

# *Etobicoke Bridge Centre*



## Beginner Level 2 - Lessons



*(Last revised Jan 1/2021)*

Location: anywhere with Internet access

Starts: Tuesday Jan 5, 2021 2:00 – 4:00

Duration: 10 (maybe 11) lessons, last class March 9 (16<sup>th</sup>)

Instructor: Steve Overholt

- Web site: [etobicokebridge.com](http://etobicokebridge.com)
- [etobicokebridge@gmail.com](mailto:etobicokebridge@gmail.com)
- Email **anytime** with questions
  
- Cell: 647.897.6179
- Some quizzes at [www.rpbridge.net](http://www.rpbridge.net); Bidding Basics (not Quizzes)
  - Do not read RP notes, just do quizzes as directed

### Notes

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# Review of Beginner 1 Course

- Bidding
  - Opening Bids
    1. Do I have a specific (non 1-suit bid)?
      - Less than 13 points
        - a preempt (2D ->5D)
      - Opening points
        - 1 NT \_\_\_\_\_
        - 2 NT \_\_\_\_\_
        - a (huge) 2 Club opener \_\_\_\_\_
        - 5+ card major
        - 5+ card minor
        - 4 card minor
        - 1 Club with none of above and hence 3 clubs
    2. [www.rpbridge.net](http://www.rpbridge.net) to practice
  - Bidding over 1 of a Minor
    1. 4+ card major
    2. 5+ cards for club raise, 4+ for diamond raise
    3. 6+ pts, 4+ cards, bid 1D over 1C
    4. 10+ pts, 4+ cards, bid 2C over 1D
    5. 1NT w \_\_\_\_\_, 2 Nt w \_\_\_\_\_ or 3 NT w \_\_\_\_\_ HCPs
  - Bidding over 1 of a (M)ajor
    1. Raising
      - 2M w 6 - bad10, 3M w gd 10 – bad 12, 4M with 5 trump, shortness, weak
      - With opening hand, bid new suit, then jump to game
    2. Other options
      - 1 Spade over 1 Ht with 4+ Spades
      - New suit at 2 level with 10+ pts (2 Hts over 1 Sp shows 5 hts)
      - 1, 2 or 3 NT (as above)
      - Note 1NT may not be balanced but only option w <10 pts
  - Bidding over 1 NoTrump
    1. 2 D,H,S bids are signoff with \_\_\_\_\_ cards and \_\_\_\_\_ pts
    2. 2 Clubs Stayman for 4-card major with \_\_\_\_\_ pts
    3. 3 suit with \_\_\_\_\_ cards and \_\_\_\_\_ pts
    4. 2 NT with balanced \_\_\_\_\_ pts
    5. 3 NT with balanced \_\_\_\_\_ pts
    6. 4 Major with \_\_\_\_\_ cards and \_\_\_\_\_ pts
  - Practice {[rpbridge.net](http://rpbridge.net) – Bidding practice}

## Opening Leads

### Ordered list of best leads

- Against a suit contract

1. \_\_\_\_\_
2. \_\_\_\_\_
3. \_\_\_\_\_
4. \_\_\_\_\_
5. \_\_\_\_\_

- Against NT

1. \_\_\_\_\_
2. \_\_\_\_\_
3. \_\_\_\_\_

{put multiple hands on viewer; best lead  
Contract is 4 Spades; Contract is 3 NoTrump}

{Optional}

- Bidding Practice Dealer
  - Randomly generate hands for bidding and lead practice }

## Homework:

[www.rpbridge.net](http://www.rpbridge.net); Bridge Basics; Review Quizzes; “Opening Bids” & “Responses to Opening Bids” (2 quizzes, 12 questions each).

Note re this site: Uses 16-18 1NT and shortness points vs length points for opening bid count, so ignore site answers. Write out your point count and bid answers on paper copy of these quizzes and use the answer sheet that is emailed to you.

Supplementary reading Audrey Grant **Bidding** 21<sup>st</sup>; pgs 36 – 129. Also, consider doing AbsBeg quizzes (first 5) on web page

## Rebids by Opener

The purpose of the first rebid by opener is to further describe the shape of one's hand and refine and/or limit the strength of it. It may also be to just improve the contract

- For example, after 1C – 1S, a rebid of 1NT would inform partner one has a balanced hand, and would refine point count to 12-14 HCPs.

