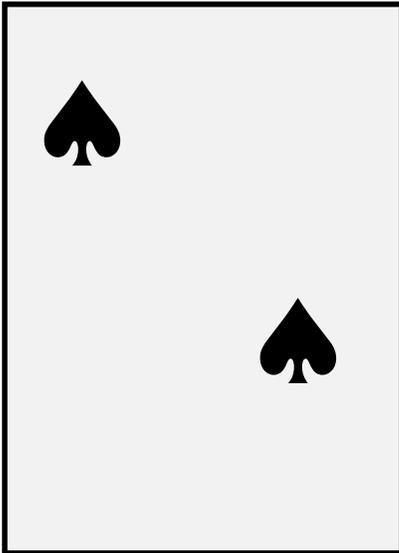


“If 3NT is a viable option then bid it”.

- Paul Soloway



three

Vulnerability
Scoring
Bonuses
Red light bid
Yellow light bid
Green light bid

Responses to a 1NT opening

I feel so vulnerable

Vulnerability is a scoring condition that effects three out of every four hands you play during a Bridge session. You are either '**vulnerable**' or you are non-vulnerable. The condition of being vulnerable increases the bonus you receive for making game and slam contracts. (Chart 3:2) If unsuccessful in a vulnerable contract, the penalty increases from minus 50 per trick to minus 100. (Chart 3:3)

The meat of the matter is this: The increased scoring for success (bonuses) failure (penalties) will influence your strategy in the bidding of each hand.

Big bonus All conditions and calculations regarding vulnerability are done automatically for you with a duplicate and instant scorer.

Figure 3:1 is picture of a duplicate Bridge board. The board has four slots (**N**, **E**, **S** and **W**), slot containing 13 cards. The board (board 2) is clearly displayed. The dealer Also note that **N/S** is underlined while not. The underline denotes vulnerable If this picture were in color, the **N/S** would be in 'Red' to further emphasize vulnerable status. To be 'Red' is to be vulnerable. On Board 2, if **N/S** wins the contract, they will refer to the vulnerable score chart, while if **E/W** wins contract they will refer to the non-vulnerable score chart.

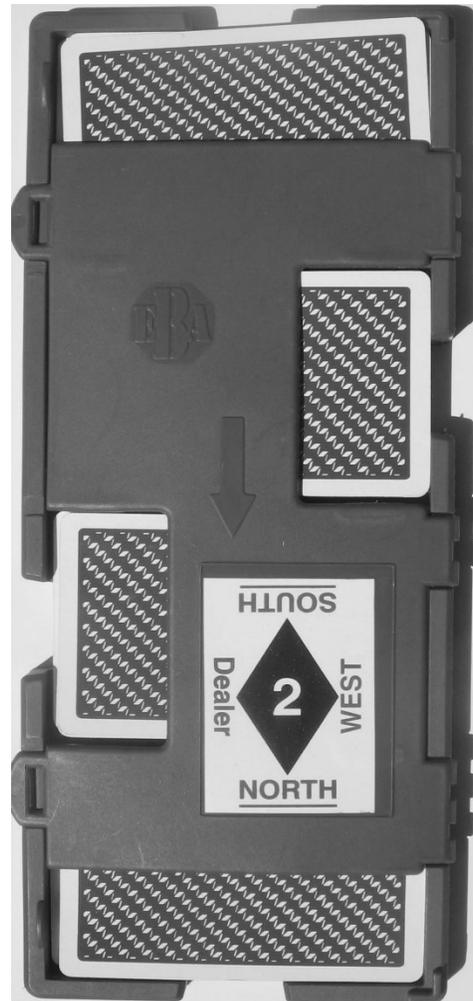


figure 3:1

and

board

board.
each
number
is **E**.
E/W is
status.
print
their

the

Being vulnerable is a pre-set condition. Just accept it and get on with it.

Scoring

Scoring occurs upon completion of each hand. If a contract makes, you will be rewarded with a plus score. If a contract goes down, you will be penalized with a minus score. Charts 3:2 and 3:3 illustrate the numbers.

Tricks points (trick score)

For every trick over the book, declarer receives **trick points**. ('book' refers to the first six-tricks which are expected in any contract)

♣/♦ = **20 points** per trick. ♥/♠ = **30 points** per trick.

