-shift on a hand with two suits of the same length, choose your first bid according to the same rules as those which apply to a simple response. Thus on (4) with two 5-card suits jump in the HIGHER suit, but on (5) with two 4-card suits, jump in the cheaper suit.

- (B) (1) Yes, bid 5♥. If Partner is minimum for his 2♥ bid, say 9-11 HCP, he will pass. With more he will bid 6♥. With all those aces and kings, 6♥ may well make easily, even if the partnership only holds 31 HCP.
 - (2) Yes, bid 4. Partner has four hearts and therefore five diamonds, as well as around 17 HCP. Any suit bid by you BETWEEN 3. and 4. must be a try for Slam; otherwise you just bid 4. The best news that you can give Partner is that you hold useful high-card values in his first suit. With a maximum, especially if his diamonds are something like. A Q 4 3 2, he will go past 4. himself. With less, he will 'sign off' in Game.
 - (3) Yes, bid 3♠. For the moment Partner will think that you are just looking for a Game. He will rebid either 3NT or 4♠ depending on how many spades he has. Over either rebid, you will next jump to 6♣. You know the partnership has 32-34 HCP in total. With your two 5-card suits a Small Slam is a very good bet. Your Partner will give you 'preference' between hearts and clubs by either passing 6♣ or returning to 6♥.
 - (4) No, bid 4♥. Partner has at most 15 HCP and may have only 10-11 HCP with his 6-card heart suit. If he an ideal maximum there might be a Slam, but the odds are very much against that. If you try for 6♥, there is a good chance you will end up in 5♥ and go down one, which would be sad.
 - (5) No, bid 4♠. You have a minimum hand for your jump shift response. After Partner hears about your spade support, he will be in a good position to decide whether to bid on or not. He is the only one who knows if he has any extra strength. Your jump shift showed a strong hand already, so 4♠ now is enough.

Student Quiz 2 (Chapter 1)

(A) How many points are there in the following hands?

(1)	★ K 4 2	(2)	♠ A K J3	(3)	★ 5 4 3
	AQ53		♥ Q32		🕶 J 9 8
	KJ42		♦ KJ4		K Q 7
	. K 8		♣ J 5 2		♣ A 9 8 7

- (B) On which hands in (A) would you open the bidding?
- (C) On which of the following pairs of hands would you like to be in a Game contract?

(1)	A K 7 4♥ 9 8 5 3A K 4♣ 9 3	♠ Q 9 5♥ A K 6 4♦ 7 6 5♣ A J 6 5
(2)	▲ A J 7 4♥ Q 9 5 3◆ K J 9♣ 9 3	★ K 9 8 2▼ 8 6 4◆ 7 5★ A Q 8 2
(3)	★ K Q J 8♥ Q 9 5 3◆ A K 3♣ 9 2	♠ 9 7 4♥ K J 4 2◆ Q 8♣ A Q J 6
(4)	♠ A K 7 4♥ Q 9 5 3◆ K J 6♣ 3 2	♠ Q 9 5♥ 8 6 4♦ 7 3 2♣ A K Q 8

Student Quiz 2 (Chapter 2)

(A) On which of the following hands would you open the bidding?

(1)	♠ 2	(2)	♠ A Q 7	(3)	♠ KQ986
	KQ876		▼ K Q J 8 3 2		AQJ7
	QJ975		♦ 4		432
	♣ A 9		4 9853		. 7

(B) Which of the following hands are balanced?

(C) In what denomination would you like to play the following pairs of hands?

9864

```
(1)
       ▲ A K 7 4
                        ♠ Q95
                        A K 6 4
       9853
       • A K 4
                        ♦ 765
       4 9 3
                        ♣ AJ65
(2)
       ♦ AJ74
                        ♦ K 9 8 2
       AQ53
                        9 8 6 4
       ♦ KJ9
                        † 75
      4 9 3
                        ♣ A Q 8 2
(3)
       ♠ KQJ8
                        ♠ 9 7 4
       ♥ Q 9 5 3

▼ K J 4 2
       • A K 3
                        ♦ Q 8
       4 9 2
                        ♣ A Q J 6
(4)
       ▲ A K 7 4
                        ♠Q95
```

Q953

Student Quiz 2 (Chapter 3)

What would you open on the following hands?

Student Quiz 2 (Chapter 4)

Suppose Partner opens the bidding with 1 . What would you respond with these hands?

Student Quiz 2 (Chapter 5)

Suppose Partner opens the bidding with 1 . What would you respond with these hands?

Student Quiz 2 (Chapter 6)

(A) Suppose you open 1♠ and Partner responds 2♠. What would you rebid with the following hands?

(1)	♠ A K 5 4 2	(2)	♠ KQ543	(3)	♠ A K 8 7
	A Q 5 3		KQJ2		∀ K 8
	♦ J 4		• A 4		A K 8 2
	♣ 9 8		♣ A 3		4 987

(B) When you open the bidding with 1♠ Partner responds 1NT. What would be your rebid with these hands?

(1)	A K 4 2♥ Q 4 3◆ K J 9 8♣ Q 8	(2)	A K 4 3 ♥ K 3 2 ◆ A J 4 ♣ A 7 2	(3)	★ K Q 8 7▼ A 4◆ A K 9 2♣ Q 7 3
(4)	★ K Q J 7 6 5▼ A K Q◆ A♣ 9 8 7	(5)	★ K Q J 7 6 5♥ Q 8 6↑ A♣ 9 8 7		

Student Quiz 2 (Chapter 7)

(A) Your Partner opens the bidding with 1 ◆. What would you respond with the following hands?

(B) Your Partner opens the bidding with 1. What would you respond with these hands?

Student Quiz 2 (Chapter 8)

(A) You open the bidding with 1♦ and Partner responds 1♥. What would you rebid with the following hands?

(1)	4 4 2	(2)	♠ A 5 3	(3)	♦ 5 3
	A Q 7 6		KJ98		AKJ8
	AK987		AQJ76		AKQ32
	4 9 8		♣ Q		♣ Q 7

(B) Partner opens the bidding with 1♦, you respond 1♠ and Partner rebids 2♠. How do you continue the bidding with these hands?

(1)	♠ A Q 4 2	(2)	♠ Q J 5 4	(3)	♠ KJ532
	9 9 7 6		♥ J 9 8		y 98
	876		♦ 8 7		A K 3
	♣ Q 9 8		♣ A K 9 8		♣ Q 8 7

Student Quiz 2 (Chapter 9)

(A) You open the bidding with 1♥ and Partner responds 1♠. What would you rebid with the following hands?

(1)	★ K 4 2	(2)	♠ Q J 4	(3)	∧ K 3
	AQ63		A K 9 8		A K 6 4
	◆ A 6 5		♦ Q 8		AQJ
	♣ Q 9 8		♣ AJ98		♣ Q 9 8 7

(B) You open the bidding with 1♥, and Partner responds 2♣. How do you continue the bidding with these hands?

(1)	★ K 4 2	(2)	∧ K 9 8	(3)	♦ 5 4
	AQJ6		A K 9 8		A K Q 6
	KJ8		Q 8 7		A 9 3
	♣ Q 9 8		♣ A J 9		♣ Q987
(4)	• K 7 6				

(4)	∧ K 7 6	
	A K 6 4	
	A Q 8 7	
	. K 8	

(C) What would you rebid on the following hands, After the auction shown on the right?

After the auction shown on the right?					1 ♦ 1NT		
(1)	♠ Q 9 4 2	(2)	♠ Q J 5 4	(3)	♦ KJ32		
	🕶 A 7 6		A K 8		Q J 9		
	965		Q J 8		Q 8 3		
	♣ Q 8 7		4 9 8 4		4 9 8 7		

Partner

You

(4) **♠**QJ9876 A K 6 8 2 **\$** 5 4

Student Quiz 2 (Chapter 10)

(A) You open the bidding with 1♥ and Partner responds 1♠. What would you rebid with the following hands?

(1)	↑ 42 ∀ AQJ986 • QJ5	(2)	<pre>♠QJ4 ♥KQJ876 ◆AK8</pre>	(3)	↑ 3 ∨ AKQJ98 • AKQ
	* 8 7		* 8		4 9 6 4

♣Q9875

(B) What would you rebid on the following hands, **Partner** You After the auction shown on the right? 1 ♣ 2* 2♠ ? (1) (2) (3) ♠ KJ2 ♠ Q J 6 ♠ K J ♥ K86 A K 8 **9** 9 6 4 2 **9** 5 **♦** J 8 96

♣Q9642

♣ A K J 8 7

Student Quiz 2 (Chapter 11)

(A) You open the bidding with 1♠ and Partner responds 2♦. What would you rebid with the following hands?

(1)	♠ KJ542	(2)	♠ Q J 4 3 2	(3)	♠ A K J 8 7
	A J 7 5		♥ A 9		y 97
	• A 6 5		♦ 8 7		♦ 3 2
	. 7		📤 A J 9 8		♣ A K J 8

(B) V

What would you rebid on the following hands, after the auction shown on the right?					Partner 1 ♣ 1 ♠		
(1)	★ K 9 2▼ K 9 8 6 4◆ 9 6♣ Q 9 7	(2)	♣ Q 8 7 6♥ A J 9 8◆ Q 8 7♣ 9 8	(3)	♠ A K J 3♥ A Q 9 8♦ 9 8♣ 9 8 7		
(4)	♠ KJ42 ♥ Q8765 ♦ A65 ♣ 4	(5)	A 5 4 ▼ K Q 9 8 7 ◆ 7 2 ♣ Q 8 7				

Student Quiz 2 (Chapter 12)

♣ Q J 8

(A) What would you open on the following hands?

(1)	A K 4 2V A Q 6 5 3V 4 2V 9 8	(2)	A A Q 4 ▼ A 8 4 3 2 ◆ K 2 ♣ 7 3 2	(3)	★ K Q 7▼ J 7◆ Q 7 6 5 4 3♣ A 4
(4)	♠ K 7 6 ♥ K J 8 ♦ K 9 7 5				

(B) Your Partner opens 1NT. What do you respond with these hands?

(1)	♠ Q 7 6♥ A Q 5♦ J 5 4 2♣ Q 9 8	(2)	♠ 9 4♥ 5 4 3 2♦ K 8 7 6 5 4♣ 8	(3)	<pre>♠ K Q 7 ♥ A J 7 ♦ K J 5 4 ♣ 9 8 7</pre>
(4)	<pre>♠ K 6 ▼ K J 9 8 7 ◆ A Q 7 ♣ 7 5 3</pre>	(5)	★ K J 4 3▼ A 7 6◆ 9 8 2♣ 9 8 2	(6)	♠ K 8 ♥ A Q J 7 5 4 ♦ K J 6 ♣ 8 7
(7)	♠ K Q 9 ♥ A 9 • 9 8 7 ♣ K Q 9 8 7				

(C) How do think the auction should go on each pair of hands below. The hand on the left always opens 1NT.

(1)	★ K 6 2▼ K Q 7 2◆ 8 5♣ K J 5	 A 10 7 4 (2) ✓ J 8 6 4 ✓ A 6 2 A Q 8 3 	★ K Q 8▼ A Q 6◆ 3 2♣ Q 9 8 6 5	A 7 4 2✓ K 8✓ K Q J 7 6A 4 3
(3)	↑ 10 9 6 5♥ A Q 8 6↑ A Q♣ Q 10 5	A J 3 2✓ K 5→ 7 6 5♣ K J 6 4		

Student Quiz 2 (Chapter 13)

(A) Your right hand opponent opens 1. On which of these hands would you overcall 1NT?

(1)	♠ K Q 9 ♥ A Q 5 3 ♦ K 4 2	(2)	♠ KQ876 ♥ 7 • KQ2	(3)	♠ A J 9 8 ♥ A Q J 4 ♦ K J 7
	• K 9 8		♣ A Q 9 8		• KJ7 ♣ 87
(4)	♠ K Q 9 ♥ Q 5 4 3				

• Q42 **♣** K Q 7

West 1◆	North 1NT		East pass	South (You)		
(1)	A Q 9 8♥ Q 5 3♦ J 4 2♣ Q 9 8	(2)	♦ 9 4♥ A J 9 8◆ 9 6 2♣ 5 4 3 2	(3)	♣876♥AJ7◆754♣K987	
(4)	↑76 •Q9865 •9643 •82	(5)	★ K J 7 4 3▼ A 8 7◆ K 2♣ 9 8 7	(6)	♣ Q 7 6♥ K Q 9 8 7 6◆ K 6♣ 8 7	
(7)	A 7 6V A 9 8S 5A Q J 9 8 7 4					

Student Quiz 2 (Chapter 14)

(A) Your right hand opponent opens 1 ♦. What would you bid on these hands?