Rebids are one of:

{**S**}ign-off – responder must pass     1S – 2S – 4S

{**I**}nvitational – responder is invited to bid game     1S – 2S – 3S     or

{**F**}orcing – responder must bid a 2<sup>nd</sup> time     1C – 1H – 2S

{**NF**}: Non-Forcing – means responder may bid again, but can certainly pass  
ie, 1C-1H-1NT

Opener's hand is categorized as minimum (13-15), medium (16-18) or maximum (19-21), and rebids can usually be made according to these categories.

### Responder has raised your major

Over 1S – 2S, where partner has 6-{10 w 3 trump} dummy pts, you should

- Pass with a minimum hand
  - S K10xxx H Axx D Qxx C Ax
- Bid 4S {**S**} with a maximum hand
  - S AKxxxx H KQx D AJx C x
- Bid 3S {**I**} with a medium hand, inviting partner to bid 4 with 8-10 pts (the upper of her range)
  - S KQxxx H KJx D x C AQxx
- Bid a new suit {**F**} to invite partner to bid 4S with a good card fit. If partner has an honour in such a 2<sup>nd</sup> suit, this is a strong asset and justifies bidding game, regardless of pt count.
  - S AQJxx H x D KJxxx C Ax     Bid 3D  
With A or Q of diamonds, partner should bid 4 Spades, otherwise sign off in 3 Spades

Over 1S – 3S, (showing gd10 - bad12 dummy pts), you should

- Pass with 13 or a weak 14 pts
  - S QJxxx H Kxx D Kx C KJx
- Bid 4S with a good14 to 20
  - S KJxxx H KJx D AJ10 C Qx
- Investigate slam with a 20+ pt hand, by bidding 4NT or cue-bid a new suit
  - With S AQJxxx H AK D xx C AJ bid 4C
  - If partner is weaker, will sign off in 4S. If interested, can cue-bid 4D

Recall that if partner bids 4S directly over 1S, this shows a weak distributional hand with 5+ trumps ("weak freak").

### Responder has raised your minor

Responder is showing 5+ clubs and 4+ diamonds as trumps (remember you may only have 3 clubs) and a distributional hand, and denies 4 of a major. Given we prefer to play NT over a minor, rebids are mainly aimed at playing NT.

Over 1D – 2D (or 1C-2C) (showing 6-9, 5+ clubs, 4+ diamonds)

- Pass with a minimum ( $15+9 < 25$ ) symbol "<" means less than
  - S QJx H Kx D KJxx C Axxx
- Bid 2NT {I} with 18-19 balanced
  - S K10x H KQx D AQJxx C Kx
- Bid 3NT {S} with a semi-balanced 20-21 or a bit less with running suit
  - S AQ H KTx D KQJTxx C Ax
- Bid 3D {I} with a 6+ card diamond suit and 16-18 (invites 3NT or 5D)
  - S KQ H x D KQ10xxx C AQxx
- Bid a new 4+ card suit {F} with 17+ pts. You are hoping partner has holdings in the unbid suits and can bid NT, or perhaps 5 Diamonds can be bid.
  - S AJ10x H x D KQJxx C KQx Here bid \_\_\_\_\_

Over 1D – 3D (showing gd 10 - bad12 {=11ish}, 5+ diamonds)

- Pass with bare minimum
- Bid 3NT {S} with a little extra, relatively balanced hand, values in each suit
  - S Kx H AJx D K10xxx C QJx

- Bid a major with values in bid suit but lacking stopper in other major. You are hoping partner can bid 3NT with other major stopped
  - S xx H KJxx D AJxxx C AQ            Bid \_\_\_\_\_
- Bid 4D to invite game, 5D to play
  - S x H Axx D KQJxxx C Axx            Bid 5D

### Responder has bid 1NT

Responder is showing 6-10 pts, and denies any bypassed 4-card major

Over 1D – 1NT

- Pass with any relatively balanced hand with 15 pts or less
  - S Kxx H AJx D QJxx C Kxx
- Rebid your suit (2D) at 2-level {S} with 6+ trumps, minimum hand
  - S x H KQxx D AJ10xxx C Jx
- Jump rebid your suit (3D) {I} with same as just above, medium hand
  - S Ax H xx D AKJxxx C KJx
  - Partner will usually bid 3NT with maximum and Pass with a minimum
- Bid a 2<sup>nd</sup> lower-ranking suit {NF}, with a minimum unbalanced hand, preference to play in a suit
  - S Ax H xx D KQxxx C AJxx            Bid \_\_\_\_\_
  - Opponents can likely hurt you badly in NT by leading hearts (or spades)
- Jump-shift to a strong 2<sup>nd</sup> suit {F}, with a big hand
  - S Ax H x D AKJ10x C KQJ10x        Bid \_\_\_\_\_
- Bid 2NT { I } with a relatively balanced 18-19 pt
  - S Kxx H KQx D AQxx C Axx

