

# *Etobicoke Bridge Centre*



## Beginner Lessons



*(Last revised Oct 6/2013)*

Location: Legion 3, 150 8<sup>th</sup> St

Starts: Monday September 9, 2013

Time: 12:30 – 2:45

Duration: 10 weeks

Last class: Nov. 18 (no Thanksgiving Monday class)

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  - Email **anytime** with questions
- Or call 647.897.6179

### Notes

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# Beginner Bridge

## Why Play Bridge?

- Bridge is the “hands-down” best card game by far and is arguably the best board/card game in the world, all due respect to chess players
- Wonderful combination of mental challenge/exercise and social fun
- It can be played all over the world, one can almost always find players or a duplicate game
- Inexpensive entertainment; club game is \$9 for 3 hrs of fun
- Can be played by people of all ages, from as early as 5
- After physical leisure is not an option, there is bridge
- Option to pursue it competitively, via local clubs, tournaments, Master Points
- Requires partnership skills and rewards them
- [http://www.bridgeworld.com/default.asp?d=intro\\_to\\_bridge&f=bbeg0.html](http://www.bridgeworld.com/default.asp?d=intro_to_bridge&f=bbeg0.html)
  - Some great quotes on why people love to play, {optional reading}

## More about bridge

- Bridge is a fascinating and hard/complex game. This is why it is so popular
- If you wish to fully enjoy the game, be prepared to commit a considerable amount of time to it. It can be played (very badly) after about 10 hours, but the enjoyment grows exponentially as your abilities and experience do.
- On average, it takes 50 - 100 hours of instruction and practice play just to be able to sit at the table w experienced players

What is required: One table, one (pref. two) decks of cards, 4 players (2 partnerships of 2 people)

## Basic Objectives

- Score the most points. This is done by ...
  - Win the number of tricks, as contracted by your team in the bidding
  - Stop your opponents from doing the above

## Basic Mechanics

- Each player is dealt 13 cards = a hand, which they sort into suits
  - Best to sort red/black/red/black, w cards in order within the suit
- Partners sit opposite each other, either N-S or E-W
- The game consists of two parts,
  - 1) the bidding; determines which partnership will attempt to make a contract, and what that contract will be
  - 2) the play; declarer attempts to make the contract, defenders try to defeat it
- A “trick” is when each player contributes one card, for a total of 4 cards

- The highest card wins the trick
- If a player has a card in the suit lead, it must be played. This is called following suit.
- Whomever wins the trick, leads to the next trick
- You and the person across from you are on the same team, =partners
- In home bridge, cards are played in the middle of the table, but in prep for duplicate play, we play our cards in front of us. Once played, we face the card in the direction of the pair that won the trick

**\*\* Play one {dealt} hand of high-card wins, w partner, winner leads, keep track of tricks. Discuss: what cards won tricks**

- The bidding is to establish which side will play the hand, in what “denomination” and for how many tricks. Denomination means what suit will be the trump suit (or no trump suit – later)
  - Trump is a special suit that can win a trick. It is established as that during the bidding
  - If a player does not have a card in the suit led, they may choose to play a trump on the trick. Assuming no one else can play a higher trump on that trick, they win it

**\*\*\* PLAY 1 (they-deal) hand w winning tricks, trump pre-stated as spades, W leads; Discuss: how many tricks were won with trumps**

**\*\*\* Play 1 {Prepared} hand w pseudo-bidding; State “I have some good cards and I like spades as trump”; partner; “so do I”**

- The ranks of the suits are, from lowest to highest,

(C)lubs

(D)iamonds

(H)earts

(S)pades

and No Trump (more later on this)

- Note suits are in alphabetical order C ♣ D ♦ H ♥ S ♠

- A bid consists of a suit and a number
  - Since there are 13 tricks, getting 6 (just under half) of them is called a “book” and bidding starts, assuming 6 tricks plus what is bid.
    - Hence, a bid of 2 Spades means an agreement to make  $6 + 2 = 8$  tricks, with spades as the trump suit
  - The lowest bid is 1 Club, the highest is 7 ( $6+7=13$ =all the tricks) No Trump
    - No Trump is ranked highest, above the 4 suits

- If a player does not wish to suggest a contract, they PASS
- Each bid must be the same number or higher as the previous one. If the desired **suit** is higher ranked than the current bid suit, it may be bid at the same number level.
  - For example, if the current bid is 2 Hearts, you can bid 2 Spades, as spades are higher in rank than hearts. However, to bid clubs or diamonds (over 2 Hearts or 2 Spades), the player must bid at the next number, that being 3 Clubs or 3 Diamonds
- Here is a sample auction

West	North	East	South
Pass	1 Heart	Pass	1 Spade
Pass	2 Clubs	Pass	2 Hearts
Pass	Pass	Pass	

The dealer was \_\_\_\_\_

The opening bid was made by \_\_\_\_\_ and was \_\_\_\_\_

South's suit (spades) was \_\_\_\_\_ the rank of the current bid, so could be bid at the same number

North bids clubs at the \_\_\_\_ level because Clubs are \_\_\_\_\_ in rank than \_\_\_\_\_

When there are 3 passes in a row, the \_\_\_\_\_ or \_\_\_\_\_ ends

The final contract is \_\_\_\_\_

The declarer is \_\_\_\_\_ because he \_\_\_\_\_

The dummy is the partner of the declarer. He will put all 13 of his cards on the table, where the remaining 3 players can see it. Here the dummy is \_\_\_\_\_

The opening leader is the player who is to the left of the declarer, in this case it is \_\_\_\_\_

### Playing a Hand

- Once the first card is led, dummy puts down his hand (trump on the left), and does not participate in the play of the hand. Dummy plays cards as directed by declarer
- The winner of a trick leads for the next trick
- When all 13 tricks are played, agreement is stated as to the result
  - "I made 2 Hearts plus one overtrick" or "I made 4 Spades"

\*\*\* **PLAY 1 HAND {Pre-dealt}** : Coach bidding, who is declarer, lead, dummy, play tricks in front, 2<sup>nd</sup> hand low, 3<sup>rd</sup> hand high.