(1)	★ K Q 9 6▼ A Q 5◆ 9 4 2♣ K 7 5	(2)	★ K 5▼ K J 8 7 6◆ K 3 2◆ 8 5 3	(3)	♠ KJ7 ♥ 87 ◆ 76 ♣ AKJ865
(4)	♠ Q 9 5♥ A 7♦ 7 6 5♣ K J 8 7 6				

West 1♠	North 2♥		East pass	South ((You)
(1)	♣ Q 6 5♥ A J 7◆ K 8 6 5♣ Q 9 8	(2)	♣865♥54◆KQ62♣A987	(3)	★ K Q 8♥ A 7◆ Q J 8 7♣ 9 8 7 2
(4)	♠ K J 3 2♥ 8 7◆ K 4 3♣ A K 9 8	(5)	▲ A 8♥ K Q J◆ K 9 8 2♣ J 9 6 4	(6)	A Q 7♥ 9 8◆ K J 9 8 7♣ Q 9 8

Student Quiz 2 (Chapter 15)

(A) Your right hand opponent opens 1 ♦. What would you bid on these hands?

(1)	★ KQJ876 ▼ AQ7	(2)	★ KJ987 ▼ A8	(3)	♠ A Q J 9 8 7 ♥ A 8 5
	◆ 9 4 ♣ J 8		◆ K 2 ♣ A Q 9 8		◆ K 8 ♣ 8 7

West	North		East	South ((You)
1 ♦	2♠		pass	?	
(1)	♠ Q 9 8	(2)	♠ Q 9 8	(3)	↑ 7 6
	🔻 Q J 8 7		K Q 6		K J 8
	7 4 2		A Q 4 3		K Q 5 4
	♣ A 9 8		. 984		. KJ98
(4)	♦ 32				
	QJ93				
	Q J 8 7				
	♣ Q J 9				

Student Quiz 2 (Chapter 16)

(A) Your right hand opponent opens 1 ♦. What would you bid on these hands?

(1)	★ K Q 9▼ A Q 5 3◆ Q 4 2★ K 9 8	(2)	★ K 8 7 6♥ 3◆ K Q J 7♣ A Q 9 8	(3)	★ K Q 7 3 2▼ K 8 7↑ 7♣ Q 9 8 4
(4)	★ K Q 9 2 ▼ A Q 5 3 ◆ 8 ★ K Q 7 6				

West 1◆	North double		East pass	South (South (You)	
(1)	♦ KJ987	(2)	♦ 932	(3)	∧ K 6 4	
	♥ J 3 2		♥ 5 4 3		A K J 8 7	
	♦ J74		9652		5 4	
	4 9 8		4 9 8 5		4 9 8 7	
(4)	♦ K Q 8 4	(5)	♠KJ9	(6)	♦ 976	
	A 9 8 7 6		A 8 7		Q 5 3	
	963		♦ KJ32		KQ6	
	* 8		. Q J 8		♣ KJ65	
(7)	 876	(8)	A 8	(9)	∧ KJ98	
	A 9 8		AQ9765		y 86	
	QJ98		♦ 7 2		• 65	
	* 876		♣ A 10 7 3		♣ A Q J 3 2	

Student Quiz 2 (Chapter 17)

(A) On which of the following hands would you open 2NT?

- (B) Partner opens 2NT. What would you respond with these hands?
 - (1) (2) **♠** Q98 **▲** J 10 7 6 5 4 3 (3) **★** KJ84 **y** 32 **9853** A J 9 8 7 ♦ J42 **•** 2 **•** 9 ♣ Q 9 8 **4**963 **4** 987 (4) **∧** K 5 4 3 (5) **♦** KJ9876 (6) ♠ Q62 ♥ A87 **9** 7 ♥ none 943 ♦ KJ9 874 **♣** J87 **4** 98 ♣ KJ98743

Student Quiz 2 (Chapter 18A)

(A) What would you open on the following hands?

(1)	▲ A K J 9 8	(2)	♠ KQJ854	(3)	♠ KQJ854
	A K 3		v 2		A K
	♦ A 4		◆ A Q		 A K
	♣ Q 9 8		♣ A Q 4 3		♣ 754

(B) Partner opens 2. What would you respond with these hands?

(1)	♠ Q 9 8♥ Q 5 3◆ A J 4 2♣ Q 9 8	(2)	♠ KJ9 ♥ Q87 • 982 ♣ 9765	(3)	♠ 106♥ A K 4♦ J 8 5 4 2♣ 10 5 3
(4)	♦ 87	(5)	♦ 98		

Student Quiz 2 (Chapter 18B)

(A) What would you open on the following hands?

(1)	4 4	(2)	♠ J 5 2	(3)	▲ 10 9 4 3
	♥ Q 5		KQ7654		KQ7532
	KJ10654		432		• 2
	• O 9 7 4		. 2		 Q 9

(B) Partner opens 2. What would you respond with these hands?

(1)	♠ 10 8 2	(2)	♠ A J 3	(3)	♦ 4
	♥ A Q		♥ 5		AKQ764
	AQ975		KJ1076		A 7 4
	♣ A K 2		♣ A Q J 10		. 82

(C) Your right-hand opponent opens 2. What would you bid with these hands?

(1)	♠ A 6	(2)	4 8
	K 8 6 4		AQJ765
	◆ A J 10 9		A K 4
	♣ K 10 4		* 8 2

Student Quiz 2 (Chapter 19)

(A) What would you open on the following hands?

(1)	♠ A Q 8	(2)	♠ A K 3 2	(3)	∧ A K 9
	A Q 5 3		AQJ95		AKQJ762
	A Q 9 8		• A K 10 9		• A
	♣ A K		♣ none		♣ 6 5

- (B) For the hands which you opened 2♣ in exercise (A), what would your rebid if partner responded 2♦?
- (C) Partner opens 2. What would you respond with these hands?

(1)	♠ K Q 9 8	(2)	♠ KQJ8	(3)	♠ 6 3
	♥ Q 5 3		4 4 3 2		Q97654
	J 4 2		982		none
	♣ Q 9 8		4 976		♣ J8732
(4)	4 9 8	(5)	♦ 962	(6)	▲ A 7 6
	A J 9 8 7		♥ KJ87		∀ K 4
	A 5 4 2		♦ 8 7		• Q 10 7 6 4 3
	4 8 5		♣ KQ987		. 87

Student Quiz 2 (Chapter 20)

(A) What would you open on the following hands?

(1)	♠ A J 8	(2)	♠ 9 8	(3)	♠ Q 7
	AKQJ876		KJ109765		QJ97543
	♦ 2		♦ A 9 2		• 8
	♣ K J		. 9		4 8 7 6

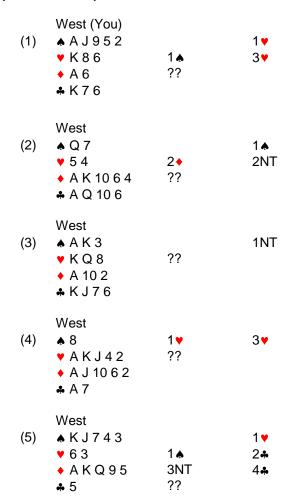
(B) Your right-hand opponent opens 3♦. What would you overcall with these hands?

(1)	♠ 987 ♥ AKQ87 • 42 ♣ Q98	(2)	★ K J 8 7 6 5▼ A J 8◆ 2♣ A Q 9	(3)	★ K 8 7 2 ▼ K J 8 7 ◆ 8 ♣ A Q 8 7
(4)	A A 8 ♥ 9 8 7 4 ♦ K Q J 9 7 ♣ A 8	(5)	♠ A 7♥ 9 4 2♦ K 3♣ A K Q J 7 4	(6)	▲ A 8 7 3♥ A Q◆ 9♣ K Q J 7 6 3

Student Quiz 2 (Chapter 21)

(A) Your partner opens 1♥. What would you respond on these hands?

- (1) (2) ♠ A K 10 6 2 (3)**♠** Q8 **▲** A K 10 6 A Q 5 **y** 5 **y** 53 ♦ K Q 2 • AKQ82 • A K Q 8 ♣ KJ754 **4** 10 7 ♣ J 10 7 (4) **A** A K 7 5 4 2 **♠** 3 (5) ♠Q532 (6)♥ K Q 10 8 A K 7 A 8 7 6 5 ♦ KJ6 **8 •** 4 ♣ AKQ8652 ***** K 10 6 ***** 4
- (B) Consider each hand below in the light of the bidding shown to its right. Is your hand worth a slam try? What would you bid now?



Answers to the Student Quizzes 2 by Chapter

Chapter 1 Quiz 2 Answers

- (A) (1) 16 HCP (2) 15 HCP (3) 10 HCP
- (B) Open hands (1) and (2)
- (C) Pairs (1) and (3) are Game hands.

Chapter 2 Quiz 2 Answers

- (A) Open all three hands
- (B) (1) and (4) are balanced hands
- (C) (1) Hearts (2) Spades (3) Hearts (4) No trumps

Chapter 3 Quiz 2 Answers

- (1) 1 ♦ (2) 1 ♥ (3) 1 ♥ (4) 1 ♦
- (5) 1♣ (6) 1♠ (7) 1♦ (8) pass

Chapter 4 Quiz 2 Answers

- (1) 2**A** (2) 4**A** (3) 3**A** (4) 4**A**
- (5) pass

Chapter 5 Quiz 2 Answers

- (1) 2NT (2) 3NT (3) 1NT (4) pass
- (5) 4♠

Chapter 6 Quiz 2 Answers

- (A) (1) pass (2) 4 (3) 3 (4)
- (B) (1) pass (2) 3NT (3) 2NT (4) 4 (5) 2

Chapter 7 Quiz 2 Answers

- (A) (1) 1♥ (2) 1♠ (3) 1♥ (4) 2♣
- (B) (1) 1♥ (2) 1♥ (3) 1♦ (4) 1♥

Chapter 8 Quiz 2 Answers

- (A) (1) 2♥ (2) 3♥ (3) 4♥ (4) 2♥
- (B) (1) pass (2) 3♠ (3) 4♠

Chapter 9 Quiz 2 Answers

(A) (1) 1NT (2) 2NT (3)

(B) (1) 2NT (2) 3NT (3) 3* (4) 3NT

(C) (1) pass (2) 3NT (3) 2NT (4) 4A

Chapter 10 Quiz 2 Answers

(A) (1) 2♥ (2) 3♥ (3) 4♥ (4) 2♠

(B) (1) pass (2) 4♠ (3) 3♠

Hand (3) is worth a try for Game. With all your strength in clubs and spades, 4♠ is the most likely Game and a raise by you is the easiest way to get there.

3NT

Chapter 11 Quiz 2 Answers

(A) (1) 2♥ (2) 2♠ (3) 3♣

(B) (1) $2 \clubsuit$ (2) $2 \spadesuit$ (3) $4 \spadesuit$ (4) $3 \spadesuit$

(5) 3.

Chapter 12 Quiz 2 Answers

(A) (1) 1♥ (2) 1NT (3) 1♦ (4) 1NT

(B) (1) 2NT (2) 2♦ (3) 3NT (4) 3♥

(5) pass (6) 4♥ (7) 3NT

(C) (1) 1NT - 2♣, 2♥ - 3♥, end

(2) 1NT - 2♣, 2♦ - 3NT end

(3) 1NT - 2♣, 2♥ - 2NT, 4♠ end

Chapter 13 Quiz 2 Answers

(A) Only (1) is a correct 1NT overcall. (2) is not balanced, (3) had no club stopper and (4) is too weak...