No trump = **40 points** for the first trick and **30 points** for every subsequent trick.

Bonus levels

For successful successfully fulfilling your contract you receive the trick points plus a **bonus**. Bonuses are awarded for all four-levels of contracts: part-scores, games, small slams, and grand slams. The bonuses can be viewed in Chart 3:2.

Part-score bonus

A **part-score** contract is any time your trick-score totals less than 100.

Assume a contract of 3♥ (nine tricks required). The book is six tricks.

1. The next three tricks are worth 30 each for a total of 90 trick points, plus **50** for the part-score bonus.
2. For making 3♥ you receive +140. (90 + 50 = 140)

Contract	Trick-score	Bonus	Total score
1♦	20	50	70
2♥	60	50	110
4♣	80	50	130
3♠	90	50	140
2NT	70	50	120

chart 3:1

Game bonus

A **game** contract is when your trick-score totals 100 or more*. Assume a contract of 4♠ (ten tricks required). The book is six tricks.

1. The next four tricks score 30 points each for a trick-score of 120, plus **300** for the game bonus.
2. For making 4♠ you receive +420. ($120 + 300 = 420$)

Game in the minors is 5♣ or 5♦ ($20 + 20 + 20 + 20 + 20$) = 100

At 20 points per trick you must bid to the five-level to be in a minor suit game. 4♣ is a part-score contract because $4 \times 20 =$ only 80 trick points.

Game in the majors is 4♥ or 4♠ ($30 + 30 + 30 + 30$) = 120

At 30 points per trick, you must bid to the four-level to be in a major suit game. 3♠ is a part-score because $3 \times 30 =$ only 90 trick points.

Game in no trump is 3NT ($40 + 30 + 30$) = 100

Since the first trick is worth 40 and subsequent tricks worth 30, you need only bid to the three-level to be in a game contract in no trump.

Go to get

* You must **go** to the game level **to get** the game bonus. If you bid 2NT (eight tricks) but win 11 tricks, you will receive the trick points for the extra tricks you won, but only the part-score bonus.

- 2NT making 11 tricks = $40 + 30 + 30 + 30 + 30 = 160 + 50 = 210$
- 3NT making 11 tricks = $40 + 30 + 30 + 30 + 30 = 160 + 300 = 460$

Thus, the decision to stop in a contract of 2NT (part-score) and not go to 3NT (game) can be a precarious one with the game bonus so enticing.

You have to bid to game - to get the game bonus. i.e. If you bid 3♠ and make 10 tricks (an extra trick) you do not get the game bonus.

Small slam bonus

A **small slam** is any bid at the six-level. Assume a contract of 6♦ (12 tricks required). The book is six tricks.

1. The next six tricks score 20 points each, for a trick-score of 120, plus 300 for the game bonus, plus **500** for the slam bonus.
2. For making 6♦ you receive +920. ($120 + 300 + 500 = 920$)

6♣/♦: $20 + 20 + 20 + 20 + 20 + 20 = 120$ (trick-score) + 300 (game bonus) + 500 (small slam bonus) = **920**

6♥/♠: $30 + 30 + 30 + 30 + 30 + 30 = 180$ (trick-score) + 300 (game score) + 500 (small slam bonus) = **980**

6NT: $40 + 30 + 30 + 30 + 30 + 30 = 190$ (trick-score) + 300 (game bonus) + 500 (small slam bonus) = **990**

Grand slam bonus

A **grand slam** is any bid at the seven-level. Assume a contract of 7♥ (13 tricks required). The book is six tricks.