Additionally, over 1H/S – 1NT

Bid 4 of your major with self-sufficient trump suit and big hand

- S KQJ10xxx H x D AKx C Kx

## Responder has bid a new suit

New suits by responder are forcing, so opener must bid again. If you cannot raise responder's suit, bid NT with a balanced hand. With an unbalanced hand, either bid your 2<sup>nd</sup> (4 card or longer) suit or rebid a long first suit, showing 6 cards in the suit.

Over, for example, 1D – 1H

- Bid 2, 3 or 4 Hearts with minimum, medium or maximum hand. Note to count dummy points here.
  - S Qx H KJxx D AQJxx C Kx      Pts \_\_\_\_\_ Bid \_\_\_\_\_
  - S xx H A10xx D KQxx C Axx      Pts \_\_\_\_\_ Bid \_\_\_\_\_
- Bid 1S with 4 spades (partner can pass with minimum 6-8 pts and 3 or 4 spades)
- Bid 1NT with 12-14 points and a relatively balanced hand (denies 4 Spades)
  - S Kxx H xxx D AJxx C KQxx
- Bid a new suit at 2-level (below rank of your first suit) with 4+ cards, 13-18 pts, usually 9+ cards in 2 suits
  - S Qx H xx D KJxxx C AKxx      Bid \_\_\_\_\_
- Rebid your first suit with 6+ cards, minimum hand
  - S xx H Jx D KQJxxx C KQx      Bid \_\_\_\_\_
- Jump to 2NT with 18-19 pts, balanced hand
- Bid a new suit with a “jump-shift” holding 19+ pts (forcing to game)
  - S AQxx H Kx D AKxxx C Ax      Bid \_\_\_\_\_
- Jump Rebid your suit with 16-18 pts, 6+ cards (Highly invitational)
  - S xxx H Kx D AKJ xxx C AJ Bid \_\_\_\_\_ (partner can pass with minimum (6/7 pts)

Additionally, over 1C – 1S

- Bidding a new suit at 2-level **above** your first suit rebid is called a **reverse**, since responder would have to give preference at the 3-level. It therefore shows more pts, 17+, and 9+ cards in two suits. Forcing for one round.
  - S xx H KQxx D Ax C AKxxx Bid \_\_\_\_\_
  - S Ax H AJxx D xx C KQxxx Bid 1 NT, too weak to reverse in Hts

## Building Blocks of Declarer Play

There are several ways declarer can win and develop tricks in a suit: Cash high cards; Promoting high cards; Setting up long cards; Finesses

Note that an even # of cards will divide slightly unevenly more than not, and an odd # of cards will divide evenly more often than not. For example, holding 8 cards in a suit, the most common division (split) of the opponent's 5 cards is 3-2

For each of the following, explain how to win/develop the most tricks. Assume the best possible split of the opponent's cards. The first and fourth are done for you. Assume the least possible off-suit entries, ie, if you can get the maximal winners without using outside suits for entries, do so. Assume NT contract

(N)orth	(S)outh	Tricks	Describe; ;opponents split
1. KQJ	xxx	2	K forces out the Ace, cash Q&J; irrelevant
2. KQx	xxx	_____	_____
3. Kx	QJx	_____	_____
4. KQx	Axxx	4	Play K, Q, A; if 3-3 split = 4 <sup>th</sup> good
5. Kx	Axxxx	_____	_____
6. KJx	xxx	_____	_____
7. AKxx	xxxx	_____	_____
8. Axxx	xxxx	_____	_____
9. AKxxx	xxx	_____	_____
10. Qxx	Axx	_____	_____
11. AQJ	xxx	_____	_____
12. QJT	Axx	_____	_____

Describe how you would play the following combinations

13. AJx	K10x	_____	_____
14. QJx	xxx	_____	_____
(Optional).....			
15. AJ10xx	xxx	_____	_____



## Building Blocks of Declarer Play: Ruffing Losers

When playing trump contracts, first count your losers. If you have more than allowed, you need to devise ways of reducing them. You also have to be able to see the required number of winners (just because you have only 3 losers in 4 Spades, does not guarantee that you have 10 winners)

A common way of getting tricks is by **trumping losers in the dummy**. Note that this avoids losers and adds to your total trick count. Note that while trumping in **declarer's** hand avoids losing tricks, it does not increase your trick count, since you were getting those tricks anyway as long trump tricks.