(B) (1) 2♣ (2) pass (3) 2NT (4) 2♥

(5) 3♠ (6) 4♥ (7) 3♣

Hand (7) is the sort of hand on which you should look for 5. rather than 3NT. You have 11 HCP so you know the combined strength of the partnership probably includes enough points (28-29) to go to the 5-level. With only a singleton diamond in your hand, 3NT could be in jeopardy if Partner has only one stopper in diamonds. After your 3. bid, your partner will only rebid 3NT if he has two stoppers in diamonds. Otherwise he will raise clubs or perhaps bid a 5-card major. You will raise any suit rebid from Partner to Game.

Chapter 14 Quiz 2 Answers

(A) (1) pass (2) 1♥ (3) 2♣ (4) pass

(B) (1) 3♥ (2) pass (3) 2NT (4) 3NT

(5) 4♥ (6) 2NT

Chapter 15 Quiz 2 Answers

(A) (1) 2♠ (2) 1NT (3) 2♠
 On hand (2) you would need a 6-card suit to bid 2♠. As you hold a diamond stopper, 17 HCP and close to a balanced hand, 1NT is probably best.

(B) (1) 3 (2) 4 (3) 3NT (4) 2NT

On (3) and (4), despite holding 2-card support for the jump overcall, the NT responses are correct because of the good stopper in Opener's suit.

Chapter 16 Quiz 2 Answers

(A) (1) 1NT (2) pass (3) 1 (4) Double

(B) (1) $1 \spadesuit$ (2) $1 \spadesuit$ (3) $3 \checkmark$ (4) $2 \checkmark$

(5) 3NT (6) 2NT (7) 1NT (8) 4

(9) 3♠

You would have opened 1 ♥ on (8), so it's worth bidding 4 ♥ after Partner's Double. On (9) you should still prefer the major suit over the minor when you are worth a double-jump response.

Chapter 17 Quiz 2 Answers

(A) (1), (3) and (4) are all 2NT openings, even with a 5-card major, as in (1). Hand (3) is not quite balanced, but the point-count is right and the doubletons are both strong.

(B) (1) 3NT (2) 4♠ (3) 3♥ (4) 3NT

(5) 4♠ (6) 5♣

With a 7-card major, as in (2) opposite a 2NT opening bid, the major-suit Game will usually be playable, even though the point-count is low. Place this hand opposite the three 2NT openers in exercise (A) and see what we mean.

Chapter 18A Quiz 2 Answers

(A) (1) 2NT (2) 1 **(**3) 2 **(**3)

(B) (1) 3♠ (2) 2NT (3) 3♠ (4) 3♦

(5) 3NT

When your own suit is weak and you have a positive, as in (3), it will usually be best to raise Opener with doubleton support. Improve the diamonds, as in (4) and it is better to bid your own suit.

Chapter 18B Quiz 2 Answers

(A) (1) 2♦ (2) 2♥ (3) pass

Hand (3) has the correct point-count, but you should not open a weak 2 when you have another 4-card major.

(B) (1) 4♠ (2) 2NT (3) 3♥

(C) (1) double (2) 3♥

Chapter 19 Quiz 2 Answers

(A) Open 2.4 on all three hands. Hands (2) and (3) are a bit short on points, but their powerful distribution makes them worth forcing to Game.

(B) (1) 3NT (2) 2♥ (3) 4♥

On (2) you want to leave room to find a fit in any of your three suits. On (3) you can make 4♥ regardless of Partner's hand and after a negative response that is where you want to play.

(C) (1) 3NT (or (2) 2♦ (3) 2♦ (4) 2♥ 2NT)

(5) 3♣ (6) 3♦

See the Teacher's Notes for a discussion of balanced positive responses like (1).

Chapter 20 Quiz 2 Answers

(A) (1) 2♥/2♣ (2) 3♥ (3) 3♥

Pre-empts have limits too. Hand (1) is far too strong so open 2♥ playing strong 2s and 2♣ if playing weak 2s. (2) is a maximum 3♥ bid and (3) is a minimum.

(B) (1) pass (2) 3 (3) Double (4) pass

(5) 3NT (6) 4*

With its ideal distribution (3) is worth a Double, but only just. (5) is certainly not a balanced hand, but 3NT is the most likely Game and this is your only chance to bid it. You need a pretty strong hand to overcall four of a minor; hand (6) is typical.

Chapter 21 Quiz 2 Answers

(A) (1) 3* (2) 2* (3) 2* (4) 4NT

(5) 2♠ (6) 2♠

On (2) and (3), spades are higher-ranking than diamonds and 2♠ is cheaper than 3♠, so 2♠ should be bid on both hands. On (4) your only losing tricks will be aces, so you should use Blackwood immediately. Your next bid will be 5♥, 6♥ or 7♥ depending on whether Partner shows one, two or three aces. If Partner has NO aces, which is certainly possible but highly unlikely, prepare your apologies! We think we have done the right thing. Even though your spades are pretty weak on (5), 2♠ is correct. Your next bid will be 3NT. The combination of a jump shift followed by 3NT shows a balanced hand of 16-18 HCP. The next move, if any, is up to your partner. Hand (6) is an example of a hand very much stronger than the point-count suggests because of the wild distribution, the great support for Partner's suit and the fact that all your points are in aces and kings. Your next bid will be a heart raise and you hope that partner will try for Slam after he hears you raise.

- (B) (1) Yes, bid 4NT. This is the same hand as B-4 in the other quiz. Here the partnership has at least 30HCP and may well have 33 HCP. Your heart support could not be better since you didn't raise immediately. With lots of aces and kings in your hand and a reasonable spade suit which Partner may be able to 'set-up' in the play, 6♥ is probably a very good contract, UNLESS the Defence can cash two aces. So check for that and go on to 6♥ if partner shows one or two aces.
 - (2) Perhaps. Bid 3*, your second suit. If Partner has good support for one of your suits, he will bid it now and you can use Blackwood. If Partner signs off in 3NT you should pass.
 - (3) Yes, bid 4NT. This is one of the very few exceptions when 4NT is not Blackwood. If Partner opens 1NT or 2NT, an immediate raise to 4NT asks Opener to bid 6NT if he has a maximum or to pass if he is minimum. When you want to use Blackwood as responder, you must first make a FORCING Bid of three of your suit and THEN bid 4NT.
 - (4) Yes, bid 4♦. If Responder has a maximum, especially with a high card in diamonds to help you set up tricks there, he will bid something other than 4♥. If he does not 'like' his hand, he will sign off in 4♥.
 - (5) No, bid 4♥. Although Partner may have quite a good hand, clearly he has lots of hearts and clubs. These hands DO NOT FIT WELL. Neither hand will be much use in helping to set up extra tricks in the other hand. Good defenders have a nasty habit of leading trumps against auctions like this. So just give preference back to 4♥ and hope Partner can make it.

Summary of 'Basic Bidding' used in the course

,		ods (4333 4433 5333 (but)		
OPENEK E		nds (4-3-3-3, 4-4-3-2, 5-3-3-2 (but i		Open 1 of a quit rehid in NIT
	12-14	Open 1NT	15-19	Open 1 of a suit, rebid in NT
	20-22	Open 2NT	23-24	Open 2♣, rebid 2NT
	25-26	Open 2♣, rebid 3NT		
·	Jnbalanced h			4
	12-19		wa red singleton, o	open 1♥ with a singleton ♣ and 1♦ with
		a singleton ♠.		
	11-19	With one 5-card suit		
	10-19	With one 6-card suit or two 5-ca		
			uit or higher rankin	ng of equal length suits except open 1♥
RESPONDING TO 1N		earts and spades.		
RESPONDING TO TH		nace if we halo and Otherwise ()	an tale aut
	0-10	pass if unbalanced. Otherwise 2		
	11-12	Invite Game with 2NT or use St	-	-
	13+			rd major bid four of the major. With a 5-
DECRONDING TO 4	DE A OUIT	card major bid 3 of the major, fo	orcing to Game.	
RESPONDING TO 1 (Cupport a major suit that has	hoon change	
Priorities	(1)	Support a major suit that has	•	
	(2)	Bid a 4+-card suit yourself if y	you can	
	(3)	Support Opener's minor suit		
	(4)	Bid NT with a balanced hand		
	(5)	Bid a 4+-card minor suit, usu	,	
	(6)	With 16+ HCP make a jump s		
Supporting Opener	6-9	Single Raise	10-12	Double Raise
	13-15	Triple Raise	16+	Jump shift, then raise Opener
Bidding NT	6-9	Bid 1NT	10-12	Bid 2NT
	13-15	Bid 3NT	16+	Jump shift, then bid NT
Bidding own suit	6-15	Respond at 1-level	9-15	Respond at 2-level without jumping
	16+	Jump shift		
(Choice of sui	t when holding more than one unbi	d suit: longest or h	nighest ranking of 2 5-card or 6-card
	suits, or chea	per of 2 4-card suits.		
OPENER'S REBIDS				
After 1NT response	12-16	pass or rebid 2 of your suit	17-18	Invite Game with 2NT or three of your
	19-20	Bid 3NT or 4 of your major		suit
After Single Raise	12-16	pass	17-18	Bid three of your major or 2NT
	19-20	Bid four of your major or 3NT		
			· ·	double raise of your minor, with 15+
		3NT, with 17+ unbalanced bid 5 of		Deville Dele
Rebids with support	12-15	Single Raise	16-18	Double Raise
for responder	19-20	Triple Raise	*** = :	
Rebids with balanced		evel response		evel response
hands	15-16	Rebid 1NT	15-16	Rebid 2NT
	17-18	Rebid 2NT	17-19	Rebid 3NT
	19	Rebid 3NT		
Rebids with a single-s				
	12-15	Rebid two of your suit	16-18	Rebid three of your suit
	19	Rebid four of your suit		
	•	rd suit and another 4+-card suit)		
r.		ner's first suit is called The Barrier		
	12-15	Rebid in second suit if below the	e barrier	
	16+	Always rebid the second suit		
Responder's rebids a	_			
	6-9	Give 2-level preference or rebid		Give 3-level preference or rebid 2NT
	13-15	Give 4-level preference or rebid		
		er's second suit promises 4-card s		
(Giving jump բ	preference for Opener's first suit pr	omises 3-card or b	petter support.