1. The next seven tricks score 30 points each for a trick-score of 210, plus 300 for the game bonus, plus **1000** for the slam bonus.
2. For making 7♥ you receive +1510. ($210 + 300 + 1000 = 1510$)

7♣/♦: $20 + 20 + 20 + 20 + 20 + 20 + 20 = 140$ (trick-score) + 300 (game bonus) + 1000 (grand slam bonus) = **1440**

7♥/♠: $30 + 30 + 30 + 30 + 30 + 30 + 30 = 210$ (trick-score) + 300 (game score) + 1000 (grand slam bonus) = **1510**

7NT: $40 + 30 + 30 + 30 + 30 + 30 + 30 = 220$ (trick-score) + 300 (game bonus) + 1000 (grand slam bonus) = **1520**

Scoring chart (bonus points)

Contract	Non-vulnerable bonus	Vulnerable bonus
Part-score	50	50
Game	300	500
Small slam	500	750
Grand slam	1000	1500
Count your trick-score first and then include the appropriate bonuses.		

chart 3:2

Defeated contracts

Down	Non-vulnerable			Vulnerable		
	Not doubled	Doubled	Redoubled	Not doubled	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
5	250	1100	2200	500	1400	2800
6	300	1400	2800	600	1700	3400

chart 3:3 This chart is not in its entirety. Penalties for down 7-13 tricks are not included.

Heaven can be hell

There was a man who died and found himself in a beautiful place, surrounded by every conceivable comfort. A white-jacketed man came to him and said, "You may have anything you choose, any food, any pleasure any kind of entertainment." The man was delighted, and for days he sampled all the delicacies and experiences of which he had dreamed on Earth. The days rolled into weeks and the weeks into months. One day he finally grew bored of it all and calling the attendant to him, he said, "I am tired of all this. I need something to do. What kind of work can you give me?"

The attendant sadly shook his head and replied, "I am sorry, sir. That is one thing I cannot do for you. There is no work here for you."

To which the man answered, "That's a fine thing. I might as well be in hell." The attendant hesitated and said softly, "Sir, where do you think you are?"

Margaret M. Stevens, Prosperity is God's Idea

Aim for game or higher

Once you and your partner have found a fit, you have to decide how high to go in the auction. Your decision will depend on the combined strength of the two hands. The following chart is a general guide outlining the strength required to be in a game or slam contract.

Points required	Contract bid
26	3NT, 4♥, 4♠
29	5♣, 5♦
33-36	6♣, 6♦, 6♥, 6♠, 6NT
37+	7♣, 7♦, 7♥, 7♠, 7NT

chart 3:4

9/11

If you discover that you have the combined values to be in a game contract, but with no major suit fit, you will have to play in 3NT, 5♣ or 5♦. A game contract in 3NT requires 9 tricks while a game contract in clubs or diamonds requires 11 tricks. It all comes down to which is easier to make, 9 or 11 tricks? The pundits vote in favor of 9 tricks in 3NT and so should you.

The higher you soar, the more you score

...provided you make your contract. You get to refer to Chart 3:2 to calculate your plus score. However, the bonuses awarded for bidding games and slams are the incentive that causes many a player to over bid their values. Sometimes, instead of soaring, they crash and burn and will have to refer to Chart 3:3 to ascertain their penalty.

Vulnerability is a convoluted concept and is best learned at the table.

For your convenience, all scoring in this book will assume non-vulnerable status.

Responding to a 1NT opening bid

Remember that there are two questions in all auctions. What denomination should we play in and how high should we bid in this auction? After a 1NT opening bid, responder takes charge of the auction.

How come responder gets to be in charge?

Responder is in charge because responder knows a lot about opener's hand (opener has 15-17 HCP and a balanced hand) whereas opener knows nothing about responder's hand. The partner with the more information is the one who should take charge.

There is a list of responses to a 1NT opening bid which allows responder to direct the auction to the safest contract. These responses are:

Red Light

Red = stop

Yellow Light

Caution = invitational

Green Light

Green = forcing

Red light responses

A **Red light** bid response is exactly as it implies. The auction is now over as far as responder is concerned. Because responder knows a fair bit about opener's hand, responder is deemed to have enough information to make definitive decisions. Opener should pass and trust the decision responder has made. The following chart details the **Red light** bids.

Red light bid	Meaning	Strength
Pass	I want to play in 1NT.	0-8
2♦ 2♥ 2♠	5+ card suit, I want to play in the nominated contract.	0-8
3NT 4♥ 4♠ 5♣ 5♦	I want to play in a game contract in the denomination stated.	10-15
Six-level or seven-level bids	I want to be in slam. Let us pray.	16+

chart 3:5

At the table

Partner has opened 1NT (15-17 HCP, balanced)) and it is your bid?