## Scoring Basics (duplicate version)

- Scoring is critical to the game, as it provides special levels that are the foundations of bidding theory.
- Trick scores are as follows
  - Clubs and diamonds are called “minor” suits, 20 points per trick
  - Hearts and Spades are called “major” suits, 30 points per trick
  - Playing in NoTrump is considered slightly harder, with no trump suit to fall back on. For that reason, the first NT trick is worth 40 points, the rest 30 (same as major)
- If the trick score, bid and made, on a hand equals or exceeds 100, this is called making a “game”, a very significant level.
  - For example, if one bids 4 Hearts and makes it exactly, winning \_\_\_\_ tricks, points awarded would be  $4 \times 30 = 120$  pts. Since this is  $\geq 100$  points, a game has been made
  - When this occurs, a game bonus is awarded
  - In duplicate (dup) bridge, this is either 300 or 500 pts (wow, that is a lot!)
    - This is why **bidding games is the cornerstone of bidding theory**
  - Determine the game levels for each strain
    - \_\_\_\_ Clubs/Diamonds @ \_\_\_\_ pts per trick = 100 pts = GAME
    - \_\_\_\_ Hearts/Spades @ \_\_\_\_ pts per trick = \_\_\_\_ pts = GAME
    - \_\_\_\_ No Trump @ \_\_\_\_ pts for 1<sup>st</sup> trick + \_\_\_\_ pts for 2<sup>nd</sup> & 3<sup>rd</sup> trick = \_\_\_\_ pts = GAME
- If the trick score on a hand is less than 100, a “partscore” bonus of 50 pts is awarded.
- Note you must bid to a “game” level to receive game bonus.
  - 3 Hearts making 4 receives a trick score of \_\_\_\_\_ but no game bonus
- Going down in a contract
  - If you do not make your contract, you lose points; (details later)
  - If your opponents think you are going down, they can “double” you, which doubles the number of points they get for succeeding. However, if you make it, you get more pts than usual

## End of Session1

**Homework:** AGText; Chapter 1; Exercises 6.1-3, 7, 8, 9

RPBridge site; [www.rpbridge.net](http://www.rpbridge.net); Bridge Basics, Lesson 1

Just do the 12 question quiz at end of page, no need to read the text

Optional: If you could use a 2<sup>nd</sup> pass at today’s material, read AGText, Ch. 1

## Lesson 2

### Bidding Fundamentals

#### Evaluating your hand

- Bidding involves a substantial number of guidelines, such as you need 13 points to open the bidding. Over the years, a very good system of hand evaluation has been developed and is used universally. Points are counted for both high cards and for distribution (long and hence short suits). Distribution refers to having length and shortness in suits, which increases your likelihood of winning tricks by ruffing (trumping) or winning long cards in a suit. Hand evaluation is based on the following
  - To count high-card points (HCPs)
    - Ace = 4 pts
    - King = 3 pts
    - Queen = 2 pts
    - Jack = 1 pt
  - For opening bid purposes, you also count **length** points
    - For every 5-card suit add 1 pt
    - For every card beyond the 5<sup>th</sup>, add 1 pt
    - Hence, with a 7-card suit add 3 pts
  - Lets look at a hand and count its opening points

S	AQJ84	HCP: 4+2+1 = 7	Length pts: 1
H	KJ73	3+1 = 4	0
D	84	0	0
C	KQJ	3+2+1 = 6	0

Totals: 17 + 1 for a total point count of 18.

**\*\* Do a few hands on Whiteboard**

#### Points required for Games

- It has been determined that bidding to the game levels (remember 3 NT, 4 Hearts/Spades, 5 Clubs/Diamonds) requires, with a high degree of probability, a specific minimum number of points. These minimums are ...
  - 3 No Trump – 25 Points (1 trick harder without a trump suit)
  - 4 Hearts and 4 Spades – 25 Points
  - 5 Clubs and 5 Diamonds – 29 Points
- These are critical numbers as they provide the foundation for most of the bidding point guidelines

- Recall the (scoring) points awarded for the games
  - 3 No Trump making = \_\_\_\_\_ pts and \_\_\_\_\_ tricks required
  - 4 Hearts/Spades making = \_\_\_\_\_ pts and \_\_\_\_\_ tricks required
  - 5 Clubs/Diamonds making = \_\_\_\_\_ pts and \_\_\_\_\_ tricks required

Note that game in a major requires taking \_\_\_\_\_ tricks and yields the most scoring points. Also note that 3 No Trump, while worth \_\_\_\_\_ pts, requires one less trick. Because of these two facts, bidding to games of 4 of a major or 3 NT is definitely more fruitful than bidding a minor game. The major game has the upside of a trump suit which maintains control.

### Finding a fit

- Given there are 13 cards in a suit, having 8 cards of that suit between you and your partner is deemed to be sufficient for it to be a good trump suit. This is called a “golden fit”. Having more than 8 is even better.
- Because a trump suit is all about the **number** of cards held by a side, bid length over strength. This means that you bid a weaker 5-card suit ahead of a strong 4-card suit.
  - With S KQJx H Axxxx D Kx C Jx having \_\_\_\_\_ points, bid \_\_\_\_\_

### Games and Partscores

- So, the gist of bidding is to determine
  - Do we have enough points to consider playing the hand? Half the high card points = (\_\_\_\_\_ divided by 2) = \_\_\_\_\_ HCPs. Or should we keep quiet and defend, rather than risk losing lots of points.
  - If Yes to Play
    - What suit should be our trump suit?
      - If there isn't a good one, then play in No Trump
    - How high should we bid? Can we bid to the game level?
      - If not, play below game, which is called being in a “part-score”
      - Part-scores do not get the key game bonuses, but at least you can get a positive score, vs going down in a poor game, which gives scoring points to your opponents.

Game, Partscore or Maybe?

<http://beginnerbridge.com/lttest3.htm#test%203b>

## Opening Bids (Intro)

It is time to learn how to bid your hand.

- To open the bidding at the one-level, you need 13 total points (high card + length)
  - There are other (more specific) opening bids, that we will discuss later, including
    - 1 No Trump with a balanced 15 – 17 High card points (HCP)
    - Preemptive bids (2 Diamonds through 5 Diamonds)
    - 2 Clubs with a rare huge hand
  - A first bid of a new suit, ie a “biddable” suit, means you have 4 or more cards in that suit. However, as you are about to learn, there are some key exceptions to this.