Overcalls	Balanced I	nands (includin	g at least	one stopper	r in Oper	er's suit)			
	12-15	pass, unle	ess short	in Opener's	suit	16-	18	Overcall 1N7	-
	19-20	Double th	nen rebid	in NT		21-2	22	Overcall 2NT	-
Unbalanced hands	Simple	e suit overcall	5+-0	ard suit, 10+	at 1-lev	el, 12+ at 2	2-level		
	Jump	overcall	6+-	card suit, 11	-16				
		out double	12+,	support for	all unbid	suits			
Responding to a 1N			•						
		artner opened 1	INT. You	need 4 HCF	fewer a	s partner is	4 HCP	stronger	
Responding to a sin	nple overc	all							
	Bid roughly	the same as i	f Partner	had opened	1 of a su	uit, except	after Pa	rtner's 1-leve	l overcall, you
	need 2 ext	ra points for va	rious acti	ons. Immed	iate raise	s only nee	d 3-card	d support.	
	NT bids re	quire a stopper	in Open	er's suit. For	example) :			
After 1♥ overcall	8-11	Raise to 2	2♥ or bid	1NT		12-14	Raise	e to 3♥ or bid	2NT
	15-17	Raise to 4	4♥ or bid	3NT					
After 2♥ overcall	10-12	Raise to 3	3♥ or bid	2NT		13-15	Raise	e to 4 vor bid	3NT
Responding to a Ju	mp Overca	 all							
After major jump	0-8	pass				9-12	Invite	Game with a	raise or bid 2NT
overcall	13-15	•	Game or	bid 3NT					
After a minor jump	9-11			minor or bid	3NT	12+	Raise	e to five of a m	ninor or bid 3NT
overcall					=		.3.30		
Responding to a tak	e out dou	ole							
	0-7		best unbi	d suit at min.	level	8-10	Make	e a single jump	o response
	11-12	•		np response					
Prefer bidding a m					Nithout a	n unhid m	aior but	t with a stonne	er in onener's sui
r refer blading a fr	6-9	Bid 1NT	or suit wit	ii a ciloicc. v	vitilout e	10-12	Bid 2		or in openier 3 3ui
	13-15					10-12	Jiu Z		
Responding to 2NT	10-10	DIG SINT							
responding to ZNI	0-4	2000				5+	Bolos	nood bid 2NIT	
		pass	aard ma	iorbid 1 of m		_		nced, bid 3NT	
	5+			jor bid 4 of n		5+		-	bid 3 of major,
		2 •, 2NT respon		-	יף נט		IOICII	ng to Game.	
		n a 6-card majo	or and or	ICP.					
Opening Bids of 2		0	0.5			00.00.1100			t
If played as STRONG		s a 6-card suit		ra suits ana i	approx. 2	20-22 HCP	or pern	aps rewer wit	n strong suits.
5		ng for ONE Rou							
Responses	0-7	Bia 2N I ,	negative	response		8+		•	tural bid, Game
							Force		
		3-card support			tely, but	2-card rais	е ассер	otable, if nothi	ng else.
If played as WEAK		s a 6-card suit							
Responses	16+	Bid 2NT i							
	Doice	with 3-card su	pport eith	er as a pre-e	empt or a	a genuine a	attempt	to make Gam	e.
	Raise	man o dara da		or as a pro		. <u> </u>			
				•		g			
	Forcing to	Game, except		2NT					
	Forcing to			2NT			utional h	nand.	
	Forcing to	Game, except	but may	2NT				nand. Ilanced, bid 2	•
	Forcing to Normally s	Game, except hows 23+ HCF	obut may I bid 2♦	2NT have slightly		th a distrib	Unba		
	Forcing to Normally s 0-6	Game, except hows 23+ HCF Balanced Balanced	P but may I bid 2 ♦ I, bid 2NT	2NT have slightl	y less wi	th a distrib 0-7 10-12	Unba Balar	lanced, bid 2	, forcing
Responses	Forcing to Normally s 0-6 7-9 8+	Game, except hows 23+ HCF Balanced Balanced	P but may I bid 2♦ I, bid 2NT ced, bid y	2NT have slightle	y less wi	th a distrib 0-7 10-12	Unba Balar	llanced, bid 2- nced, bid 3NT	, forcing
Responses Opening three of a s	Forcing to Normally s 0-6 7-9 8+	Game, except hows 23+ HCF Balanced Balanced Unbalanc	P but may I bid 2 • I, bid 2NT ced, bid y card suit,	2NT have slightle	y less wi	th a distribu 0-7 10-12 wo of a ma	Unba Balar jor or th	llanced, bid 2- nced, bid 3NT ree of a minor	, forcing
Responses Opening three of a s Responses	Forcing to Normally s 0-6 7-9 8+ suit P	Game, except hows 23+ HCF Balanced Balanced Unbalance re-emptive, 7-c	P but may I bid 2 • I, bid 2NT ced, bid y card suit,	2NT have slightle	y less wi	th a distribu 0-7 10-12 wo of a ma	Unba Balar jor or th	llanced, bid 2- nced, bid 3NT ree of a minor	, forcing
Responses Opening three of a s Responses	Forcing to Normally s 0-6 7-9 8+ suit P	Game, except hows 23+ HCF Balanced Balanced Unbalance re-emptive, 7-comost of the time	P but may I bid 2 I, bid 2NT ced, bid y card suit, e, UNLES	2NT have slightle	y less wir , either to support	th a distribu 0-7 10-12 wo of a ma	Unba Balar jor or th	llanced, bid 2- nced, bid 3NT ree of a minor	, forcing r
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Responses Opening three of a s Responses	Forcing to Normally s 0-6 7-9 8+ suit P pass r	Game, except hows 23+ HCF Balanced Balanced Unbalance re-emptive, 7-comost of the time npt Double for	P but may I bid 2 • I, bid 2NT ced, bid y card suit, e, UNLES or T/O if d	2NT have slightly bur best suit <10 points. SS you have	y less wing, either to support	th a distrib 0-7 10-12 wo of a ma or a very g	Unba Balar jor or th ood suit Over Bid 3	nlanced, bid 2- nced, bid 3NT ree of a minor t of your own. call with a goo NT with Open	, forcing r od 5+-card suit er's suit stopped
Responses Opening three of a s Responses Defence to Opponer	Forcing to Normally s 0-6 7-9 8+ suit P pass r nt's Pre-en 14+ 17+	Game, except hows 23+ HCF Balanced Balanced Unbalanc re-emptive, 7-c most of the time npt Double fo	P but may I bid 2 • I, bid 2NT ced, bid y card suit, e, UNLES or T/O if d	2NT have slightle our best suit <10 points. SS you have istribution co	y less wing, either to support	th a distrib 0-7 10-12 wo of a ma or a very g	Unba Balar jor or th ood suit Over Bid 3	nlanced, bid 2- nced, bid 3NT ree of a minor t of your own.	, forcing r od 5+-card suit er's suit stopped
Responses Opening three of a s Responses Defence to Opponer	Forcing to Normally s 0-6 7-9 8+ suit P pass r nt's Pre-en 14+ 17+	Game, except hows 23+ HCF Balanced Balanced Unbalance re-emptive, 7-c most of the time npt Double fo Bid game	P but may I bid 2 • I, bid 2NT ced, bid y card suit, e, UNLES or T/O if d	2NT have slightle our best suit <10 points. SS you have istribution co	y less wir , either to support orrect suit	th a distribution 0-7 10-12 wo of a magenerate or a very gradultus 14-18 16+	Unba Balar jor or th ood suit Overe Bid 3 and a	alanced, bid 2- nced, bid 3NT ree of a minor t of your own. call with a goo NT with Open a balanced ha	, forcing r od 5+-card suit er's suit stopped
	Forcing to Normally s 0-6 7-9 8+ suit P pass r nt's Pre-en 14+ 17+	Game, except hows 23+ HCF Balanced Balanced Unbalanc re-emptive, 7-c most of the time npt Double fo	P but may I bid 2 • I, bid 2NT ced, bid y card suit, e, UNLES or T/O if d	2NT have slightle our best suit <10 points. SS you have istribution co	y less wir , either to support orrect suit	th a distrib 0-7 10-12 wo of a ma or a very g	Unba Balar jor or th ood suit Overe Bid 3 and a	alanced, bid 2- nced, bid 3NT ree of a minor t of your own. call with a goo NT with Open a balanced ha	, forcing r od 5+-card suit er's suit stopped

Basic Bridge Quiz - 1

2.

4.

6.

∧ K 8 4

Q 10 5

• K 10 4

♣ Q 4 3 2

★ K 6 4

A K 2

4 3 2

A Q J

A K 9

♣ KJ6

• AK82

◆ J 10 7 4 3

BIDDING QUIZ 1

Imagine that you are sitting at a bridge table. Your partner has just dealt, and after sorting her cards opens the bidding with 1NT, indicating a balanced hand of 12-14 HCP.

You also count up your HCP, but having done that, you add an extra thirteen HCP. This total is the 'combined strength' of the partnership, to within one point, on this hand. Because you are the only one who knows the combined strength, you are the one who must decide whether to attempt a game, a slam, or just a part score.

If the opponents make No interfering bids, what will you respond with each of the following hands.

1. ♠ Q 4 2

3.

5.

- ♥ J 6 5
- ♦ K 8 4
- **♣** 5 4 3 2
- **♠** Q 10 3 2

 - **7**652
 - A85
- ♣ A K
 - A Q J
 - ♥ A K 2
 - AK32
- **4** 4 3 2
- 7.
 - **▲** 10 9 **y** 532
 - A K J 10 3
 - ♣ A 3 2

BIDDING QUIZ 1 ANSWERS

- 1. pass You have 6 HCP, which means that you and your partner have a combined strength of 18-20 HCP, and that is not enough to even think of Game. In fact, don't be too surprised if Partner cannot even make 1NT.
- pass Although you have a stronger hand, the combined strength is still only 22-24 HCP which again is insufficient for Game. Partner is likely to make seven or eight tricks without too much difficulty.
- 3. 2♣ The combined strength is 25-27 HCP, this time enough for Game. Four of a Major will probably be a better contract than Three No Trumps IF Partner has four cards in one of the majors, so you should try to discover this by using the 'Stayman' convention. You will raise either 2♥ or 2♠ to the four level, but rebid 3NT if Partner rebids 2♠, denying a four-card major.
- 4. 2NT The combined strength is 23-25 HCP, so Game is POSSIBLE. Your bid tells Partner to bid 3NT with 14 HCP, but to pass now with only 12 or 13 HCP.
- 5. 6NT A combined strength of 33-35 HCP will usually win twelve tricks, so go for the Small Slam.
- 6. 7NT With 37-39 HCP between you, Partner should be able to win all the tricks. It's every bridge player's dream to bid, and make, a Grand Slam.
- 7. 3NT There is just about enough strength for this contract. The strong diamond suit is more than sufficient compensation for your slight shortage of high-card points. However, DO NOT show the diamonds, which would suggest that you were interested in a 5 ◆ contract.

PLANNING THE PLAY QUIZ 1

If you were really playing Bridge, you would only be able to see two hands – your own and Dummy. So only these hands are shown.

You would have heard the bidding, but unless the opponents had made a bid, other than 'pass', it is useless information most of the time.

You do, of course, need to know the contract and how the opponents begin their attack. These are shown.

And it helps to know which player you are. You are South.

The contracts cannot be beaten, even if your opponents are world champions, if you play your cards in the right order.

Form a rough plan in your head, then test it, as far as you can, by crossing out the cards you would have played with a pencil. If it seems reasonable, look at the answer.

The first seven problems cannot be beaten – no matter how the opponents' cards are divided. In real life, problems like these are not very common. The final problem is different. In that one you need to say to yourself, "I can only succeed if".

It is up to you to work out how. Good luck!

(If a problem appears too difficult, construct the hands with a pack of cards, so that you can actually see the missing cards.)

You win West's ♣K with Dummy's ace. In what order will you play the cards?

1/2 3NT by South
Opening lead: ▼K

▼7652
◆ AQ10
♣ AK

♣QJ
▼A43
◆ K32
♣ QJ1032

West's lead of the ♥K is taken by South's ace. There seem to be nine winners, so what is the problem?

Section E Basic Bridge Quizzes

1/3 3NT by South
Opening lead: *Q

*K652
32
*A32

632
*A43
*KQJ10
*K54

You win the &Q with your king. Which card do you play next?

1/4 1NT by South
Opening lead: ▼2

▼J65

★K84

♣5432

AK9
▼87

◆A652

♣QJ109

East and West start with four heart tricks. You and Dummy follow for as long as you can and then discard diamonds. There being no hearts left, West leads the \$\delta J\$ and Dummy wins with the queen. How do you continue?

1/5 6NT by South
Opening lead: ♣K

◆AQJ
◆AK2
◆AK32
♣432

♣K109
◆Q43
◆QJ108
♣AJ10

You take West's &K with the ace. What do you do now?

1/6 3NT by South
Opening lead: ♣K

✓ AK2
→ J10943
♣32

♠A532
✓ 654
→ KQ2

West again leads ♣K to your ace. How do you plan the play?

♣AJ10

Section E Basic Bridge Quizzes

1/7 3NT by South
Opening lead: ♠K

VKQJ10
♠KQ64
♣A3

A5
♥654
♠AJ532
♣KQ10

This time West leads the ♠K to your ace. What now?

1/8 3NT by South
Opening lead: ♠K

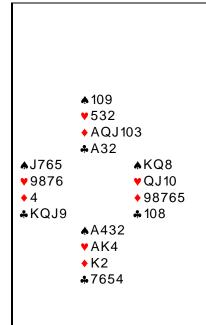
VKQ32
♠KQ4
♣AJ87

♠A5
V654
♠A532
♣KQ109

Again West leads the AK to your ace. How do you continue?

Pre-prepared hands

If you are lucky enough to belong to a bridge club with a dealing machine then they may let you use their machine to pre-deal all the example hands. All the hands in E1 and E2 are available in both the dlm format (for duplimate machines) and pbn format (for other machines). Please contact the EBU if you require these files by sending an email to postmaster@ebu.co.uk putting 'Deal files' in the subject line.



Board E1/1 : 3NT by South; Opening Lead: ♣K

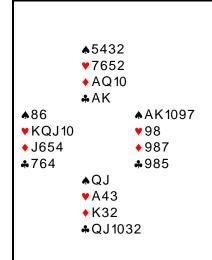
West led the *K and you won this first trick with Dummy's ace. You have nine winners – one spade, two hearts, five diamonds and one club. Since you have the required number of winners, you should make your contract, provided you cash your tricks in the right order.