Spades are trump: Dummy S xxx H x

Declarer S AKQJx H Axx

- To start, total trump tricks are five, 4 high and 1 due to long card. However, if you trump 2 hearts in dummy, you now have  $5 + 2 = 7$  trump tricks, and you have eliminated your heart losers

Draw trump or Not

- Note in the above example; if you draw trump by playing 3 rounds of Spades, you will not be able to ruff any hearts in the dummy. Thus you must delay drawing trump. Remember the draw trump rule: “**Draw trump unless you have a reason not to**”, here you **do** have a reason not to.

Losing the lead is okay

- Sometimes you have to lose a trick in the “ruff” suit, so that you can then get a ruff

Consider Dummy S xxx H xx

Declarer S AKQJx H Axx

- You have 2 Heart losers, counting from declarer (master hand). You can ruff one of them in the dummy, but must first lose one. Play A Hts, then x Hts. Opponents will win, play whatever, you get the lead back, then lead 3<sup>rd</sup> heart and ruff in the dummy.
- Sometimes you cannot draw any trump, as you need all or most of dummy's trumps to ruff losers, or you need to save trump plays for entries back to your hand { AG Play Ch4, pg 121 }

## Trumping high

- Whenever you trump, you should be considering if it can be over-ruffed by the defenders. If you have an excess of high trump, you should ensure this does not happen by ruffing with a high trump.

Consider	Dummy	S J10x	H x
	Declarer	S AKQ98	H Axxx

- When ruffing your small hearts, play the 10 and J of Spades. You have 4 high trump in your hand to pull opponent's trump later { AG Play Ch4, pg 123 }

## Using your entries wisely

- The reason you should take a few moments to plan the play after the opening lead is to avoid blowing the hand with your first play. Hands require communication back and forth, and this often comes up when you are ruffing losers in dummy. Note that you must be able to return to your hand to ruff all desired losers, and also get back to finish drawing trump. {AG Play Ch4, pg 124 }

## Cross Ruff

- When you have shortness in **both** declarer and dummy, often the best line of play is to ruff back and forth, and you may never draw the opponents trump. Consider hand AG Play Ch4 pg 125. Some notes
  - Cash your side card winners before embarking on this strategy. Why?
  - If all or almost all your trumps are high, this is very likely to succeed
  - Note that this automatically takes care of entries back and forth

## Building Blocks of Declarer Play: Discard Losers on Winners

- If you have more winners in a suit than cards in that suit in the other hand, you can throw away a bad card in another suit. Consider having
  - Declarer S AKQx D Axx  
Dummy S xx D xx
  - You have one diamond loser but one extra spade winner. Cash top three spades, and discard a diamond on the third spade winner. {AG Play Ch4, pg 127}
- Draw trump if you can afford to do so, however occasionally you need to discard a loser immediately {AG Play Ch4, pg 129 lead}
- You may also be able to **establish** winners that will provide discards of losers. Consider having (assuming a club was not led)
  - Declarer S KQJ C Ax  
Dummy S xx C xx
  - Lead spades, knocking out the Ace, hence establishing 2 winners. On the cash of the 2<sup>nd</sup> Spade winner, discard the club loser
  - {AG Play Ch4, pg 131}

You may also use length in a suit to establish a winner for a discard of a loser.  
{AG Play, Ch4, pg 132}