1)	2)	3)	4)
♠ 2	♠ 983	♠ AKJ976	♠ K74
♥ A108762	♥ AK5	♥ 4	♥ AQ5
♦ 8764	♦ A52	♦ K53	♦ AQ84
♣ 72	♣ Q973	♣ 972	♣ AK3

Hand 1 Bid **2♥**. You have a weak hand and no desire to be in game. You want to play in hearts. 2♥ is a **Red light** bid.

Hand 2 Bid **3NT**. With 13 HCP opposite 15-17, you have enough strength to be in game and with a balanced hand, 3NT seems a reasonable contract. 3NT is a **Red light** bid.

Hand 3 Bid **4♠**. With 13 TP you have the strength to be in game, and with six spades opposite a partner who has at least two spades, you want to play in spades. 4♠ is a **Red light** bid.

Hand 4 Bid **7NT**. A big bid for a big hand, but you have two bull elephants in the back yard to back it up. With 22 HCP opposite at least 15 HCP you are looking at a minimum of 37 HCP. 7NT is the mother of all **Red light** bids.

Once partner makes a dead bid... "The rest is silence". - *Shakespeare*

Yellow light responses

A **caution bid** response to a 1NT opening bid invites opener to bid again if holding a maximum hand. A caution bid is an admission by responder that assistance is needed in deciding where to play this contract.

Yellow light bid	meaning	strength
2NT	Invites opener to bid 3NT with maximum hand.	9ish Points
3♣/3♦	Shows a six-card suit headed by two of the top three honors (with nothing else). Invites opener to bid 3NT if holding the other top honor.	5-7 HCP
4NT	Invites opener to bid 6NT with maximum hand.	16-17 points

chart 3:6

At the table

Partner has opened 1NT (15-17 HCP, balanced) and it is your bid.

1)	2)	3)
♠ Q54	♠ 83	♠ AK106
♥ A72	♥ 865	♥ Q104
♦ K764	♦ 95	♦ K5
♣ 1072	♣ AQ9743	♣ A1072

Hand 1 Bid 2NT. With 9 HCP points you are not sure if there are enough values to bid 3NT. Invite opener to decide. With 17 points or a good 16, opener will accept the invite and bid 3NT. With 15 she will pass. 2NT is a **Yellow** light bid.

Hand 2 Bid 3♣. You only have 6 HCP but this hand could potentially take six tricks if opener has the ♣K. A 3♣ response shows a six-card club suit with two of the top three honors. 3♣ invites opener to bid 3NT if opener has the other top honor (the ♣K). If opener does not have the ♣K, opener will pass. 3♣ is a **Yellow** light bid.

Hand 3 Bid 4NT. With a chunky 16 HCP opposite 15-17 HCP a small slam is possible if opener has 17 TP. A 4NT response to a 1NT opening bid invites opener to bid 6NT with a maximum hand and to pass with a minimum. 4NT is a **Yellow** light bid.

Green light responses

A **Green light** response is also as it implies. The auction is still alive and opener must bid again. A live bid response reveals that responder may want to be in game but is uncertain of what is the best contract. There are two **Green light** bids, 2♣ and three of a major (3♥ and 3♠). 2♣ is a special bid which we will explore in chapter six.



Green light bid	Meaning	Strength
2♣	Stayman convention	9+ points
3♥/3♠	Five-card suit	10+ points

chart 3:7

At the table

Partner has opened 1NT, 15-17 HCP, balanced, and it is your bid?

1)	2)	3)
♠ Q2	♠ AK983	♠ K76
♥ A10762	♥ K5	♥ 108764
♦ KQ64	♦ 975	♦ 3
♣ 92	♣ J73	♣ AK92

Hand 1 Bid 3♥. As responder you know that you have the values to be in game (either 4♥ or 3NT). So, you respond 3♥, to announce you have a five-card suit and 10+ points, forcing opener to make the final decision of where to play the contract. Opener will bid 4♥ if she has three or four-card heart support, or she will bid 3NT if she has only a two-card heart suit. 3♥ is a **Green light** bid.

Hand 2 Bid 3♠. Again, you have the values to be in game but you are unsure if you should be in 4♠ or in 3NT. No problem. Bid 3♠ which forces opener to make the final decision. Opener knows you want to be in game and that you have a five-card spade suit. 3♠ is a **Green light** bid.