Only the diamond suit can give you any headache, and there are two things to consider:

- (a) The winners are shared between you and Dummy, so we must avoid having to play two of them to the same trick:
- (b) You and Dummy have a different number of diamond cards.

We can only cash a complete suit, one card after another, if, when one hand has no more cards in the suit, the lead is in the other hand. To ensure this, the first winners we cash must be those in the shorter suit.

So, when you start on this diamond suit, you first cash the \star K, playing the \star 3 from Dummy. Then you lead your \star 2 and win this trick with Dummy's \star 10.



Board E1/2: 3NT by South; Opening Lead: ♥K

You won West's opening lead with your ♥A.

You have nine winners – one heart, three diamonds, and five clubs. The only problem is that your club suit is 'blocked'.

To resolve this situation, you must first 'unblock' the clubs, by cashing Dummy's ♣A K. Then transfer the lead to your hand by leading Dummy's ◆10 to your king. Now you can cash the rest of your clubs.

If you look at the way East-West's cards have been set out, you will see that had EAST been on lead, he could have defeated you by leading out his spade from the top. This sort of thing often happens.

AK54 **♥**K652 **♦**32 **♣**A32 **▲**J9 **♠**Q1087 **9** 108 **♥**QJ97 **♦**7654 ♦A98 **♣QJ1097 *86 ♠**632 ♥A43 ♦KQJ10 **♣**K54

Board E1/3: 3NT by South; Opening Lead: ♣Q

West led the ♣Q and you won the trick with your king. You have six winners – two spades, two hearts and two clubs. You need three more, and your diamonds will provide them, for that suit has three 'potential' winners. All you need to do is to drive out the enemy's ace.

This means that you will lose the lead, but because you still have at least one winner in all the other suits, you control this game.

When the opponents take their •A, it won't matter which suit they choose to attack; you can win tricks with them all.

So, lead a diamond at trick two. When you regain the lead, simply cash the rest of your winners.

A clever East might 'hold up' his ace for one round, hoping that you could get back into your hand. But you will disappoint him when you use the ace of hearts as the entry to your remaining diamond winners.

♠Q42 **♥**J65 ♦K84 **♣**5432 **♣**J1085 **↑**763 ♥AK32 **Q** 1094 ♦ Q 10 ♦J973 *****876 **♣**AK AK9 **9**87 ♦A652 **♣QJ109**

Board E1/4: 1NT by South; Opening Lead: ♥2

West led the ♥2 and East won the first trick with his nine. He cashed his ♥Q and continued the suit, allowing West to cash his other two heart winners. West now switched to the ♠J, which you won with Dummy's queen. On the hearts, you and Dummy discarded diamonds when you ran out of hearts.

You have five winners – three spades and two diamonds. You need two more, and clubs can provide them, for the suit has two potential winners. You just have to drive out the ace and king. It means that you will have to lose the lead twice, but you still have two top cards in both spades and diamonds, so you control the game.

It is interesting to note that if West had switched to the ◆Q instead of the ♠J, after cashing his hearts, he would have started to set up diamond tricks in his partner's hand. When East wins the first round of clubs, he would then lead his ◆J. Now you never get any club tricks, since East has two diamonds to cash when he is allowed to win his other top club. In that case you would end up 'down two', and there would have been nothing you could have done about it.

AQJ ♥AK2 ♦ AK32 **4**432 ♠652 **♠**8743 **9**965 ♥J1087 **♦**54 ♦ 976 ♣KQ987 **\$**65 straightaway. **♦**K109 **♥**Q43 ♦ QJ108 **♣**AJ10

Board E1/5 : 6NT by South; Opening Lead: ♣K

West led the ♣K and you won the trick with your ace.

You have eleven winners - three spades, three hearts, four diamonds and one club. You need one more, and the club suit will provide it, even though this was the suit with which the opponents were hoping to defeat you!

All you have to do is to drive out West's ♣Q with your jack. This will turn your ten into your twelfth winner. If West decides not to take his queen, you will have the extra trick you need

Once again, it is absolutely safe for you to lose the lead, because you control all of the other suits.

You were lucky that West attached with a club. Had he chosen a passive opening lead in any other suit, your task would have been MUCH more difficult.

♦K64 ♥AK2 ♦J10943 **32 ▲**109 **♠**QJ87 **987** ♥QJ103 ♦ A65 **•**87 **♣**KQ987 **\$654 ♠**A532 **♥**654 ♦KQ2 ♣ AJ10

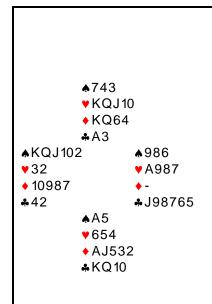
Board E1/6: 3NT by South; Opening Lead: ♣K

Once again, West has led the &K to your ace at trick one. You have five winners – two spades, two hearts and once club. You need four more tricks. Although clubs could provide one of them, diamonds will provide all four, after you have driven out the opponents' ace.

This time, however, you do not have full control of all the other suits, for you have no winner left in clubs. Because you have the jack and ten, and because the ace and king have already been played, you do have partial control of clubs though. West cannot cash more than one club trick without passing control of the suit back to you.

The question to ask in these situations is, "Can I afford to lose a club trick?" In this problem you certainly can. In fact you could afford to lose three club tricks and still make your contract.

So, at the second trick you should have planned to lead the • K, to set up the suit AND to avoid blocking the diamonds.



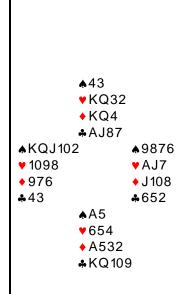
Board E1/7: 3NT by South; Opening Lead: ♠K

This time West led the ♠K, but you still had an ace to put on the king.

You have nine winners – one spade, five diamonds and three clubs. You do not NEED any more tricks.

The reason that you have five diamond winners is because of 'distribution'. You and Dummy have nine diamonds between you, including the ace, king, queen and jack. Even if the four outstanding diamonds are all held by one Defender, and in this case, they are, you can draw them all without losing a trick. The fifth diamond will win, not because it is a high card, but because no one else will have any more diamonds.

If you have tried to establish any heart tricks, say by leading Dummy's king, East could take his ace immediately and switch back to spades, whereupon West would cash FOUR MORE spades, putting 3NT down.



Board E1/8: 3NT by South; Opening Lead: ♠K

Once again West's opening lead of the **AK** has found your weak spot, after you win this trick with your ace.

You have only eight winners – one spade, three diamonds and four clubs. You need one more, and hearts would certainly provide it, if you drive out the opponent's ace. This will again entail losing the lead, so you ask yourself, "Do I control the other suits?" but the answer is "No", for you have absolutely no control of spades. If you lose the lead, you will fail.

In situations like this, you must look for other ways to make the contract, no matter how bizarre. Here diamonds give you the chance. Between you and Dummy are seven diamonds, headed by the ace, king and queen. There are six diamonds left, and IF the opponents each have three, all their diamonds can be drawn by leading out the ace, king and queen. This will leave the thirteenth diamond a winner.

You do not know in advance if this plan will succeed, but you must try it anyway, because there is no other hope.

Basic Bridge Quiz - 2

BIDDING QUIZ 2

1.	A A K J 7 ▼ A 9 6 4 ◆ J 10 9 ♣ A 7	What opening bid would you make on this hand?
2.	A K ▼ 8 5 4 2 ◆ Q J 10 ♣ 5 4 3 2	Partner opens the auction 1♥. What is your response?
3.	♠ 8 6 3 2♥ A 4♦ A 8 5 4♣ J 6 5	Again, Partner opens 1♥. What is your response?
4.	♠ 9 8 7 3♥ 6 4 3 2♦ K 10♣ A Q 5	What do you respond to Partner's 1♠ opening?
5.	A K 4 3 2 ▼ A K 10 ◆ J 9 8 ♣ 8 7	You open the bidding with 1♣, Partner responds 2♣. What do you bid now?
6.	A K Q J ▼ K 6 5 3 • 10 9 • A 10 7	You correctly open 1♥ and partner responds 1♠. What will you say next?
7.	A A ▼ K Q J 10 9 A 5 4 3 B 3 2	You open 1♥ and Partner responds 1♠. What is your rebid?
8.	A J 10 8 6▼ None◆ Q J 6 5♣ Q 10 9 3	Partner opens 1♣. What is your response with this marvellous trump fit?
9.	★ K Q 9 4 3 2▼ A K 2◆ A♣ Q 9 7	You open 1♠ and get a little encouragement from Partner who raises to 2♠. What is your next bid?
10.	▲ J 9 4 3 2▼ A 3 2◆ K 10♣ K 7 4	Partner opens 1♥, you respond 1♠ and Partner's rebid is 2♦. What will your second bid be?

BIDDING QUIZ 2 ANSWERS

- 1. Openers who have balanced hands can describe them with bids of 'No Trumps'. Had you held 12-14 HCP, you would have opened 1NT. When your hand is stronger, as here, you should open the auction with a suit and rebid 'No Trumps'. When you have only one suit, there is no problem, but with two suits?
 - The ideal game contracts are 4♥ and 4♠ because they need only ten tricks and have the safety of a trump suit. In order not to miss either of these desirable contracts, it is better to open this hand 1♥.
- 2. With four-card trump support, 10 HCP and a doubleton, you should raise Partner's opener to 3♥.
- 3. You do not like hearts, so look for an alternative trump suit by bidding 1♠. Don't bid 1NT which would deny a spade suit.
- 4. With four-card trump support, 9 HCP and a doubleton, you should raise Partner to 2♠. If Partner makes a further move, you will of course go all the way to 4♠ with a complete maximum for your earlier raise.
- 5. With 15 HCP and a doubleton opposite a single raise, the odds are that you will only make eight or nine tricks. Be satisfied to make a part score, and pass.
- 6. Although you originally intended to rebid 'No Trumps' because you have a balanced hand, you have found a major-suit fit with your partner. You must show your support for his suit, and your strength, by raising to 3.
- 7. You can show the unbalanced shape of your hand, and where most of your cards are, by saying 2 ♦.
- 8. Although you have only 10 HCP, you have no hearts. Suppose you had the following hand instead:
 - **♠** A J 10 8
 - **♥** A
 - QJ65
 - ♣ Q 10 9 3

With 14 HCP and a trump fit, would you not have raised to 4\(\text{\righthange}\)? Because they have approximately the same power, you should make the same response with both hands.

- 9. With 18 HCP, a 6-card suit and that singleton ◆A, you should go for the Game. Jump to 4.
- 10. You have 11 HCP and a balanced hand, and a lot of players would rebid 2NT. But a lot of players would be wrong!

Partner has told you (with his bids) that he has an unbalanced hand. Therefore, he almost certainly has at least five hearts. This means that there is an 8-card heart fit, and your correct second bid should be in support of that suit. You join the elite if you chose 3 ♥. Note that Partner will not be expecting you to have 4-card heart support; with that you would have raised the major opening with your first response.

PLANNING THE PLAY QUIZ 2

If you were really playing Bridge, you would only be able to see two hands – your own and Dummy. So, only these hands are shown. You would have followed the bidding, but unless the opponents had made a bid, other than 'pass', it is useless information most of the time. You do, of course, need to know the contract and how the opponents began their attack. These are shown. And it helps to know which player you are. You are South.

The contracts cannot be beaten, even if your opponents are world champions, if you play your cards in the right order. From a rough plan in your head, then test it, as far as you can, by crossing out the cards you would have played with a pencil. If your plan seems reasonable, look at the answer.

The first three problems cannot be beaten – no matter how the opponents' cards are divided. In real life, problems like these are not very common. Most plans included a hypothesis, which means Declarer says to himself, "Unless Joe Bloggs has a certain card, I cannot make this contract". In real life then, if Mary Upplesthwaite (Joe's partner) had the card you would fail. In paper problems, however, the problem-maker puts the key card in Joe's hand.

The last five problems do not go that far. They concentrate on a suit, and you have to decide how you would like that suit to be divided between Joe and Mary. Then you must have faith that the cards are so divided, and work out a plan on that basis.

(If a problem appears too difficult, construct the hands with a pack of cards, so that you can actually see the missing cards).