## Building Blocks of Declarer Play: Using Entries to Cash & Create Winners

- In general, hold off cashing winners that might be useful as entries. For example, holding  
Declarer S Axx  
Dummy S Kxx
  - Use these sure entries to get back and forth
  - There is no rush to cash them, instead work on establishing winners in other suits {AG Play, Ch5, pg 160}
- You may also need to use the suit you are establishing tricks in, in regard to entries
  - Consider needing as many tricks as possible playing NT, with limited or no outside entries and holding  
Declarer S AKxxx  
Dummy S xx
    - Solution: duck a spade, meaning a small one from both sides. If the opponent's spades break 3-3, you will have access to and win 4 spade tricks
- If you must repeat a finesse, you may need entries to do so
  - Consider holding  
Declarer S xxx  
Dummy S AQJ
  - As opposed to....  
Declarer S QJ10  
Dummy S Axx
    - Where repeat entries are not needed
  - {AG Play Ch5, p 162}
- Another need for entries is when you must ruff several times
  - {AG Play Ch5, p 164}
- Occasionally you must overtake a winner to enjoy discarding losers on winners
  - {AG Play Ch5, p 165 }

# Competitive Bidding: Overcalls & Takeout Doubles

Given this is often covered at the **end** of Beginner 1, let's take it from the top. *(text copied from Beginner 1 course – additions made, hands modified)*

Just because your opponents open the bidding, does not mean you cannot get into the auction. There are many reasons to enter the bidding after the other side has bid first.

In no particular order .....

- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_

Your possible bids consist of ...

## Overcalls

Simple Suit Overcall – **ALWAYS** have a 5-card or longer suit for **ANY** overcall

With 8 or more points, bid a good 5+ card suit at the 1-level. The weaker your suit, the more points you should have. You may overcall on a weak suit if you have extra HCPs (4 or more than normal) to compensate. Assume RHO has opened 1C

- With S Kxx H AQJxx D xx C xxx bid 1 Heart
- With S Qxxxx H Jx D Kxx C Axx bid Pass
- With S KTxxx H AKx D KQx C xx bid 1 Spade

You should have more to overcall at the 2-level (minimum opening hand = 13+ pts and a good suit)

- With S Axx H xx D Qxx C KQJxx bid 2 Clubs (just enough)
  - Would you overcall 2D (vul) with S Axx H Jx D K9xxx C Axx ? \_\_\_\_\_

## 1 NT Overcall

With a hand like a 1NT opener and definitely a stopper in opponent's suit, bid 1 NT

- Example, over a 1 Spade opening bid
  - With S KQx H AQx D Qxx C Kxxx bid 1 NoTrump
  - With S 10xx H Kxxx D AQxx C Axx bid \_\_\_\_\_

## Jump Overcall

With a good 6-card suit, and a weak hand otherwise, jump (skipping a level of bidding) to the 2-level in the suit

- Example, with S KQJxxx H xx D Jxx C xx over a 1 C/D/H opening bid, overcall 2 Spades
  - Note these is an equivalent hand to an opening 2-bid preempt
- With a good 7-card suit, jump to 3-level (again, just like an opening 3-preempt)
- With S Qxxxxx H Ax D Axx C xx bid \_\_\_\_\_ because \_\_\_\_\_

## Penalty Double

The purpose of the (red) double card is to increase the penalty that an opponent receives for going down in their contract. Consider holding the following hand with both sides not vulnerable. S KQJx H Axx D Axx C xxx Bidding goes...

1S by your RHO, 2S by his partner, 4S by RHO. You are almost certainly going to take 3 spades and 2 Aces for down two. So you double **redX**. The contract ends up down 2, and you get +300 instead of +100 for a good board. Note, fair is fair, if the opponents make their doubled contract, they get extra pts and you do badly.

## Takeout Double

At low levels, however, the effectiveness of a regular (penalty) double is **very** low. **In addition, consider a 4-4-4-1 hand, what can you bid?** So instead a double is used to show support for the unbid suits. A classic “takeout” double would have 1 or 0 cards in the opponent’s suit and 4+ cards in the other 3 suits. A minimum requirement is 3+ cards in all unbid suits. You should have 13+ **dummy** points. Dummy points are used because you implicitly have a fit for whichever suit your partner bids.

- Example, over the opponent’s 1 Club opening, with
  - S Axxx H AQxx D Jxxx C x bid Double (a minimum)
- Your shape can be less unbalanced but your HCP minimum thus goes up, so over opponents 1 Diamond opening, with
  - S AJx H KQxx D Jx C Qxxx bid Double
- When a major is bid in front of you, you should have 4 cards in the unbid major, so over opponents 1 Spade opening, with
  - S x H AJ10x D KQxxx C Jxx bid Double
- With a hand shaped like a 1NT overcall, but no stopper in the opponent’s suit, a double often works. Over opponent’s 1 Heart, with
  - S KJxx H Jx D AKxx C KQx bid Double

## Responding to a Takeout Double

The key issue here is that partner is asking/forcing you to bid, which you must do, REGARDLESS OF YOUR LACK OF HIGH CARDS! If you pass, it means the opponents will play in the opener's suit, at a low level and doubled, absolutely NOT what your partner wants! So, you are being told to bid your best (unbid) suit, so do so.