- Lets focus on the most common opening bid, One of a suit. Here are the guidelines

- a. With 5 or more (5+) cards in a major (Hearts/Spades), bid 1 of that suit

S KJ10xx H Ax D KQxx C xx      Points = \_\_\_\_\_ Bid \_\_\_\_\_

- b. With no 5 card major, open a 5+ card minor suit

S Axxx H Kx D KJxxx C Ax      Points = \_\_\_\_\_ Bid \_\_\_\_\_

- c. Otherwise, open a 4-card minor suit

S Axxx H Kx D KJx C QJxx      Points = \_\_\_\_\_ Bid \_\_\_\_\_

- d. Otherwise, open a 3-card club suit (contrary to seeming logical, it is required), think of it as a starting bid as opposed to a trump suit)

S Axxx H Kxxx D Jx C KQx      Points = \_\_\_\_\_ Bid \_\_\_\_\_

Note: If you have 15-17 HCPs, you will open hands shaped like these last two by bidding 1 No Trump (1 NT), that’s better, isn’t it ☺

- **One No Trump:** Love that tight point range! When you have a relatively “balanced” hand with 15-17 HCPs, you make a very informative 1 NT opening bid. A “balanced” hand means that you have fairly evenly distributed holdings in the 4 suits. A classic such hand is...

S AQx H KJxx C Qxx D KQx      which is a 4-3-3-3 distribution  
HC Points = \_\_\_\_\_



What is your opening bid for each of the following?

	Hand	Points	Opening Bid
		(14+1)=15	
1	S QJxxx H KJx D xx C AKx		
2	S Axxx H Kxx D QJx C KQx		
3	S KQJx H xx D Jxxx C AQx		
4	S 10xxxx H AKxx D KQx C x		
5	S AQxxx H KJ10xx D Ax C x		
6	S KQxx H Axxx D Kx C AQx		
7	S QJxx H Qx D Axx C Kxxx		

Do with class: <http://www.rpbridge.net/1t17.htm> (Quiz 2; ignore answers, do in class only)

Bidding boxes: How to use

Play 4 hands

**END OF SESSION 2**

Homework: [Opening Bid Excel worksheet, 1-level bids \(# 1-8\)](#)  
[Bidding text – Ch 2; Exercises 1-5, 8-12 \(lots\)](#)

## Lesson 3 (Opening Bids cont'd)

### Pre-emptive Bids: Getting in the opponents way.

The most accurate bidding occurs when a pair can make their bids, back and forth, while the opponents repeatedly Pass. However, there are certain hands that are ideal for the opponents to take up bidding space, thereby making it harder for the other pair to find their best contract. Because these bids pre-empt the opponents, they are called pre-emptive bids (and they can be VERY effective!). Such bids show

- limited high card strength, typically 5 to 10 HCPs
- a long and good suit, typically 6 or 7 cards in the bid suit
- good preempts have lots of offense via your suit but very little defensive strength

Ex: S KQJxxxx H xx D Jxx C x \_\_\_\_ HCPs, 7 card suit, open \_\_\_\_\_

- Having a very good, long suit as trump protects the bidder from going down too much (going down a small amount can be a good thing in duplicate bridge 😊)
- Opening 3 of a suit shows a 7-card suit (as above).
- Weak two-bids are mini-preemptive bids. They show 6 cards in the bid suit and 5 – 10 HCPs

S xx H AQJxxx D Qxx C xx \_\_\_\_ HCPs, open \_\_\_\_\_

<http://beginnerbridge.com/lpreempt.htm>

- If you have a balanced hand with 20 or 21 HCPs, open 2 NT

S KQx H AQJx D Kxx C AJx

### HUGE hands

Everyone loves to get a hand with lots of high cards and tricks! However, they only occur one in a while. Since preemptive 2-bids are much more frequent, modern bidding starts all huge hands with only one bid, that being an **artificial** opening bid of 2 Clubs. An artificial bid is one that does not show cards in the bid suit.

Here is a typical 2 Club opening bid

S AKQJxx H AKx D x C KQJ

A strong 2 Club opening bid shows

- ~~Usually 22 or more opening pts~~ **LATER**
- ~~You will either have a strong 1-suited hand or a balanced hand too big to open 2 NT (22+ HCPs)~~
- ~~9 or more tricks in your own hand~~
- ~~A very good 5+ card suit, otherwise you will bid some No trump bid or sequence~~
- Why open 2 Clubs? When you open 1 of a suit, partner will pass with less than 6 points. With a strong 2-bid hand, you want partner to respond, even with less than 6 points, since game is still very possible.

What do you open with these hands?

	Hand	Points	Opening Bid
1	S Axx H KJx D Q10xxx C Jx		
2	S AQ10xxx H Jx D xxx C xx		
3	S AKQ H KQJ10xx D A C xxx		
4	S Q10xxxx H Kxx D Jxx C x		
5	S x H xxx D AQJxxxx C xx		
6	S KJx H AKx D QJxx C KQx		
7	S AQ10x H xxxx D KJxx C A		

**\*\*\* PRACTICE LOTS OF OPENING BIDS**  
Deal out X hands on [rpbridge.com](http://rpbridge.com), identify opening bid

## Responding to Opener's bid of 1 of a major suit

First let's look at dummy points. Once, and only once, you have a fit, the better way to account for your distribution is to count **dummy points**. To your HCPs..

- Add 1 pt for a doubleton                      Add 3 pts for a singleton
- Add 5 pts for a void

Having an extra trump (9 vs 8 for your side) allows you to ruff one more card, quite a help. Note that once you switch to dummy points, you no longer count length points (1 for 5<sup>th</sup> card in a suit, etc)

**\*\*\* Count out a few dummy point hands**

**With 6 points of more, opening bidder's partner MUST bid something.** Partner may have as many as 20 points. If you pass with 6, you may miss a game (\_\_\_+\_\_\_=\_\_\_ = Game) .

Given the desire to get to games in majors or NT, bidding emphasizes showing your holding in majors over minors.

If partner opens a major (showing \_\_\_ or more cards in that suit), first goal is to support his suit if you can. Added: with 3 or more trump....