You 'covered' West's opening lead of the ♣8 with Dummy's nine. East played the jack, which won, while you played the two. East then 'cashed' the ♣A K, while you and Dummy could do nothing but follow suit. Meanwhile West discarded the ♥2 and ♥6. To start the fourth trick East led the ♣4, which you ruffed with the ♣4. You could have used a higher trump, but the opponents have only the two and three so they could not beat the four. How will you proceed?

2/2 4♠ by South
Opening lead: ♠6

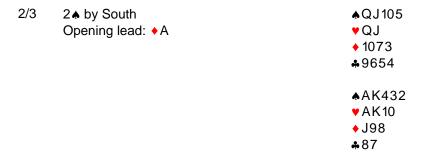
♣A 1086
♣ 104
♣ J764
♣ J108

♣ KQ9432
♣ KQ9432
♣ AK2
♣ A
♣ Q97

East won the first trick with the &K, with Dummy and you playing the eight and seven. East next cashed the &A, everyone following with clubs, but when he led the &2 (which you thought you were going to win with your queen) West ruffed!

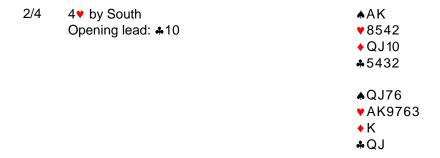
To start the fourth trick, West led the ◆5, and you won this trick with your ace. What is your plan?

Section E Basic Bridge Quizzes



West won the first three tricks with the ◆A K Q, everyone following suit. Then he tried the ♣J which, to his surprise, also won, so he continued with the ♣10. This did not win, however, because East 'overtook' it with the queen.

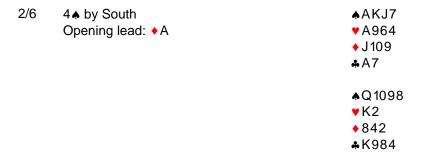
To start the sixth trick, East led the ♣A. Your turn....



East won the first trick with the &K. Then he cashed the &A and West followed suit with the nine. To start the third trick, East led the &6. Because you have a certain loser in diamonds, it looks like you cannot afford to lose this trick, and you will have to ruff. What are your thoughts?

East won the first trick with the ♥Q. Then he cashed the ♥A, West playing the five, and to start the third trick he led the ♥K. What are you thinking?

Section E Basic Bridge Quizzes



West won the first three tricks with his ◆ A K Q. With three tricks in the bag, he switched to the ♠6, you played Dummy's seven, while East (To your horror) discarded the ♣2 and you won with your eight. West started with five trumps! Can you wipe that smirk from his face?

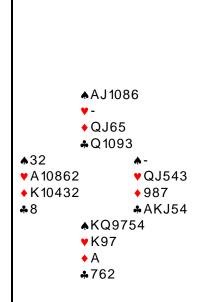
2/7	4♥ by South	♦ J9432
	Opening lead: &Q	∀ A32
		♦ K 10
		. ⊀74
		ΑA
		♥KQJ109
		◆A543
		* 832

Against a suit contract the Opening Leader should not choose a suit with an ace in it for his first move UNLESS HE LEADS THE ACE. So you assumed correctly that East had the *A, in which case there was no point in playing Dummy's king.

West's queen won the first trick, everyone else playing low, and he persisted with the ♣J which also won. He continued with the ♣10, Dummy played the king and East won this trick with his ace. East switched to the ♠K, and you won your ace as West followed with the eight. What is your plan for this problem?



West led the ◆K, and your ace won. That was an easy start, but how well can you finish?



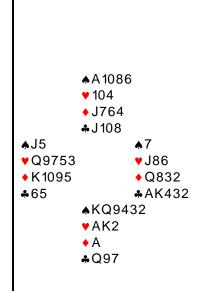
Board E2/1: 4♠ by South; Opening Lead: ♣8

East won the first three tricks with the A K J, and then led a fourth club which you ruffed. West is known to be 'void' in clubs and would have 'overruffed' if he had held a higher trump.

You have seven winners – six spades and one diamond. You need three more tricks and since Dummy has no hearts you can turn all your hearts into tricks, by ruffing them. You do not need a plan which MIGHT turn the ♥K into a winner. In order to ruff your three hearts, Dummy will need three trumps.

In many plans our first act is to 'draw trumps', which means that we cash JUST ENOUGH trump winners to extract all the opponents' trumps (so that they won't be able later to ruff any of our winners). However, when we need to use Dummy's trumps to ruff our own losers, we cannot always afford to draw trumps. In this problem the opponents have two trumps and even if they are both in one hand, which they are, you will only have to cash two spade winners to remove them. This will leave Dummy with three trumps.

To succeed you must ruff the club and first draw the opponents trumps with, say, the ♠A K, so that you are in your own hand after trumps are drawn. Then you lead the ♥7, which Dummy ruffs with a small trump. Before Dummy can ruff another heart, you must transfer the lead back to your hand, without leading more trumps, so you lead the ◆5 from Dummy and win the trick with your ace. Now ruff the ♥9. Re-enter your hand once more, by ruffing the ◆6, and finally ruff your ♥K with Dummy's last trump. At this point your hand will contain nothing but trump winners.

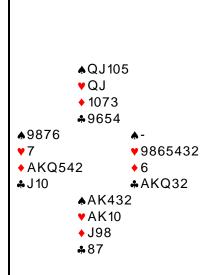


Board E2/2: 4♠ by South; Opening Lead: ♣6

East won the first two tricks with the ♣A K, and then led a third club which West ruffed. Next he led the ♦5 and you won the fourth trick with your ace.

You have nine winners – six spades, two hearts and one diamond. At first glance you appear to have only three spade winners, but because the opponents have only three spade cards between them and you have the A K Q, you can draw their trumps without losing a trick, even if one opponent has them all. If you are not going to lose any spades, then you must have six winners there.

You need one more trick for your contract. Dummy has fewer heart cards than you. Whenever you see a disparity in the lengths of suit between your hand and Dummy's, there is a potential for ruffs. But, before Dummy can ruff a heart you need to create a heart void in Dummy's hand. Dummy need to have a trump as well, but since you only have to cash three spade winners to draw the opponents' trumps. Dummy will still have a spare trump. Your PLAN should have been to win the diamond switch, draw trumps, and cash the ♥A K. Then Dummy can ruff your ♥2, and your hand will be left with just trumps.



Board E2/3 : 2♠ by South; Opening Lead: ♦A

West won the first four tricks with his three top diamonds and the &J. When he continued with the &10, East overtook it with his queen, and then led the &A to the fifth trick.

You have eight winners – five spades and three hearts. You don't need any extra tricks, but because you have already lost the first five tricks you must avoid losing any more. This means that you must ruff the \$A.

In real life experienced players are aware that the opponents love to overruff. We can prevent an overruff, by ruffing with an unbeatable trump, but sometimes we cannot afford to do this. When faced with this problem, we look at the strength of our trump suit and the strength of the opponents' trumps.

Here you have a combined length of nine trumps headed by the ace, king, queen, jack and ten, while the defence have only four trumps between them. You can afford to ruff with one of your high trumps and still draw theirs, even if one opponent has them all - a fact you would not know in advance.

To succeed, you must ruff the ♣A with a trump honour, draw all four of West's trumps and finally cash your hearts, being careful not to 'block' the heart suit.

Take a second look at the complete hand diagram, and notice that East-West can actually make 4♥, despite holding less thank half of the high-card points. East should never have allowed you to play in 2♠, but that's his problem, not yours!

AK **9**8542 ♦ QJ10 **♣**5432 **♦**432 **♦**10985 **♥**QJ **Y** 10 98765 ♦ A432 **4**1098 **.** AK76 **♠**QJ76 ♥AK9763 ♦ K **♣**QJ

Board E2/4 : 4♥ by South; Opening Lead: ♣10

East won the first two tricks with his A K. Then he led the 6 which you intend to ruff.

You have six winners – four spades and two hearts. It looks as if Dummy's diamonds would provide two more tricks (you only need to drive out the ace), but what would you discard on them?

Outside of the trump suit you have no more losers, so the diamond suit is really something of a 'red herring'. However, because there is no way to avoid losing a trick to the opponents' •A, which will be your third loser, you cannot afford to lose another trick. As we have already noted, that can only happen in the trump suit.

Your trumps are headed by the ace and king, and you are missing the queen, jack and ten. Unless those trumps are divided 2-1 between the opponents, you will fail. In real life you would cross your fingers and hope that they were, but when you are doing problems, the problem-makers always place the cards in such a way that you cannot fail. It is up to you to work out how the cards must lie.

Return now to the club communication from East which you intend to ruff. Unless you ruff with a top trump, West may overruff. If you do ruff with a high trump, though, you will be left with only one top trump, and you cannot possibly draw the opponents' queen, jack and ten with just one high trump.

To SUCCEED, you must ruff East's club with a small trump, and hope that West has another club so that he is unable to overruff. And the problem-maker has seen to that!

♠9873 **♥**6432 ♦ K 10 *AQJ ΛKQ **♣**J10 **9875 ♥** AKQ ♦9863 **♦**7542 *****872 ♣6543 **♠**A6542 **♥**J10 ♦ AQJ **♣**K109

Board E2/5: 4♠ by South; Opening Lead: ♥9

East won the first two tricks with his ♥A Q, and then he led the ♥K. You intend to ruff this, but there is a danger that West may overruff.

You have seven winners – one spade, three diamonds and three clubs. You need three more and only spades can provide them. You must also remember that because you have already lost two tricks, you can only afford to lose one more.

Your only hope for establishing the spades for the loss of only one trick is to find each of the opponents with two spades. In that case you could cash your ace and then deliberately lose a spade trick. Because you need that ace to draw some trumps, you must not use it to ruff East's VK. Instead, ruff the heart 'small' and hope that West cannot overruff.

To SUCCEED you ruff the third trick with a small trump, cash your trump ace, lose a spade, win whatever the opponents return, and finally cash your other winners.

*AKJ7
*A964
*J109
*A7
*65432
*853
*AKQ
*7653
*QJ107
*AKQ
*7653
*QJ632
*Q1098
*K2
*842
*K984

Board E2/6: 4♠ by South; Opening Lead: ♦A

West won the first three tricks with his ◆A K Q, and then switched to a trump, which you won with your eight.

You have eight winners – four spades, two hearts and two clubs. You need two more tricks and they can only come from ruffs.

Because both you and Dummy have similar shapes, and each of you have 'top' trumps, it will not matter whether you ruff two of Dummy's small hearts or Dummy ruffs two of your small clubs.

But, don't you have a trump loser? West has more trumps than either you or Dummy, so you cannot possibly draw them, you can? Well, not necessarily. Suppose West had to follow suit to the first nine tricks, then his last four cards would all be little trumps. Could you win those last four tricks with top trumps? Yes, IF you were doing your ruffs at this moment. To bring this about, you would need to cash all your NON-TRUMP winners first, and hope that while you were doing that, West had to follow suit.

To SUCCEED, cash your outside winners in any order, and then 'cross-ruff'. For example, cash your kings and then Dummy's aces. Then ruff Dummy's ▼6. At this point West has only spades left. Re-enter Dummy by ruffing the eight of clubs, and although West plays one of his little trumps, Dummy overruffs with the jack. Now lead Dummy's last heart and ruff it, and because West has only trumps left, he is forced to under-ruff. The last two tricks are won by Dummy's ace and king of trumps.

This hand is a bit of a freak, since the odds against one opponent having all five trumps are about 25-to-1, but it does contain a very important message. IF YOU INTEND TO CROSS-RUFF, CASH ANY SIDE SUIT WINNERS FIRST.

▲J9432 ♥A32 ♦ K10 **♣**K74 \$87 **♦**KQ1065 **♥**765 **9**84 ♦QJ62 987 **♣QJ109 ♣**A65 ΑA ▼KQJ109 ♦ A543 *****832

Board E2/7: 4♥ by South; Opening Lead: ♣Q

Because your king was trapped, the opponents started with three club tricks, but you won the fourth trick with your ace of spades.

You have eight winners – one spade, five hearts and two diamonds. You need two more, and your only hope is that Dummy can ruff two of your little diamonds. You will need to cash the two top diamonds first, in order to create a diamond void in Dummy, and Dummy will still need to have at least two trumps. So you cannot afford to draw trumps yet. Consequently, there is a danger that an opponent may score a fatal-ruff.