Assume the bidding has gone 1 Heart by opponent, Double by partner, Pass by RHO ....

- With 0-8 points, **bid your longest suit** at the lowest available level, so with
  - S Qxxx H xxx D xxxx C xx            bid \_\_\_\_\_
- With 9-11 points, jump in your suit, so with
  - S xx H xxx D AKxxx C Kxx            bid \_\_\_\_\_
- With 8+ pts, relatively balanced, and a stopper in the opponent's suit, bid NT
  - S Kxx H QJx D xxx C Axxx            8-10 pts, bid 1 NT
  - S Axx H Kxx D QJx C Qxx            11-13 pts, bid 2NT
  - S Qxx H KJx D Axxxx C Ax            14+, bid 3NT
- With an unbalanced hand, 12+ pts, 4+ cards in other major, bid major game
  - S KQxxx H xx D AQJx C xx bid \_\_\_\_\_
- With a massive holding in the opponent's suit, you may pass, which converts partner's takeout double into a penalty double. You should have 3 or more sure tricks just in the opponent's suit. Partner is expected to lead a trump if he has one and you should pull declarer's trump (!!)
  - S Axx H KQJ10x D xxx C xx            bid Pass
  - S Qxx H Kxxxx D xxx C xx            Do NOT Pass, grit your teeth and bid 1 Spade
- If your right-hand opponent bids anything, you are off the "have to bid" hook, and can pass with a bad hand. However, with some values, compete by bidding.
  - S xxx H xx D Qxxxx C xxx            bid Pass
  - S KJxx H xx D xxx C Axxx            bid 2 Spades

## Responding to an Overcall

If partner has overcalled, he has a 5+ card suit. A 1-level overcall could be as few as 8 pts, 13+ for a 2-level overcall. Your first option as “advancer” is to raise partner’s suit, keeping these point counts in mind.

Assume opener has bid 1 Diamond, partner has overcalled 1 Spade, next player passed (or bid)

- Raise partner’s suit one level, with 6 to 10 dummy pts
  - S Qxx H xxx D Kxxxx C Ax      bid \_\_\_\_\_
- Jump raise partner, with 11 to 13 dummy pts
  - S Kxxx H Qxxx D x C Axxx      bid \_\_\_\_\_
- Bid your own suit, if it is a very good 5+ card or longer. Implies no fit w partner and is **not forcing**. Suggests hand will play better in your suit than overcaller’s.
  - S x H KQJTxxx D xx C Kxx      bid \_\_\_\_\_
- Bid NT with opponents suit stopped:
  - S Kx H 10xxx D AJx C J10xx      with 8 to 11 HCPs bid 1NT
  - S Jx H KQx D AJ10 D Qxxxx      with 12 to 14 HCPs bid 2NT
  - With 15+ (rare), bid 3NT



## Defensive Play

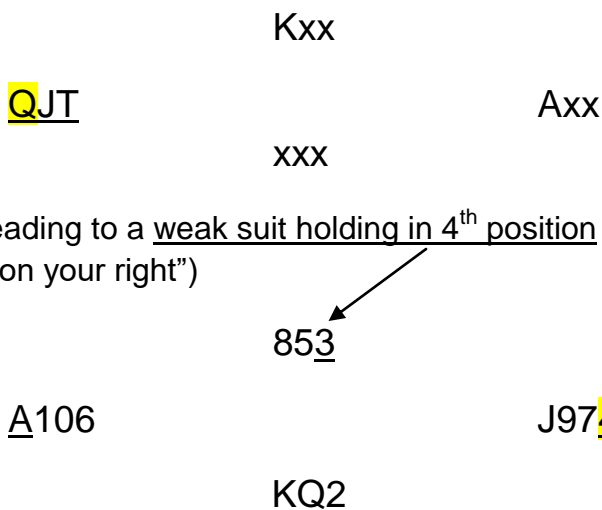
Defense is the hardest part of the game, since, unlike the declarer, you don't get to see all the assets of your side. Let's look at a few key principles

Playing from a sequence

- As you know, **lead** the top of a sequence. However, when **following** suit (winning or forcing declarer), play the bottom of a sequence.
  - Holding J10x of a suit, **follow** with the 10. This means you may have the Jack but you definitely don't have the 9.