- With 6-9 dummy points, raise to 2 of the major suit
- With 10-11 d pts, raise to 3 of the major suit
- With 5+ trump, a singleton or void, and a weak hand, jump directly to game
  - 2-way shot; either you will make it, or your opponents can make a contract
- With 12-15 d pts, it is better to bid a new suit, then jump to 4 (M)ajor game. This allows more bidding room in case a slam is possible.
  - Also leaves the immediate jump to 4 for the previous purpose.

What do you bid with these hands, after partner has opened 1 Spade

- |                             |                   |           |
|-----------------------------|-------------------|-----------|
| 1. S Qxx H Ax D Jxxxx C xxx | Dummy Pts = _____ | Bid _____ |
| 2. S KJxx H Kx D xx C Qxxxx | Dummy Pts = _____ | Bid _____ |
| 3. S Axxx H QJx D Ax C Kxxx | Dummy Pts = _____ | Bid _____ |
| 4. S xxx H Kxx D xx C xxxxx | Dummy Pts = _____ | Bid _____ |
| 5. S KJxxx H x D Qxxx C xxx | Dummy Pts = _____ | Bid _____ |

**Play 4 Hands: END OF SESSION 3**

Homework for Session 3:     Finish Excel Worksheet; Opening Bids #9-14

Text: Chapter 4 Exercises 8,9

[Added: <http://beginnerbridge.com/lpreempt.htm> (review notes and do quiz)]

## Lesson 4

### Responses to Opening Bid of 1 Major (cont'd)

If you cannot raise partner (1 Heart bid here), your options are:

- Bid a new suit
  - At the 1 level, over partner's 1 Heart opening (must show 4 card major suit always)
    - With S KQxx H xx D Kxxx C xxx Pts = \_\_\_\_\_ Bid \_\_\_\_\_
  - At the 2 level, but you need 10 or more starting Pts (not dummy pts, no fit yet)
    - With S Jxx H Kx D AKxxx C xxx Pts = \_\_\_\_\_ Bid \_\_\_\_\_
- Bid 2 NT, which shows 11-12 HCPs, doubleton in partner's suit, and a balanced hand. You are hoping partner has a little extra and can bid the 3 NT Game.
  - With S KJx H xx D Kxxx C A10x Pts = \_\_\_\_\_ Bid \_\_\_\_\_
- Bid 3 NT, which shows 13-15 HCPs, same as 2 NT hand
- With none of above possible, bid 1 No Trump, which shows 6-10 HCPs.
  - With S Qxx H xx D KQxxx C xxx Pts = \_\_\_\_\_ Bid \_\_\_\_\_

1 NT does not guarantee a balanced hand, since you may have to bid it because nothing else is possible

  - With S Jxx H x D QJxxxx C Kxx
    - You would like to show your diamonds, but do not have 10 pts minimum to bid a new suit at the 2-level
    - But you must make a bid with 6+ pts, so 1 NT is your only option

Practice responses to 1 Suit Opening Bid : [www.rpbridge.net](http://www.rpbridge.net) – Practice Dealer

Play 4 hands; Supervised Play style as time permits

Homework: Responding to a Major Opening; Excel Worksheet

Text: Do Exercises 4.1-5

## Lesson 5

### ○ Opening Leads (approximate order)

- Your objective is to either take a trick or establish a trick for yourself or your partner
- To take a trick,
  - Lead the A when holding **A**Kxx (then possibly lead the K)
- To establish a trick for yourself
  - Lead the top of a sequence of touching honours
    - From S **K**QJxx, lead the King
- Lead a singleton in a non-trump suit, looking for a ruff
  - You will get a ruff immediately if partner has the Ace, later possibly if partner can get the lead while you still have a trump
- If partner has bid a suit, lead a card in that suit, expecting partner to win or set up winners in that suit
- Lead the 4<sup>th</sup> highest card of a suit with at least one honour (an honour is any of A,K,Q,J,10). From Q974, lead the 4
  - Partner is expected to play high (3<sup>rd</sup> position) and establish a winner in your hand. If partner plays K, declarer wins with Ace, now your Q is high
- Typically you will not do well cashing single high cards (Aces). Also do not lead unsupported honours, ie K from Kxx (exc. With 1 or 2 only in partner's suit)

### Appendix hands: practice suit lead (1, 4-13)

- When defending Notrump;
  - Typically your main objective is to set up cards in a long suit.
    - Lead a card in partner's bid suit
      - Partner bids Spades, from S **Q**x, lead the Queen
    - top of a very good sequence is a great lead
      - From H **Q**J109x, lead the Queen
    - Lead 4<sup>th</sup> highest from your longest suit
      - From D **K**J753, lead the 5
      - Hopefully partner has an honour, perhaps the Queen, and this will cause declarer to take his trick, leaving you with many winners
  - You should be less concerned about giving up a trick in the led suit in NT. Declarer probably has one stopper and you are hoping to set up several long-suit winners. The same lead in a suit may give up a trick unnecessarily
    - Holding S AQ962 H xx D **K**QJ C xxx
      - Against a heart contract, lead **K** Diamonds
      - Against a NT contract, lead the **4<sup>th</sup> best** spade

### ○ Practice: Appendix hands: practice best opening lead vs NT

- Practice; <http://www.rpbridge.net/1u29.htm>; questions 1 – 6 }

## Hmwk: Opening Leads Excel worksheet

Hmwk: Hand for play on kitchen table

Dealer N

S Axx  
H AK10xx  
D Qxx  
C AQ

S xx  
H 98  
D 10xxx  
C KJ98x

S KQJ10  
H Jxx  
D Ax  
C 10xxx

S xxxx  
H Qxx  
D KJxx  
C xx

Bidding:

West	North	East	South

## Lesson 6

### Bidding over 1 of a minor opening

Because of the desire to play in a major or NT, the priority is to show a 4+ card major over a minor opening. So, your options in priority order are...

Assume partner opens 1 Diamond for the following examples

- Bid a 4 card (or longer) major suit
  - Note you do NOT need a 5 card suit, that rule is for the Opening bid, not responding

With S Qxxx H Kx D Qxxx C xxx Bid \_\_\_\_\_

- Note: Over 1 Club opening, you would bid 1 diamond with long diamonds and a good hand. Partner will then show a 4-card major if he has one.