Hand 3 Bid 3♥. I know that the heart suit is weak but with 10+ points you do want to be in game opposite 15-17. Holding five hearts and a singleton diamond, 4♥ may well be the best contract if opener has a heart fit with you. Permit opener to place the contract. 3♥ is a **Green light** bid.

The philosophy of responding to 1NT

Green Light bid, Yellow light bid, Red light bid, no bid...whatever bid. When you respond to a 1NT opening bid you are in control and any bid you choose to make is a definitive statement about the direction you want the auction to take.

The 'No Passing Zone' road sign indicates you are reading about a bid that is forcing. Forcing means you cannot pass.



Suit contracts versus no trump contracts

It is all too easy to talk about playing in a suit contract or in a notrump contract. But what does this really mean? Let us look at a hand played first in a suit contract and then in a notrump contract.

♥ A Led

<u>Declarer</u>		<u>Dummy</u>
♠ KJ87		♠ AQ43
♥ 963		♥ 42
♦ A863		♦ KQJ2
♣ A9		♣ 632

1. **W** is in a contract of 4♠. **N** led the ♥A. As you can see, dummy (**E**) has the ♥42 and declarer (**W**) the ♥963. If **N** continues to lead hearts, dummy has to follow twice, (with the ♥42), but is then depleted of hearts. On the third round of hearts, declarer can 'trump' with dummy's ♠3. In simple terms, when one of the suits (♣, ♦, ♥, or ♠) has been nominated as the 'trump suit' (like a wild suit), you have the ability to 'trump' another suit in which you have a void.
2. Now let us look at the same hand with **W** as declarer, but playing in a 3NT contract. Again, **N** leads the ♥A and continues playing hearts. However, this time no suit has been assigned as the 'trump suit'. (There is no wild suit). In a no trump contract all suits are equal, with the high card winning. Trumping is not permitted. On the third round of hearts dummy has to discard from another suit. Dummy cannot trump. **N/S** will take as many hearts as they have to take. 4♠ is clearly a better contract. A well bid auction by a practiced partnership will end up in 4♠.

Adverse advantage

Sometimes you will experience the crisis of being in a contract that appears hopeless. When this happens, try to be calm, cool and collected. The Chinese use two brush strokes to write the word 'crisis'. One brush stroke stands for danger; the other for opportunity. When you find yourself in a scrappy contract, be aware of danger – but recognize opportunity. This approach will put you in a position to turn adversity to advantage.

Card play technique

The finesse

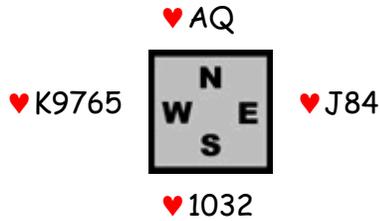


figure 3:2

In Figure 3:2, there is a card play technique called a finesse that may allow you to make the ♥Q as well as the ♥A even though the ♥K is at large. We touched on this concept in chapter one's card play technique (lead from weakness toward strength). You can finesse **W** out of her ♥K by leading from weakness (**S**) towards strength (**N**). **W** has to play a card before **N**. Since **W** has the ♥K you can finesse her out of it. If **W** plays a small card, you can play the ♥Q from the **N** hand, which will win the trick. If **W** plays the ♥K you will win the ♥A and the ♥Q is now a winner. Your odds are 50-50.

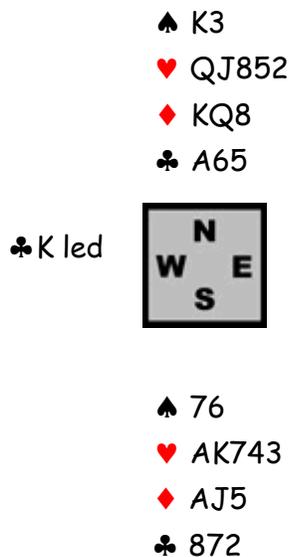


figure 3:3

In Figure 3:3, you are **S** in a contract of 4♥. **W** led the ♣K. You can afford to lose three tricks. With two clubs to lose for sure, you will have to confine your spade losers to just one. You have to try and make a trick with the ♠K even though the ♠A is lurking. Either **W** or **E** has the ♠A. When you tackle the spade suit, lead the ♠6 from the **S** hand towards the ♠K. **W** must now play a card, before you commit a card from the hand holding the ♠K, the **N** hand. If **W** has the ♠A, **W** is in a pickle. If **W** plays the ♠A, you will play the ♠3 from dummy and the ♠K comes good. If **W** plays a small spade, this is where you have to close your eyes and call for the ♠K. ☺ If **W** has the ♠A, the ♠K wins. If **E** has the ♠A the ♠K loses. Your odds of winning this contract are a 50-50 proposition.