It is never completely safe to ruff with a small trump, but because there is only one high trump in Dummy, one of the ruffs will have to be taken with a small trump. But which one, the first or the second? When you ruff with the small trump, you do not want to be overruffed, but this will happen if both opponents follow suit, or if the opponent who does not follow suit has no trumps, in which case the trumps would have to be divided 5-0.

The latter situation is rare (see Problem 6), so we will consider the other possibility – that both opponents follow suit. Since East and West have only seven diamonds, the maximum number of tricks to which they can BOTH follow suit is three. Two of these will be used up as you cash your top diamonds. This it is only possible for both opponents to follow to the FIRST of your ruffs, so this is the one which you will ruff with a small trump.

To SUCCEED, cash the ◆A K, in that order. This puts the lead in your hand, and you can continue with the ◆4 and ruff it with Dummy's ◆2. Re-enter your hand by leading the ◆3 from Dummy to one of your top trumps. Then you ruff your last diamond with Dummy's ace. Your last three cards are all winning trumps.

♠AKQJ **♥**K653 **109 ♣** A 107 **↑**76 **♦**1098 **9**82 ♥QJ1097 ♦KQJ72 63 **.**9832 ♣KQ4 **♦**5432 **♥**A4 ♦A854 **♣**J65

Board E2/8 : 4♠ by South; Opening Lead: ♦K

West led the ◆K and you won with the ace.

You have eight winners – four spades, two hearts, one diamond and one club. You need two more and they can only come from ruffs, but because Dummy has only top trumps, which you have already counted as four winners, you will not produce any extra tricks if you ruff with them.

However, the small trumps in your hand can produce extra tricks if you use them for ruffing, and Dummy's hearts are the target. Because your trumps are small, there is a real danger of an overruff, but you can reduce that risky drawing SOME of the opponents' trumps.

Since we intend to draw some trumps there is less need to cash outside winners early, and we only do so if we do NOT need to use them for entries. In this problem, the only outside winner is Dummy' ace of clubs. Because you intend to ruff TWO hearts in your hand, you need TWO entries to Dummy. One of these is in the heart suit itself, so the other will have to be the A.

To SUCCEED, you must cash two of Dummy's trumps immediately. Then lead a heart to your ace, and return to Dummy with your small heart to the king. Now you can ruff the ♥5 safely, lead a club to Dummy's ace and ruff the ♥6 with your last trump. You have now taken eight tricks, and Dummy still has two more top trumps.

Take another look at the complete hand diagram. Note that you were 'lucky' to find the same defender with the last trump AND the heart length. East had to follow suit helplessly while you scored tricks with your \$\ddot 5\$ 4. Frustrating for the defenders, perhaps, but you deserved your luck, for the successful line was your ONLY chance.

Section F Appendices

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Duplicate Bridge Scoring Table

Throughout the course we have used a simplified scoring table, rarely taking account of vulnerability or the detailed scores for contracts doubled or redoubled – either made or defeated. Here is the full bridge scoring table:

A. Scores for the declaring when the contract is made

1. Trick score: For each trick above the first six, up to and including the contract-fulfilling trick. For overtricks, see below.

(a)	Trump suit ♣ or ♦ ♥ or ♠	Undoubled 20 30	Doubled 40 60	Redoubled 80 120
(b)	No trumps	40	00	400
	For the first trick	40	80	160
	For subsequent tricks	30	60	120

A total trick score of 100 or more is a GAME. A total trick of less than 100 points is a PART SCORE

2. Bonuses for making various contracts

	Non-	Vulnerable
	vulnerable	
For making any part score	50	50
For making Game	300	500
For making any doubled contract	t 50	50
For making any redoubled contra	act 100	100

3. Additional bonuses for calling and making a slam

For a Small Slam (12 tricks)	500	750
For a Grand Slam (13 tricks)	1000	1500

4. Overtricks (tricks made in excess of the contract)

For each overtrick	Undoubled	Doubled	Redoubled
Non-vulnerable	Trick score	100	200
Vulnerable	Trick score	200	400

B. Score for the Defending side (when the contract fails)

Under-	N	on-vulnerab	le		Vulnerable	
tricks	Undoubled	Doubled	Redoubled	Undoubled	Doubled	Redoubled
1	50	100	200	100	200	400
2	100	300	600	200	500	1000
3	150	500	1000	300	800	1600
4	200	800	1600	400	1100	2200
For each	additional und	ertrick				
	50	300	600	100	300	600

There are various methods of determining the result of a Duplicate Bridge competition, but two are generally used:

(1) Match point Scoring.

This is used for most 'pairs' events, whether a local club or a national competition. The scores on each board are calculated using the table on the previous page. Call this the 'table score'. All the 'table scores' on a board are compared with each other. You score 2 match points (MPs) for each 'table score' you beat and 1MP for each 'table score' you tie with. The pair with the most match points wins the event. See Page A36 for a fuller explanation of match point scoring.

(2) IMP scoring

IMPs (or International Match Points) are used for Teams-of-Four events. In a Teams-of-Four event, each team has a North/South pair and an East/West pair. Each pair will play the board and get a 'table score'. The two 'table scores' are added together and converted to IMPS using the scale below. A net plus score means a plus IMP score, a net negative score means a minus IMP score.

Difference	IMPs	Difference	IMPs	Difference	IMPs	Difference	IMPs
0-10	0	220-260	6	600-740	12	1750-1990	18
20-40	1	270-310	7	750-890	13	2000-2240	19
50-80	2	320-360	8	900-1090	14	2250-2490	20
90-120	3	370-420	9	1100-1290	15	2500-2990	21
130-160	4	430-490	10	1300-1490	16	3000-3490	22
170-210	5	500-590	11	1500-1740	17	3500-3990	23
						4000 or more	24

See Page A39 for an example using the IMP table.

Rules of Chicago Bridge

Chicago is the form of social Bridge which is closest to Duplicate Bridge.

- (1) The game is played over four consecutive deals, after which scores are totalled and partnerships can change.
- (2) Four players (at least) are required. Partnerships can be decided by agreement or by drawing lots as follows. A shuffled deck is fanned out face-down on the table. Each player draws a card. None of the four cards at either end of the fan should be drawn, nor a card adjacent to another player's card. The two highest cards form one partnership. They will play against the two players who drew the next highest. If there are more than four players, the rest must sit-out for the first four deals. If players draw cards of equal rank then the normal order of the suits breaks the tie. E.g. ♥5 beats the ♦5 but loses to the ♠5.
- (3) The person who drew the highest card chooses which seat he wants and the others take their places. He also deals first. If there are two packs of cards he also chooses which pack he and his partner shall deal with we will call it Pack A.
- (4) The player to left of the Dealer (LHO) takes Pack A and shuffles it. He passes it to his Partner (RHO) to cut. RHO cuts the pack towards the Dealer leaving at least four cards in each portion. The cut is completed by the Dealer who places what was the bottom portion onto the original top portion. The Dealer then deals the cards starting with LHO and going clockwise round the table, one card at a time. If it is done correctly the final card is dealt to the Dealer.
- (5) Meanwhile Dealer's partner takes Pack B, shuffles it and places it on his right, ready for the next deal. Once the deal is complete the auction and play begins.
- (6) The right to deal passes clockwise round the table. If a particular deal is passed out (i.e. no player opens the bidding), the same dealer deals again with the same pack after it has been shuffled by his LHO and cut by his RHO.
- (7) The vulnerability of each deal is pre-determined and the result of each deal is scored using the Duplicate Bridge table, independently of the other deals. On the first deal neither side is vulnerable; on the second and third deals, the Dealer's side is vulnerable and on the final deal both sides are vulnerable.
- (8) The final score for each set of four deals is the net difference of the four individual results, rounded to the nearest 100 points. So a difference of 450 becomes a '4-point' Chicago, 460 is a '5-pointChicago'. A difference of 50 points or less is called 'flat' or 'a push'. The winners are the pair with the positive net score.
- (9) After each set of four hands, partnerships usually change. If there are only four players they cut for partners again, except you should have a different partner. If the new cut produces the same pairings as before then the player with the highest card plays with the player who drew the third-highest card.
- (10)If there are more than four players then those who sat-out in the first set of four deals come in for the next four. The cut is done as before taking into account previous pairings and those who sat out.
- (11)Players should keep their own score so that at the end of the session the player with the highest net score is the winner.

Home Union Contacts

Below is a list of contacts for the Home Unions plus the Contract Bridge Association of Ireland. They will be pleased to give you any further information and will be able to put you in touch with local Youth Officers.

English Bridge Union

Website: www.ebu.co.uk

Email contact: postmaster@ebu.co.uk

2 01296 317200

Northern Ireland Bridge Union

Website: http://www.nibu.co.uk/ Email contact: Liz.scott@nibu.co.uk

2 028 9181 0708

Scottish Bridge Union

Website: http://www.sbu.org.uk/

Email contact: contactus@scottishbridge.co.uk

2 0131 667 2432

Welsh Bridge Union

Website: http://www.wbu.org.uk/

Email contact: WelshBridgeUnion@deepvault.com

2 01597 850050

Contract Bridge Association of Ireland

Website: http://www.cbai.ie/ Email contact: Emer.key@lyit.ie

1 (074) 912 5558

School Affiliation and Schools Box

We offer a service to registered schools. Children can become junior members and teacher can be made School Contacts. Besides providing access to teaching materials we can keep you informed about national events the EBU holds for young people.

We hold three events each year for young people (defined in bridge terms as U19). The U19 Pairs Championship is held as a one day pairs event (free of charge) on Easter Saturday as part of the London Easter Bridge Festival; the Young Bridge Challenge (also free of charge) is a one day teams event usually held in March at Loughborough Grammar School, while our main event is the Junior Teach In. This a full weekend of bridge run as residential weekend including bridge instruction in different groups according to level, bridge competitions and some spare time. The JTI is usually held on the last full weekend in August and is ideally arranged just before the children go back to school. Parents / grandparents and teachers are welcome to attend the JTI and to join in as much or as little as they want. (Guide price (2013 prices) - £135 for children, £150 for accompanying adults).

To register your school, please complete the form on the next page. Once registered, your school will be eligible for the Schools Box.

The EBU offers a free schools 'Schools Box' to schools in England which contains sufficient bridge equipment to get a new School bridge club up and running, however postage of £8.50 per box is payable. The pack is normally available on application to the EBU Education Department. The pack is available for £30 + postage to schools outside England.

Pack contents:

16 duplicate wallets + 16 packs of cards
50 personal score cards
50 travellers
Introduction to duplicate – leaflet
All about Minibridge – leaflet
One book from the Really Easy series
2 back copies of English Bridge
Entry forms to junior events – Young Bridge Challenge, Junior Teach In .



ENGLISH BRIDGE UNION





Name of school:					
Address:					
Post code:	Tel:				
Name of contact:	Position:				
Email:	Home tel:				
	by ticking the appropriate boxes in order to bridge experience and requirements.				
The number of players we are hoping will be involved is approximately:	0-8 9-16 17-30 31+				
We expect bridge teaching/play to take place:	during during after school				
2 The school already has an active internal bridge g	group				
The number of active players is approximately:	0-8 9-16 17-30 31+				
Please add any other comments or queries here					
Signature:	Date:				
Please complete and return to:					

Lisa Miller, Education Department
English Bridge Union, Broadfields, Bicester Road, Aylesbury HP19 8AZ
tel: 01296 317217 • fax: 01296 317220 • email: lisa@ebu.co.uk

EBUTA APPLICATION

The EBU Teachers Association exists to recruit, help and support Bridge teachers. EBUTA offers a year's FREE membership (April to March) to school staff who are teaching their students Bridge or Minibridge. This enables you to take advantage of additional teaching aids available through the Education Department and bargain offers on others goods from the EBU shop. You will need to be a member of your Home Union or to join the EBU to enjoy the benefits.

We can offer advice on starting up bridge or Minibridge groups in schools.