Note; the rest of the bids **deny** a 4-card major

- Raise partner's minor, showing 6-9 dummy pts, but only with 4+ diamonds, or 5+ clubs (remember, partner could have as few as 3 clubs), and preferably a shape hand

With S x H Kxx D QJxxx C xxxx Bid \_\_\_\_\_

- Jump-raise partner with 10-11 dummy pts, same as just above

- Bid 1NT with a balanced 6-10 HCP

With S Qxx H Jxx D Kxx C QJxx Bid \_\_\_\_\_

- Bid 2NT with a balanced 11-12 HCP
- Bid 3NT with a balanced 13-15 HCP

With S Qx H Kxx D QJxx C Axxx Bid \_\_\_\_\_

- Bid 2 Clubs (over 1 Diamond) with 4+ cards and 10+ pts

With S x H Kxx D Jxxx C AQxxx Bid \_\_\_\_\_

Note that a new suit at the two-level requires 10+ pts.



## Creating Tricks/Card combinations

- Fin      A “finesse” is a play that will win an extra trick, provided a particular defender has the key (critical) card.
- Eq      With equivalent cards on both sides, lead high from short hand first ie., with Kx opposite AQx, lead K first (unblocks suit)
- W2S      Lead from weakness towards strength, ie 764 across from KQ3, start with 4

In general, visualize where the missing card(s) needs to be

(At tables...)

Consider these holdings in one suit and how to make the most tricks

		[Rule(s) ]	Detail
1.	AKx Qx	_____	_____
2.	Axx KQxx	_____	_____
3.	Kx Axx	_____	_____
4.	AQ xx	_____	_____
5.	Kx xx	_____	_____
6.	KQx xxx	_____	_____
7.	Axx KJx	_____	_____
8.	AQJ xxx	_____	_____
9.	AKJ xxx	_____	_____
10.	QJ10 Axx	_____	_____

### 3 Hands for group play

Hmwk:    Excel Worksheet on Responding to 1 Minor Opening  
 AG Text: Ch. 5 Exercise 9, 11  
 (Optional: Redo Card combinations on kitchen table)

## Lesson 7

Objective: To show why you must play long suit/ bad hand opposite NT, in the suit

(At Tables) Half play 1NT, other half play 2 Spades

Dealer: East

S Axx  
H xx  
D AJ10x  
C AJxx

S J10xxxx  
H Jx  
D xxx  
C xx

S KQ  
H AKx  
D Qxxx  
C Kxxx

S x  
H QJ109xx  
D Kxx  
C Qxx

Bidding: Incorrect

West	North	East	South

Bidding: Correct

West	North	East	South

Conclusion: \_\_\_\_\_

\_\_\_\_\_

## Bidding over a 1 No Trump Opening

Recall that this bid shows 15-17 HCPs and a relatively balanced hand. Your goal is to play in an 8-card major suit fit if you have one, otherwise play in No Trump. Recall that game in either takes 25 HCPs.

With a bad hand, 0-7 points, and a 5+ cards suit other than clubs, bid the suit at the 2-level. Partner is expected to pass. The logic is that it is much better to play in a trump suit rather than in 1 NoTrump opposite a bad hand.

With S xx H QJxxx D xxx C xxx Bid \_\_\_\_\_

With a 5-card major and 10+ points, bid the major at the 3-level

With S AQxxx H Kxx D Qx C xxx Bid \_\_\_\_\_

With a 6-card major and 10+ points, bid the major at the 4-level

With S xx H AQJxxx D Kx C xxx Bid \_\_\_\_\_

With 4 cards in one or both majors, and 8+ points, bid 2 Clubs, which is a conventional bid, called "Stayman".

With S KJx H AJxx D Kx C 10xxx Bid \_\_\_\_\_

- Partner is to bid their 4-card major.
- With no 4-card major, bid a conventional 2 Diamonds. Responder can then bid 3 NoTrump to play or 2 NoTrump to invite partner to bid the 3 NoTrump game.
- With a match for opener's major, bid the major game with 10+ dummy points, bid 3 to invite with 8 or 9 dummy points

With none of the above, hence a relatively balanced hand,

- With 10 or more points, bid 3 NT directly, because partner's minimum of 15 plus your 10 = 25
- With 8 or 9 points, bid 2 NT, which partner will raise to 3 NT (game) with a maximum (17 or a good 16) and Pass with a minimum
- With 18-19 points, you have (15+18=) 33 combined points, which is number reqd for small slam, hence bid 6NT

With S QJx H Kxx D Axxx C Jxx Bid \_\_\_\_\_

With S Ax H Kxx D Qxxx C xxxx Bid \_\_\_\_\_

Practice Bidding over a 1 NT Opener <http://www.rpbridge.net/1t29.htm>

- 12 quiz questions – ignore pt count questions

Play 3 hands Homework: See Notes: Excel worksheet; AG; (Opt: Tutorial)

## Lesson 8

TU Bidding over 1 NT: homework [Excel Worksheet](#)

Hand for face-up play board (1NT .. Stayman ... East plays 4S)

After hand(s) played, take up bidding and play at tables

Responding to Opening Bids - <http://www.rpbridge.net/1u53.htm>

- Quiz on responding to various opening bids (1 suit, 1NT, 2)
- Nice review of various response sections done last few sessions
- RP Bridge practice hands; misc 1 minor, 1 major, 1NT opening bids

Three more hands pre-dealt in bds, faceup play

Homework: AG Text; Ch. 4, Exercises 7, 10 (correction: P.129 "Responder would bid 23NT ending the auction")

## Lesson 9

### Competitive Bidding

Just because your opponents open the bidding, does not mean you cannot get into the auction.