Department of defence

Fourth best from your longest and strongest

The term: 'lead fourth best from your longest and strongest' is indelibly etched in my brain. Say it over and over a few times and you will never forget it either.

We know that the lead of top of a sequence and top of a broken sequence, are preferred leads from a long suit. But your suit may be a broken suit, with no sequence to speak of. From such a suit, lead your 4th best card, providing you hold an at least one honor in the suit.

♦ Q9763 ♦ KJ9632 ♦ K1085 ♦ 10873 *♦ A973

From each holding, lead the card underlined. The lead of your 4th best card from your longest and strongest suit promises an honor card in that same suit.

*The last combination has a restriction. Against a no-trump contract, I would lead the ♦ 3. But against a suit contract, it is considered dangerous to lead away from a suit combination containing an ace. If you lead the ♦ 3, you will have 'under-led' your ace. Leads against a no-trump contract and a suit contract are quite similar. However, you now know of one difference. On opening lead against a suit contract, do not 'under-lead' an ace.

Window

Opening leads are the window into the world of defensive carding.

Question: Why is it so important that we lead specific cards from particular combinations?

Answer: The defenders cannot see each other's hand while declarer has the luxury of seeing partner's hand (dummy) giving declarer an obvious advantage. The defence can counter this somewhat by the manner in which they play their cards. If partner leads the ♥ 2 against 3NT, you can (without seeing partner's hand), predict that there will be four hearts including at least one honour card. 'Leads' are the first step in establishing a line of communication with your partner on defence.



Summary

- **Vulnerability** is a concept best learned by experience.
- **Scoring** is the end result of all contracts. Whether it succeeds or not, a plus or minus score is assigned.
- A contract can be a **part-score**, a **game**, a **small slam** or a **grand slam**.
- There are four different **bonuses** awarded for the success of each of these contracts.
- When partner opens 1NT **you are in charge**. Direct the auction to the safest contract.
- There are **dead** bids, **caution** bids, and **live** bids in response to a 1NT opening bid.
- A **finesse** is a card play technique that offers a chance to win a trick with a card even though the opponents hold a higher card.
- The lead of **fourth best from your longest and strongest suit** is a good lead, provided you do not have a sequence or broken sequence in the

Nearly Normal Norman says: When deciding what card to lead against the opponent's contract, review the bidding for clues. The bidding is often a road map to the best opening lead!



Nearly Normal Norman

Self-prophecy

One student said,
"I'm too old to learn this game".
The teacher replied,
"Yes, you are right".

"If you argue for your short comings strongly enough, then sure enough, they're yours."

- *Avon Brown*

Exercises - chapter three

Partner opened 1NT. State your response with the following hands.

1)
♠ 1097432
♥ A5
♦ 874
♣ 32

2)
♠ 83
♥ AKQ985
♦ 65
♣ 873

3)
♠ K86
♥ A84
♦ 9853
♣ 986

4)
♠ K94
♥ AQJ85
♦ K4
♣ 1032

5)
♠ AJ764
♥ AQ643
♦ 5
♣ 3

6)
♠ KJ5
♥ 964
♦ QJ4
♣ Q1084

7)
♠ K43
♥ 6
♦ J109874
♣ 753

8)
♠ AJ42
♥ KJ73
♦ K86
♣ Q5

9)
♠ 4
♥ AJ1065
♦ 1083
♣ 10987

10)
♠ 103
♥ J103
♦ A43
♣ QJ1084

11)
♠ 62
♥ 1085
♦ AKQ874
♣ 54

12)
♠ KQ6
♥ A83
♦ K843
♣ J94