

Etobicoke Bridge Centre



Absolute Beginner Lessons



(Last revised Sept 23/2019)

Location: Etobicoke Olympium

Starts: Monday September 16, 2019 or Thursday Sept 19

Time: 12:30 – 3:00

Duration: 10 weeks

Monday: No class on Oct 14 or Oct 21; last class is Dec.2

Thursday: No class on Oct 10 or Oct 17; last class is Dec. 5

Thur classes in Committee Rm, a few in Rm 11 in basement

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 - Email **anytime** with questions
- Or call 647.897.6179
- Course resources at www.etobicokebridge.com; Learning Materials
- We also use www.rpbridge.net for quizzes

Notes



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. Also a great “distraction”
- Option to pursue it competitively, via local clubs, tournaments, Master Points
- Great for entertaining: “Dinner&Bridge” with 4, 8, etc guests
- Requires partnership skills and rewards them

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 (badly) after about 4 hours, but takes a long time to play well. The enjoyment grows exponentially as your abilities and experience does.
- 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 led, it must be played. This is called following suit.
- Whomever wins the trick, they lead 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 1 {they deal} 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 highest to lowest,

↑ No Trump (more later on this)
 (S)pades
 (H)earts
 (D)iamonds
 (C)lubs

- 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 (5 Diamonds means take ____ tricks)
 - 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, the bid can be made 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 (bidding boxes – mimic auction at table)

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"

*** **PLAY 1 HAND {Pre-dealt}** : Coach bidding, who is declarer, lead, dummy, play tricks in front, 2nd hand low, 3rd 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). This makes NT tricks a little better than the equivalent major tricks.
- 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 ≥ 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 1st trick + ____ pts for 2nd & 3rd trick = ____ pts = GAME
- If the trick score on a hand is less than 100, a “part score” 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 _____ and a part score bonus of _____ but no game bonus
- Going down in a contract
 - If you do not make your contract, you lose points; (details later)
 - If one of your opponents are pretty sure 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 points than usual.

Practice Hands:

End of Session1

Hmwk: AGText; Chapter 1; Exercises 6.1-3, 7, 8 (a hand), 9

RPBridge site; www.rpbridge.net; Bridge Basics, Lesson 1 (Just do the 18 question quiz at the end of the page (omit #13,17), do not read the text). Check your own answers

Recommended: If you could use a 2nd going over of today’s material, read AGText, Ch. 1 pgs 2-11

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 or 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 5th, 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 8	0	0
C KQJ	3+2+1 = 6	0
	----	----
Totals:	17	+ 1 for a total point count of 18.

Do you open this hand? (13 pts needed to open bidding)

S AJx H xx D Qxxxx C QJx

____ HCPs+____ length = ____ total or starting points; therefore bid _____

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
 - 4 Hearts and 4 Spades – 25 Points (1 more trick available due to trump suit)

- 5 Clubs and 5 Diamonds – 29 Points
- These are critical numbers as they provide the foundation for most of the bidding point guidelines

Note that game in a major requires taking ____ tricks and yields the most scoring points. Also note that 3 No Trump, which also requires ____ hand evaluation pts, requires one less trick. And to make a game in a minor needs 29 pts, a full Ace better. Because of these facts, bidding to games of 4 of a major or 3 NT is definitely more fruitful than bidding a minor game. The major game (vs NT) has the upside of a trump suit which maintains control and can provide tricks via trumping. With an 8+ card major fit, players should choose the major game over 3NT

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 ____ HCPs + ____ length pts = ____ opening (total) points, bid _____

Games and Partscores

- So, the jist 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, versus going down in a poor game, which gives scoring points to your opponents.

Game, Partscore or Maybe?

Your side has 9 hearts and 20 pts in one hand, 7 in the other. ? _____

Your side has 10 Diamonds and 13 pts in one hand, 8 in the other. ? _____

Opening Bids (Intro)

It is time to start learning how to bid your hand.

- To open the bidding at the one-level, you need 13 total points (high card + length)
- **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. You have no voids, no singletons, and no more than one doubleton. A classic such hand is...