Lead through strength (dummy is N hand for all)

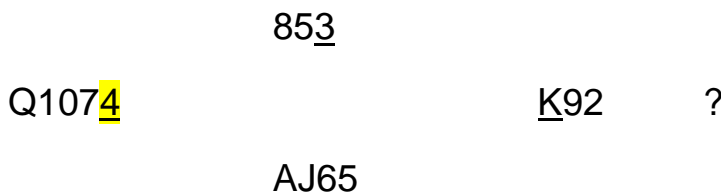
- Try to trap the declarer's individual high cards by leading through them, where partner gets to play after declarer commits to a high card (**Shaded** card is led)



- Similarly, leading to a weak suit holding in 4<sup>th</sup> position is a safe lead. East is on lead ("light on your right")

Third Hand High

- If you are in third position, you are the last to play for your side. Assuming partner has led a low card, you almost always play high. This forces declarer to win with a high card (not a cheap low one) and hopefully establishes a winner in partner's hand.







## (Defense cont'd) Signalling with your Cards

Within the led suit:

963

**A**K85

Q74 ? 1. Play \_\_\_\_

J102

But holding

962 ? 2. Play \_\_\_\_

When discarding:

If declarer is drawing trump, or playing a suit you have no cards left in but cannot trump, you now **discard**. The card you discard can send a message to partner.

- Play a high spot card in a suit to encourage partner to lead that suit when he next gets in. Play a low spot to discourage that suit
  - Declarer is in 4 Hearts and is drawing trump. You hold S xxx H x D AK852 C Q932. On the 2<sup>nd</sup> heart lead, when you no longer have any hearts, play the 8 of diamonds
- Play low spots in suits you don't want led.
- If you cannot afford to encourage in one suit, discourage in the other ones
  - Declarer is in 4 Hearts and is drawing trump. You hold S 8652 H x D KQJ C J9743.

On the 2<sup>nd</sup> and 3<sup>rd</sup> heart leads, play the 2 Spades, then the 3 Clubs. This tells partner you may wish a diamond lead

- Partner leads the K. Dummy has 3 small. What do you play with .... ?
  - A73 \_\_\_\_\_
  - 853 \_\_\_\_\_
  - J42 \_\_\_\_\_

## Bidding HUGE hands

With huge unbalanced hands, holding 22 or more total points, or slightly less high cards but always holding 8 ½ or more tricks, open 2 Clubs (artificial & forcing). Unlike a regular 1-suit opening, you do not want partner passing with less than 6 points.

Examples:

- S AKQJx H x D KQJ10x C Ax Total Pts \_\_\_\_\_ Winners \_\_\_\_\_
- S x H AKQxxxx D AKx C KQ Total Pts \_\_\_\_\_ Winners \_\_\_\_\_
- S KQJ10xx H Axx D KQJ10 C Only \_\_\_ Total pts but \_\_\_ Winners
- S KQJ10xxxxx H void D Ax C xx -- Open 4 Spades (not enough High Cardse)
- S AQxxx H K D AKJ C KQxx -- Open 1 Spade; not huge enough  
Total Pts \_\_\_\_\_ Winners \_\_\_\_\_

Responding to (an unbalanced) 2C opener

- With a 5+ card suit containing 2 of the top 3 honours, bid the suit  
Example: S xx H AQxxx D xxx C Qxx Bid 2 Hearts
- Otherwise, bid a “waiting” 2 Diamonds, which allows partner to bid his best suit
  - Example: S Qxx H Kxxxx D xxx C xx
  - Opener’s first real bid is forcing for one round and game is probable
- With a very weak hand, meaning no A or K, first bid 2 Diamonds, then rebid the cheapest minor bid available (or 3NT over 3C/D). If opener has game on his own, he must bid it, since responder can pass the next bid with nothing to offer.
  - Example: S xx H Jx D Jxxx C xxxx
  - Bidding: 2C – 2D  
2S - 3C = bust hand  
3S – Pass = I don't have game on my own, just Pass

The other situation where you open 2 Clubs is when you a balanced hand and more than a 2NT opening bid. To show 22-24 HCPs, open 2C, then rebid 2NT

- Example: S KJxx H AKx D KQxx C AK
- Bidding is the same as over a 2NT opening bid, with 3C being Stayman and 3NT to play. With a 5+ card major, bid it at the 3-level, but note this is played as forcing to game, so partner will raise to game in the major or bid 3NT (with only two card support)
- Note, unlike 2C, the sequence of 2C - 2D - 2NT is not forcing. With a very bad (0-3), flat hand, responder may pass.