#### (Added) Why Compete for the Contract?

- The hand may belong to your side
- Use up bidding space; pre-emptive value
- Push your opponents higher, they may go down
- Suggest a good opening lead, and help partner defend
- May lead to a good sacrifice, be it of a game, or a part-score

Your bids consist of

- Simple Suit Overcall
  - Always (no exceptions) have 5 or more cards in a suit to make an 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
    - Example, with S KQJxx H xx D Kxx C xxx bid 1 Spade
    - With S xx H Kxxxx D Qxx C Axx bid Pass
    - With S Axxxx H KQx D x D AJxx bid 1 Spade (weak suit but stronger hand)

- You should have slightly more to overcall, with 5+ card suit, at the 2-level (11+)
  - With S Axx H xx D AQJxx C xxx bid 2 Diamonds (just enough)
- 1 NT Overcall
  - With a hand like a 1NT opener and a stopper in opponent's suit, bid 1 NT
    - Example, over a 1 Heart opening bid
 

With S KQx H AQx D Qxx C Kxxx bid 1 NoTrump
- Jump Overcall (pre-emptive)
  - With a 6+ card good suit, and a weak hand otherwise, jump in the suit
    - Example, with S KQJxxx H xx D Jxx C xx over a 1 C/D/H opening bid, overcall 2 Spades
- Takeout Double
  - At low levels, the opportunity to make a regular (penalty) double is low, so instead a double is used to show support for the unbid suits and an opening bid (dummy pts) in support of partner's forced bid. A classic "takeout" double would have 1 or 0 cards in the opponent's suit (you may on occasion have 2) and 4+ cards in the other 3 suits. You are guaranteeing 3+ cards in the unbid suits
    - Example, over the opponent's 1 Diamond opening, with
 

S Axxx H KJxx D x C AQxx bid Double
  - Similar to overcalls, as your HCPs go above the minimum, you may make a takeout double with less than ideal shape.
    - Over opponent 1 D opening, with
 

S Qxxx H AQx D Jx C AKxx bid Double

Note (added): Given the 5-cards in a suit requirement for an overcall, you may have to pass even with an opening hand. After a 1D bid on your right, note that you have no bid holding ...S AQxx H Kx D Jxxx C Axx

Do in class: <http://www.rpbridge.net/1u93.htm> (12 questions)

(RP Practice: bidding after an opening bid)

Homework: Excel worksheet on competitive bidding

## **Lesson 10**

- Wrap up any remaining topics
- Vulnerability and competing
  
- Review Bidding; all components taught
- Casual competition

## **Future Plans & Wrap-up**

- MUST PLAY, read
  - Arrange for this to happen
- Future courses & long term path

Appendix: Hands for generic practice (from "Bridgeworld.com")

1. ♠ AK83 ♥ Q9642 ♦ 753 ♣ A
2. ♠ AQ6 ♥ KJ85 ♦ 73 ♣ AQ62
3. ♠ 874 ♥ AQ6 ♦ KJ7 ♣ AJ102
4. ♠ A86 ♥ 7 ♦ KQ965 ♣ Q832
5. ♠ A9865 ♥ 72 ♦ KQJ653 ♣ --
6. ♠ 82 ♥ AJ763 ♦ KQ85 ♣ AQ
7. ♠ 74 ♥ A986532 ♦ 863 ♣ 10
8. ♠ K863 ♥ A862 ♦ 653 ♣ AK
9. ♠ AQJ6 ♥ 753 ♦ 82 ♣ AKQJ
10. ♠ AJ863 ♥ 7 ♦ AQ862 ♣ 65
11. ♠ AJ76 ♥ AQ62 ♦ 8 ♣ KQ107
12. ♠ Q86 ♥ 743 ♦ AQ82 ♣ AKQ
13. ♠ AK ♥ AKJ65 ♦ AKJ76 ♣ 6
14. ♠ 3 ♥ 2 ♦ K8752 ♣ AQ9764
15. ♠ Q863 ♥ A742 ♦ KQ963 ♣ --
16. ♠ KJ9763 ♥ A32 ♦ K63 ♣ 8
17. ♠ 86543 ♥ AKQ32 ♦ A2 ♣ 3
18. ♠ AJ86 ♥ KQ3 ♦ AQ7 ♣ K109
19. ♠ KQ7 ♥ A108 ♦ 73 ♣ AKJ62
20. ♠ A ♥ 83 ♦ QJ109765 ♣ 743

## Daily Log

Day 2:

- Hmwk Questions
- Evaluating your hand
- Points for Game, finding a fit, Partscores
- Opening Bids; 1 bids, 1NT – 7 questions
- Opening Bids: RPBridge; 12 Question Quiz
- Play 4 hands, help with bidding
- If time: Opening Bids; Pre-emptive bids (in Session 3 but should do Day 2)

Homework: [Opening Bid Excel worksheet, 1-level bids \(# 1-8\)](#)  
[Bidding text – Ch 2; Exercises 1-5, 8-12 \(lots\)](#)

Day 3:

- Hmwk Questions {10}
- Continue Opening Bids
  - Preemptive Openings; first play a hand at table showing how a 3 Spade preemptive opening keeps opponents from cold 4 Heart contract {40}
  - Huge hands, Other Opening Bids {10}
  - 7 hand quiz; what to open {15}
  - ~~Do about 8 hands on RP Bridge Practice Dealer {10}~~
- Break {75+10=85}
- Responding to 1-bid {30}
  - Dummy points
  - Raising partner's major
  - 5 hands ; what to bid raising major
- Play X hands {4 x 12 = 50} Total time 165 = 2.75 hrs

- Homework for Session 3: [Finish Excel Worksheet; Opening Bids #9-14](#)

[Text: Chapter 4 Exercises 8,9 Beginnerbridge.com; Preemptive Bids](#)



## Day 4:

- TU Homework {10}
  - Answers to Opening Bids 9-14; Other questions
- Review all resp to Major, especially forcing raise; also show a finesse
  - Mention describe your hand benefits of new suit first
  - Play at tables #5 on today's hands; includes a finesse {10}
- New: Page 14: Resp to Major not a raise {20}
- Practice using rbridge-Bidding Pr-Dealer; put 4-14 pts on both sides; do lots {20}
- Break {60 + 10 = 70}
- Show a finesse for hands to follow
- 1:45 – 4 hands, do together
  1. 1 Heart – 1 Spade – 2 S – 4 S ; Decl = S
  - 3 P - 1 Heart – 2 NT – 3 Heart – 4 Heart ; Decl = N
  - 4 1 Spade – 1 NT – 2 Diamonds – Pass ; Decl = W }
- 2 1NT – 3NT ; Decl = E (do this one last, less important, not a major open)