S AQx H KJxx C Qxx D KQx which is a 4-3-3-3 distribution HCPs = _____

Other NT shapes are 4-4-3-2 or 5-3-3-2

- 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.
- Let’s 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. This contradicts the 4 cards for a new suit rule but this is the main downside of playing 5-card majors and is required.

S Axxx H Kxxx D Jx C KQx Points = _____ Bid _____

What is your opening bid for each of the following?

	Hand	Points	Opening Bid
1	S QJxxx H KJx D xx C AKx	(14+1) =15	
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 – do not fill in answers on page)

Play 3 hands

END OF SESSION 2

Homework: Opening Bid Excel worksheet, 1-level bids (# 1-8)
Bidding text – Ch 2; Exercises 1-5, 7-12 (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 9/10 HCPs (not enough for an opening bid)
- a long and good suit, typically 6 or 7 cards in the bid suit
- good preempts have lots of offense via your long 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 and 5-9 HCPs (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 _____

2NT Opening

- 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 say anything about the cards in the bid suit. A strong 2 Club opening bid shows 22+ (total) Points or 9+ tricks on their own.

Here is a typical 2 Club opening bid

S AKQJxx H AKx D x C KQJ (Count tricks = _____)

Why open 2 Clubs? When you open 1 of a suit, partner will pass with less than 6 points. With a strong 2 Club hand, you want partner to respond, even with less than 6 points, since game is still very possible.

Opening Bids Quiz

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, 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 (4 for 5th 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 ($___ + ___ = ___ = \text{Game}$) .

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. With 3 or more trump....

- With 6 - 9 (d)ummy 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 (<8Hcp), 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 (respond) 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

Excel Worksheet; Responding to 1 Major opening TBA

Text: Chapter 4 Exercises (Hands) 8,9 (Minibridge)

<http://beginnerbridge.com/lpreempt.htm> ("L", not 1; review notes and do quiz) —

Lesson 4

Non-Raise Responses to Opening Bid of 1 Major (cont'd)

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

- Bid a new suit
 - At the 1 level, over partner's 1 Heart opening (shows 4+ card major suit)
 - 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 2NT, 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. ****Text Diff. Alert****
 - With S KJx H xx D Kxxx C A10x Pts = _____ Bid _____
- Bid 3NT, which shows 13-15 HCPs, same as 2NT hand
- With none of above possible, bid 1NoTrump, which shows 6-10 HCPs.
 - With S Qxx H xx D KQxxx C xxx Pts = _____ Bid _____

1NT 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. You will bid 2D over 2C by partner to show long diamonds

Hand Evaluation Summary

- When opening and in general, count Total points, which are HCPs + length points
- When raising your partner, count dummy points, which are High Card Points (HCP) + shortness points
- When bidding NT, count HCPs only (upgrade for good, long suits)
- Sample auctions
 - 1H (Total) – 1S (Total) – 2S (Dummy)
 - 1NT opening (HCP only)
 - 1D (Total) – 1NT (HCPs only)
 - 1H (Total) – 2C (Total) – 2D (Total) – 3D (Dummy)

Practice responses to 1 Suit Opening Bid : www.rpbridge.net – Practice Dealer;
Play D4-4 hands; Supervised Play style as time permits

Hmwk: Responding to a Major Opening; Excel Wksht Text: Do Chapter 4 Ex 1, 2, 4, 5

Lesson 5

- **Opening Leads** (approximate order of effectiveness)
 - 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 depending on what you see in dummy, etc.)
 - 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
 - With two cards, lead the highest (ie, w Q4, lead the Q)
 - With any high 2-card sequence, lead the top (ie, with J106, lead J)
 - With 3+ to an honour, lead 3rd of 3, or 4th of 4 (w Q953, lead 3)
 - Lead the 4th highest card of a suit with at least one honour (an honour is any of A,K,Q,J,10). From Q97**4**, lead the 4
 - Partner is expected to play high (3rd position) and establish a winner in your hand. If partner plays K, declarer wins with Ace, now your Q is high
 - Also
 - you will not do well leading an Ace without the King with it. Aces are meant to capture the opponent's Kings and Queens, not set them up. Also partner will expect you to have the King, and signal accordingly
 - Never lead away from an Ace in a suit contract, ie A853 - lead a different suit
 - do not lead unsupported honours, ie K from Kxx; only exceptions are a) with 1 or 2 cards only in partner's suit or b) with Ax. Again, partner will expect you to have the next card, ie K shows KQxx.
 - In all of these above 3 situations, find a lead from a different suit
- 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 4th highest from your longest suit
 - From D KJ7**5**3, 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 KQJ C xxx
 - Against a heart contract, lead K Diamonds
 - Against a NT contract, lead the 4th best spade