The completed form should be sent to	Mrs Lisa Miller EBU Broadfields Bicester Road
	Aylesbury HP19 8AZ
	01296 317217 lisa@ebu.co.uk
Your basic record will be entered on t	he EBU database. Please print the details clearly.
×	
Mr / Mrs / Miss Ms (other:)	Telephone numbers
Surname:	Home:
First name:	Work:
Full address:	Mobile:
Postcode:	email address:
Are you already an EBU member?	Yes / No
If Yes, please supply your EBU numb	er
The FULL address of the school when	re I teach bridge is:
I am currently teaching bridge / Minib	ridge / both.
Signed:	Date:

Glossary of Bridge Terms

Acol A bidding system, popular in the UK based on the idea of using limit bids

wherever possible. See also Standard English Acol.

ALERT card A signal used in tournament play and given to the opponents by the

partner of the player making a conventional call. E.g. 2* opening bid, 2* response to a 2* opening bid. The ALERT card is removed from the bidding box, shown to both opponents, then returned to the bidding box.

Announcements In tournament play certain calls are announced so the opponents are

made aware of their meaning without the need to ask. For full details consult the EBU website www.ebu.co.uk and look for the Blue Book.

Attitude signal As defender, playing a high card to say 'I like this suit' or a low one to

discourage or deny values in the suit.

Auction The first stage of the game in which all four players may call, one at a

time, competing for the final contract (the bidding).

Balanced hand One with a relatively equal number of cards in each suit. No void or

singleton, not more than one doubleton.

Bid A call made during the auction in a suit or in no trumps.

Biddable suit A suit with four or more cards in it.

Bidding box A way of making bids without actually speaking.

Blackwood An artificial bid of 4NT asking partner how many aces he holds.

Blocked Suit A situation in the play where high card(s) in a short holding make it

difficult to cash winners of the same suit in Partner's hand.

Board The container which holds a deal. Boards come in numbered sets and

show who is dealer and vulnerable. For instance on board 1, North deals

at Love All.

Bonus Extra points for making a contract, like 50 for a part score.

Buy In a competitive auction, the side playing the hand is said to buy the

contract

Call A bid, a pass, a double, a redouble made when it's your turn in the

auction.

Cash To play a winning card or cards. Cash out is to take all your winning

cards.

Chicago A social form of bridge for four players, scoring very like duplicate. Each

rubber consists of four deals with pre-determined vulnerability.

Claim When the play is clear-cut, declarer shows his hand, claiming the tricks.

Clear a suit To force out the high card held by the opponents and set up winners.

Competitive bidding An auction in which both sides take part.

Contract The final bid in the auction which determines the denomination (suit or no

trumps) and the number of tricks to be won by declarer.

Convention An artificial bid with an agreed meaning, e.g. an opening 2♣ = big hand.
 Count signal Play by defender of a higher then lower ranking card to show an even

Play by defender of a higher then lower ranking card to show an even number of cards (called a peter), or low then high to show an odd number

of cards.

Covering honours When an honour is led and the next player plays a higher honour, this is

said to be 'covering an honour with an honour'.

Cross-ruff Sequence of tricks in which a player and his partner score trumps

separately by alternately ruffing side suits.

Curtain Card A small piece of card used to record each hand in a particular deal.

Players check their hand against the curtain card.

Deal Fifty-two cards distributed so each player has thirteen cards.

Dealer The player who makes the first call on a deal.

Declarer The player on the side winning the contract who first bid the suit or no

trumps and who thus has the right to play both his hand and dummy.

Defeat the contract To win, in defence, enough tricks so that declarer fails to make the

contract. The score is 50 points for each non-vulnerable undertrick and

100 if vulnerable.

Defence The line of play adopted by the defenders.

Defenders The two players in opposition to declarer. Often referred to as RHO (right-

hand opponent) and LHO (left-hand opponent).

Defensive bidding Bidding by the non-opening side.

Denomination Clubs, diamonds, hearts, spades or no trump.

Discarding When unable to play a card in the suit lead, playing another suit,

preferably throwing a card that gives helpful information to partner.

Double Originally, a bid to extract a larger penalty. But at low levels a request for

partner to bid - a take-out double.

Double dummy A play which could not be bettered even if declarer could see all four

hands.

Doubleton A holding of two cards in a suit, shown by either leading the higher or

playing the higher one before the lower.

Drawing trumpsContinuing to lead trumps until opponents have none left, involves

counting the cards played to make sure all opposition trumps have been

drawn.

Ducking (hold-up) Deliberately withholding a high card which could have won a trick.

Dummy Declarer's partner whose hand is tabled after the opening lead.

Duplicate bridge Where the score is determined by comparison with other scores on the

same deal.

Duplication Duplication of distribution is when both players in a partnership have the

same length in each suit. Duplication of values is when strong holdings in one hand are facing strong values in the same suit in partner's hand, like

AQ opposite KJ.

Eight-card fit A combined holding of eight cards in a suit between the two partnership

hands.

English Bridge

Union

The governing body for the game of duplicate bridge in England.

Entry A card that enables access to a particular hand.

Establishing Setting up a specific card or cards as winners by forcing out high cards.

Etiquette and Ethics Good manners and good behaviour at the bridge table,

Exit Get off lead by playing a card you expect to be won by the other side –

trying to do so without giving away a trick.

Finesse A technique of card play to try and win a trick with a card, when

opponents hold a higher card in the same suit.

Fit A fit is holding adequate supporting cards in a suit bid by partner. E.g. a

4-4 fit.

Flat board In duplicate, a hand where the same result was scored by all contestants.

In teams both sides recorded the same score.

Flat hand A balanced hand, particularly 4 3 3 3 pattern.

Following suit Playing a card in the same suit.

F 10

Forcing bid A bid which tells partner to bid again.

Forcing to game or Game forcing, is demanding that the partnership does not stop short of

game.

Fourth highest Lead in a suit of the fourth card from the top, e.g. K J 9 6 4 lead the 6.

Free bid A bid made in a situation where there is no obligation to speak.

Game Contract whose trick score is 100 points or more, e.g. 3NT, 4♥,4♠,5♣,5♦.

Get a count Discover the distribution of the unseen hands

Give count Make a distributional signal.

Go down or Go Off. Make fewer tricks than you said you would.

Grand slam A contract to make all thirteen tricks. i.e. 7♣, 7♦, 7♥, 7♠ or 7NT.

High card points Values given to high cards to help decide what to bid (ace=4, king=3,

queen=2, jack=1). There are 40 high card points (HCP) in the pack.

Honours The five highest cards in a suit (ace, king, queen, jack, ten).

Interior sequence A suit holding such as K J 10 9, A J 10, Q 10 9 where a sequence is

broken by one or more cards.

Intermediates Middle-size cards like tens, nines and eights that might win tricks.

Intervention A bid made after the opponents have opened the bidding, an overcall.

Invitational bid Invites partner to continue bidding with a bit extra.

Jump bid A bid at a higher level than required to name the denomination of the bid.

Jump overcall A single jump bid made as an overcall.

Jump shift A bid in a new suit higher than necessary to beat the previous bid.

Kibitzer An onlooker at the card table, from the Yiddish for a kiebitz bird.

Laws of Duplicate Bridge, 2007 version, describe the game you are

playing.

Laydown A contract that is so certain that declarer can claim at trick one

Lead The first card played to a trick.

LHO A convenient abbreviation for a player's Left Hand Opponent.

Limit bid A bid that limits the strength and distribution of the hand within precise

bounds.

Long suit A suit of four or more cards in the same hand.

Major suits Spades and Hearts whose tricks score 30 points each.

Match-point scoring The way the results are usually determined in a pairs competition.

Minibridge A bridge-like game, where the contract is chosen by the side with the

most HCP.

Minor suitsDiamonds and Clubs whose tricks score 20 points each.Non-forcingA bid which does not require a response from partner.

No trumps A contract played without trumps (the highest card in the suit led wins the

trick).

Opening bid The first call in the auction other than 'pass'. Made by the 'Opener'.

Opening lead The card led to the first trick before dummy is seen.

Overbid A call for which the bidder has insufficient values.

Overcall Bid made by the opponents after the bidding has been opened.

Overtrick A trick made by declarer above the number required for the contract.

Pair The partnership of two bridge players.

Part score A contract below the level of game, the trick value is less than 100.

pass Or 'No bid' indicates the caller has nothing worth saying at this stage.

All four players pass without anybody bidding, or three passes after a bid.

passive lead A lead which tries not to give away a trick to declarer.

Penalty Points scored by defenders when declarer fails to make a contract.

Play The part of the deal after the bidding, where declarer tries to make the

contract.

Pre-emptive bid Obstructive bid, made at a high level, usually a weak hand with a very

long suit.

Protection Re-opening the bidding in the pass out seat, because it is clear partner

must have some values, e.g. after 1♠ pass pass.

Quit a trick To complete the trick by turning over the cards after all players have

played to it.

Raise A responding bid in a denomination bid by partner.

Rebid The second or subsequent bid made by a player. To rebid a suit already

bid, promises extra length, five or more cards.

Redouble An expression of confidence that a contract would make despite being

doubled for penalties. Redouble increases the stakes. Sometimes used

conventionally.

Responder The partner of the player who started the partnership's bidding.

Reverse The rebid in a new suit, after a one-level opening, higher than two of the

first suit bid. Shows extra strength and distribution.

Revoke Failure to play a card of the suit led when it is possible to do so. Can be

corrected if the trick has not been quit. Otherwise ask the director for help.

RHO A convenient abbreviation for a player's Right Hand Opponent.

Ruffing (trumping) When holding no card of the suit led, playing a trump to win the trick.

Rule of Twenty A formula for deciding if a hand is worth an opening bid.

Ruff (or To Trump) To play a trump on the lead of a side suit in which you are now void.

Sacrifice or Save Bidding a contract expecting it to go down but hoping for a smaller minus

score than letting the opponents play the contract.

Second hand The player on left of the leader to the current trick who plays second.

'Second hand plays low' means that the second hand often does not try to

win the trick.

Sequence Three or more touching cards in the same suit, e.g. J 10 9.

Side suit Any suit other than trumps.

Sign off A bid which asks partner to stop bidding.

Singleton Holding of only one card in a particular suit.

Small slam Contract for twelve tricks, hoping to get the slam bonus. 6♣, 6♦, 6♦, 6♦, 6♦,

or 6NT.

Standard English

Acol

The bidding system used in this course, devised by the English Bridge

Union. Similar to Acol – another popular English system.

Stayman An artificial bid after partner opens 1NT, asking if a four-card major is

held.

STOP card The STOP card is used when a player is going to make a bid at more

than the minimum level or is going to make a jump bid. E.g. opening 2♣, or when the auction goes 1♥ pass (stop) 4♥. It is used to warn the LHO that such a bid is being made. The player making the call brings out the STOP card, followed by his bid. The STOP card should be left out for about 10 seconds and then returned to the box. LHO should not call until

the STOP card is removed.

Stop or Stopper A card, or cards, held in a suit which prevents the opponents from running

the suit. Also called a guard.

Suit Preference A Defender's play of a high card to suggest that his Partner leads back

Signal the higher-ranking side suit, or a low card to suggest the lower-ranking

side suit.

Tenace A combination of cards held in a suit which is not a sequence, because

there are gaps, e.g. A Q or K J 10.

Third hand The partner of the player who led to the trick, normally 'Third hand plays

high'.

Touching suits

Two suits adjacent in ranking order e.g. Hearts and Diamonds.

A piece of paper for recording scores that moves with the board.

Trick

Four cards, one from each player, played in clockwise rotation.

Trump

A card in the suit the suit named as trumps during the last bid in the

auction.

Two-level Contracts or bids of 2♣, 2♦, 2♥, 2♠ or 2NT. Similarly, three-level, four-

level.....

Unbalanced hand Contains a void or singleton or two doubletons.Unbid suit One that has not been shown during the auction.

Void Holding no cards in a particular suit.

Vulnerable A designation that on this deal a side will have bigger pluses for making a

game or slam contract and larger minuses for failing in a contract.

Weak take-out Bidding in response to a 1NT opening on a weak hand with a long suit.

Weak no trump Another name for the opening bid showing 12-14 points and a balanced

hand.

Wide open A suit in which declarer has no stopper when playing in no trumps.

Winners Cards that may reasonably be expected to win tricks.

x Used to describe unimportant small cards, e.g. A K x x.

x A shorthand way of writing 'Double' on the score card, e.g. 4♥x.

xx A shorthand way of writing redouble, e.g. 3NTxx.

Yarborough A hand with no card higher than a nine.

Zero The lowest score possible on a board at duplicate.