## Day 5

- TU Hmwk Questions {15}
- Hand Evaluation Summary {10}
  - When raising your partner, count dummy points, which are High Card Points (HCP) + shortness points
  - When bidding NT, count HCPs only
  - Otherwise, count Total points, which are HCPs + length points
  - Give sample auction for each one
    - 1H (Total) – 1S (Total) – 2S (Dummy)
    - 1D – 1NT or 1NT opening or 1D – 1NT
    - 1H (Total) – 2C (Total) – 2D (Total) – 3D (Dummy)
- No Time: ~~Review Bidding over 1 Major; do some hands on RPPractDealer~~ {10}
- New Topic: Opening Leads
  - Do Suits, {15} then
    - No Time ~~Practice leads using appendix~~ {10}

- Then Play Hands 1 and 3 {40}
  - play #1 hand, showing not to lead lonely Ace, then try again leading top of sequence - Decl=N
  - Break {100+10=110}
  - play singleton lead, which is Hand #3 - Decl=S
- Do NT, repeat as above, with Hand 2 {15+10+20=45}
  - Then play lead 4<sup>th</sup> best against 3NT, Hand #2 - Decl=E
- Time total = 2 hrs 25 min
- Optional: Play 1 more hand – Bidding over 1 Major – **get West to declare**
  - P – P – 1H –2H-3H-4H; Decl = E {Misc: #3}
  - ~~• ? Some played these Day4: Repeat hands 4,3 as extra hands to play~~
    - ~~▪ 1 Spade – 1 NT – 2 Diamonds – Pass ; Decl = W~~
    - ~~▪ P - 1 Heart – 2 NT – 3 Heart – 4 Heart ; Decl = N~~

Hmwk:

- Opening Leads Excel worksheet – 13 Questions
- Bid and play hand on page 16

Day 6

- TU Hmwk; Opening Leads Excel answers , Pg16 hand {30}
- New: Bidding over 1 Minor {20}
  - Practice RP Dealer {20}

West	▼	0-4	0-4	0-5	0-5	0-20	13-14
East	▼	0-13	0-13	0-13	0-13	0-20	5-17

- Reduce majors to 3-3 for NT bids
- Break {10} = 1:50
- Card combinations at table;fill in chart : 1-10 {25}

- 3 Hands: AbsBeg\_Day6 {3}

### Hmwk

- Excel Worksheet on Responding to 1 Minor Opening
- AG Text: Ch. 5 Exercise 9, 11
- Finish card combinations 8-10, review others; on kitchen table

### Day 7

- Tu Hmwk {35}
  - Excel sheet; Do Card combos 8-10 on board together
  - Audrey Grant booklets, how many?; Practice Mondays; Level 2
- Review: Responses to 1 of a suit; West 12-14 HCPsRP Bridge examples {20}
- New:
  - Do 2 Spade vs 1NT with bad hand, long spades {15}
  - Bidding over 1NT Opening – notes {15}
    - Total = 85; Break 1:55ish
    - Practice – RP hands on WB {20}
- 2:15 - Play 3 Hands: Bidding over 1NT {45} - analyze as time permits

Homework: Excel worksheet (10 questions)

AG Bidding: Ch.3, Ex 1&2(Points & Response only), 3, Hands 7,9,10

Optional but v.gd: ACBL Tutorial; More on Bidding; Responding to a 1NT Opening)

### Lesson 8

- TU Hmwk {20}
- Review: Do lots of responding to 1 Minor, Major, NT {40}
  - Rpbbridge quiz 14 (resp to opening bids)
  - Use rpbbridge dealer
- Play 1 hand (above) face-up w detailed analysis (loser count, master hand) {20}
- Break {80+10=90 – 2:00}

- Play hands 2-4; do analysis on #3 and #4 if time permits
- Homework:
  - AG Text; Ch. 4, Exercises 7, 10 (8,9 assigned earlier lesson)

### Lesson 9

- TU Hmwk {15}
- New: Competitive Bidding lesson {30}
- RP quiz {20}
- Break
- RP Practice Dealer {15}
- Play 3 hands; competitive bidding {40-50}

### Lesson 10

- No new material
- Tu Hmwk: Excel worksheet (only hmwk assigned) {20}
- Review Takeout double (no notes added); mention dummy pts for doubles
- Review competitive bids; do some RP Dealer; overcalls; doubles {15}
- Bidding review; do some play as well
  - Set RP Practice dealer for minor opening {15}
  - ..... major opening {15}
  - ..... 1NT opening {15}
- Break; ends 1:50
- Final fun tourney; 5 or 5.5 tables; 5 or 6 hands in duplicate game format; Excel sheet for scoring {1 hr}
  - 1. Mi – Mj – Mj raise; 2. Maj – Maj raise 2 – Maj game
  - 3. 1NT – 3 Major – 3NT 4. Competitive auction
  - 5. Weak 2 bid – 3 Major – P – 4 Mj 6. 1NT – 2 long suit bad hand
- Take up a few of the hands on viewer
- Wrapup; {5}
  - next steps (Lv 2, Wed/Thur)
    - Web Page
  - Monday Beginner play; \$10 donation
  - FreePlay coupons
  - Keep playing !! somewhere (amongst yourselves – email me)
  - Stuff for sale: Bidding boxes, playing cards, AG booklets
  - Refreshments downstairs

## Future Topics

- Opening Bids
  - Deciding whether to open a hand
    - Two guys: nice set of conditions – show on screen ?
- Scoring: Duplicate; game bonuses; vulnerability
- Long suit points: Added to HCP before your partnership has reached a fit.  
2- Short suit points: Added to HCP after your partnership has reached a fit. Short suit points also known as Dummy Points
- Etiquette – Lee has page on this