# Conventions: A few common ones

## Ace-Asking Bids

When you are considering a slam, you need to be sure that you have the required number of aces. For example, you do not wish to be in a small slam missing 2 Aces. Typically, after a trump suit is agreed, one player asks for Aces by bidding 4NT. This is called the “**Blackwood**” convention. Responder shows 0 to 4 Aces bidding up the line. So

- With 0 Aces, bid 5 Clubs
- With 1 Ace, bid 5 Diamonds
- With 2 Aces, bid 5 Hearts
- With 3 Aces, bid 5 Spades
- With 4 Aces (rarely the case) bid 5 Clubs; partner will know 0 or 4

Here is a sample hand;

Holding S KQxxxx H AKx D x C AQT

You open 1 Spade, partner bids 3 Spades. You bid 4 NT

- If partner bids 5C, you are missing 2 Aces so sign off in 5 Spades
- If partner bids 5D (1 Ace) or 5H (2 Aces), bid 6 Spades

After the Ace response, you can ask for number of Kings by bidding 5NT. Responses are the same, ie 6 Clubs would show 0 Kings, 6 Diamonds – 1, etc.

The other Ace-asking bid is called **Gerber**. This is only used directly over a NT bid. The bid to ask for Aces is 4 Clubs. Responder shows aces up the line....

- If partner bids
  - 4 Diamonds, this shows 0 (or 4) Aces
  - 4 Hearts shows 1 Ace
  - 4 Spades shows 2 Aces
  - 4 NT shows 3 Aces

- Partner bids 1 NT and you hold ...

S x H KQJxxxx D Ax C KQx

Bid 4 Clubs (Gerber).

- If partner bids 4D (0 Aces) or 4H (1 Ace), sign off in 4 Hearts
- If partner bids 4S (2 Aces), bid 6 Hearts
- If partner bids 4NT (3 Aces), bid 5 Clubs, which asks for Kings. If partner has a King, you can count 13 tricks so bid 7 NT (or 7 Hearts)

## Scoring Guidelines (duplicate)

### Making contracts

Partscore: 50 for partscore, then trick score times tricks made (over 6)

Example: 2 Hearts making 3 =  $50 + 3 \times 30 = 140$

Game: Non-vul game bonus = 300; Vul game bonus = 500;

Get game bonus + trick score

Example: 5 Clubs making 5 Non-vul =  $300 + 5 \times 20 = 400$

Example: 4 Spades making 5 Vul =  $500 + 5 \times 30 = 650$

Note: NT gets 40 for 1<sup>st</sup> trick, 30 for rest

Example: 2NT making 4 = 50 (partscore) + 40 (1<sup>st</sup> NT trick) + 3 x 30 (remaining NT tricks) = 180

### Going down

Lose 50 per trick non-vul, 100 per trick vulnerable

Example: 4 Hearts Vul down 2 =  $2 \times 100 = 200$

If doubled, not vul : down 1 = 100, down 2 = 300, down 3 = 500, down 4 = 800

If doubled, vul : down 1 = 200, down 2 = 500, down 3 = 800, down 4 = 1100

### Questions:

1. You are not vul, opponents are vul. Your partner opens with a 3H (pre-emptive) bid. The opponents bid to 4Spades.

You hold S xxx H Axxx D QJ10xx C x      What do you bid? \_\_\_\_\_

a. Same as above exc. You are vul, opponents are not... Bid = \_\_\_\_\_

2. You are not vulnerable, opp's not vulnerable. Opponent's have bid to 2 Spades, which figures to make. You earlier raised partner's hearts to 2, now back to you.

You think you will go down one trick in 3 Hearts, should you bid it? \_\_\_\_\_

<http://www.saycbridge.com/scoring>: Practice your bridge scoring

ACBL Scoring url: <http://www.acbl.org/learn/scoreDuplicate.html>

**What a Game !! Enjoy !!**