## Resources for Quizzes, etc

- [www.jazclass.aust.com/bridge/br0.htm](http://www.jazclass.aust.com/bridge/br0.htm)
  - Pretty good coverage of intro bridge skills (Charles Smith recommends it)
  - Good quizzes; ;investigate vs rpbridge
- The Bridge doctor [www.bridgedoctor.com](http://www.bridgedoctor.com)
  - Quizzes – not v. gd, don't bother
- <http://www.rpbridge.net/bbtc.htm>
  - On-screen quizzes
  - Great site but downside is British slant (open counting shortness, forcing raises, 16-18 1NT, etc)
- [www.bridge7.com](http://www.bridge7.com)
  - Lots of detail (esp. bidding), check it out
- [http://books.google.ca/books?id=e8aRc8vTE0EC&pg=PR8&lpg=PR8&dq=bridge+opening+quizzes&source=bl&ots=lwZRkjhWdl&sig=uhM0Nn0iQNcNN2bIFz\\_d2X\\_qxTQ&hl=en&ei=ZDOPTP2yM8TYnAfV392uDA&sa=X&oi=book\\_result&ct=result&resnum=6&ved=0CDQQ6AEwBQ#v=onepage&q&f=false](http://books.google.ca/books?id=e8aRc8vTE0EC&pg=PR8&lpg=PR8&dq=bridge+opening+quizzes&source=bl&ots=lwZRkjhWdl&sig=uhM0Nn0iQNcNN2bIFz_d2X_qxTQ&hl=en&ei=ZDOPTP2yM8TYnAfV392uDA&sa=X&oi=book_result&ct=result&resnum=6&ved=0CDQQ6AEwBQ#v=onepage&q&f=false)
  - Goren's bridge complete, book online
- [http://www.bridgeworld.com/default.asp?d=intro\\_to\\_bridge&f=bbeg5.html](http://www.bridgeworld.com/default.asp?d=intro_to_bridge&f=bbeg5.html)
  - Review quiz on opening bidding
  - Great number of links
- Play bridge sites
  - <http://www.bridgeguys.com/IGlossary/InteractiveBridge.html>
    - A glossary of interactive bridge sites; gotta a few weeks spare?
  - Funbridge.com
  - Bridgehands.com

## Clean up

- HCP+distrib example -> chart; headings

## To Do

- Materials
  - Binders for all; allows for single size for note-taking, vs 1" binders which take up too much space; do need to allow for adding sheets
  - Name tags
  - Lined paper for extra notes
  - Free Plays (week 2)
- 2<sup>nd</sup> class
  - Cheques due; Free Plays handed out

## Resources

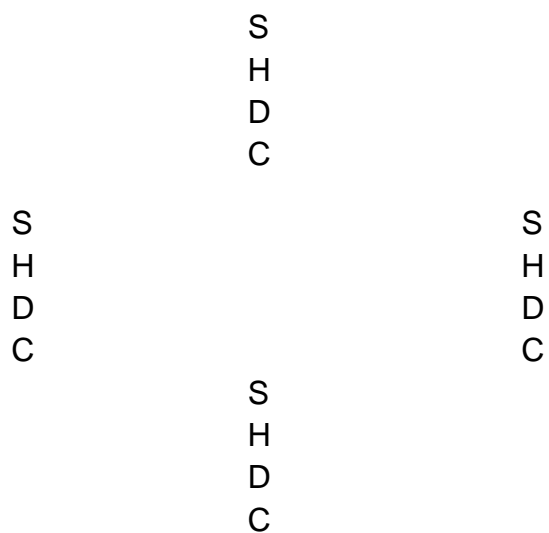
- Bridgedoctor.com
  - Good interactive tutorial
  - Get 1 week free of following, then must pay
    - Can generate random deals, bid and play the hand
    - Includes a "tips" option, that helps player
    - However, when u play, often says not right card to play, when it is a legal play
- <http://www.mindracer.com/>
  - Generic hands to play
  - ~~Bidding stuff outdated~~ = X
- [http://audreygrant.com/quizzicalpursuit/biddingquiz\\_frame.html](http://audreygrant.com/quizzicalpursuit/biddingquiz_frame.html)
  - 12 quiz questions on bidding over 1NT opener
- <http://www.jazclass.aust.com/bridge/br0.htm>
  - Contract Bridge w Michael Furstner
  - Lengthy tutorial w Beginners, detailed notes, 4 hands per lesson
- <http://www.acbl.org/teachers/materials.html>
  - ACBL beginners teaching detail
- <http://www.beginnerbridge>
  - Good quizzes

## Hands

- Lees Hands\2012-09-28\03.DUP; Hand 20 - 1H-1S-2D-4H – draw trump, one finesse

TEMPLATE

Dealer N



Bidding:

West	North	East	South

After hand(s) played, take up bidding and play on white board

## Fundamentals of Playing a Hand (30-40 min)

Once you have bid to a contract, time to play the hand. Here are some basics.

- Declarer
  - When dummy is shown, all players should study the hand, thinking of how to best play or defend the hand. There is no need to play a card immediately
  - Count your losers
  - Count your winners, immediate ones and those you need to establish
  - lead towards high card strength
  - establish winners, using high cards for communication between hands
  
- Defence
  - Third-hand high
    - This means if your partner, who has led, is not about to win the trick, you should play high to force the declarer to play high to win the trick. You are the last to play for your side.
      - Partner leads the 4 of Clubs, you have K953, play the King. If partner has the Queen, it will become the high card as declarer will have to use his Ace to beat your King.
  - Second-hand low
    - Using similar logic as above, if you are second to play, your partner gets to play after you (last) so you tend to play low, saving your high cards.
      - Declarer leads low towards his D KJxx, you have Qxx, play low
        - If you play the Q, declarer will cover with the King, partner may take the Ace, and now declarer's Jack is now high
  - Lead through strength in 2<sup>nd</sup> position, to weakness in 4<sup>th</sup> position
  - Cover an honour with an honour
    - Declarer has Qx with AJx in dummy. If declarer leads the Q, defender must cover with the King (if they have it)

Play a set-up hand to practice above concepts



# Course Contents (subject to change)

## Week Topic

1. Introducing the Game: Why play; About; Mechanics; Playing a Hand; Scoring
2. Bidding Fundamentals: Evaluating your Hand; Points for Games; Finding a Fit; Games & Partscores; Opening Bids - One-Suit; 1 NoTrump; Preempts; 2 Clubs
3. Opening Bids (cont'd)
4. Responding to Opener's One of a Major
5. Opening Leads  
Handling a weak long-suited hand over Partner's 1 NT Opener
6. Responding to Opener's One of a Minor, Card Combinations
7. Bidding over 1 No Trump Opener
- 8.
9. Competitive Bidding: Overcalls & Doubles
10. Review, Practice, Fun tourney