Hmwk: Opening Leads Excel worksheet, Opening Leads Quiz from Bridge World

Hand for play on kitchen table; indicate bidding, opening lead, and then describe how you plan to play the hand

Dealer N

	S Axx	
	H AK10xx	
	D Qxx	
	C AQ	
S xx		S KQJ10
H 98		H Jxx
D 10xxx		D Ax
C KJ98x		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

With S x H Axx D KJxxx C xxxx Bid _____

- 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 (* different from AG text)

- Bid 3NT with a balanced 13-15 HCP (* different from AG text)

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 4 Exercise 3,4 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) Play 1NT, then play 2 Spades

Dealer: East

S Axx
 H xx
 D AJ10x
 C AJxx

S J10xxxx
 H xx
 D xxx
 C xx

S KQ
 H AKx
 D Qxxx
 C Kxxx

S xx
 H QJ109xx
 D Kx
 C Qxx

Bidding: Incorrect

East	South	West	North

Bidding: Correct

East	South	West	North

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 Pts. When you make a NT bid, we use HCPs only, not length or dummy. However, when evaluating your hand in response to a NT opening, length points are included.

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 Pts: 11+1=12 Bid _____

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

With S xx H AQ10xxx D Kx C xxx Pts: 9+2=11 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 _____

- Opener is to bid a 4-card major if they have one.
- With no 4-card major, opener bids a conventional 2 Diamonds. Responder can then bid 3 NT to play or 2 NT to invite partner to bid the 3 NT 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 total (HC+length) points, bid 3 NT directly, because partner's minimum of 15 plus your 10 = 25
- With a good 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 the number required 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 1 hand

Hmwk: 1) Excel wksht; All 2) AG Bidding: Ch.3, Ex 1&2(Points & Resp only), 3, 6, Hands 7,9,10, Ch.9, Ex 1.1,2,4,5,6 Ex 2 All Hands 8, 9

Lesson 8 (Review/Catchup)

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

Hand for face-up play board (1NT via Stayman)

Responding to Opening Bids - <http://www.rpbridge.net/1u53.htm> (Quiz 14)

- Quiz on responding to various opening bids (1 suit, 1NT, 2)
 - Nice review of various response sections done last few sessions

Card Combinations: Do entire sheet p. 18

RP Bridge practice hands; misc 1 minor, 1 major, 1NT opening bids (later if time)

Three more hands pre-dealt in bds, (try faceup play)

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

Lesson 9

Competitive Bidding

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

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. With any 5-card suit and 12+ points, you can overcall at the one-level.
 - 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 more to overcall at the 2-level (opening hand 13+ total pts)
 - With S Axx H xx D AKJxx C xxx bid 2 Diamonds (just enough)
- 1 NT Overcall
 - With a hand like a 1NT opener and a stopper in opponent's suit, overcall 1NT
 - 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

Exactly same hand as an equivalent opening bid, ie 2S Opener
- TAKEOUT DOUBLE
 - At low levels, the value of a regular (penalty) double is very 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 1D 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) – Ignore pt counts

(RP Practice: bidding after opponents open the bidding) Do Hand 4

Homework: Excel worksheet on competitive bidding

AG Text: Chapter 7, Questions 2, 4, 7, Hand 10, 12

WHAT A GAME!! ENJOY

Daily Log

Day 1: All fine, comfortably got content done; 2019 got to end of page 4 (too slow)

Day 2: 2019

- Hmwk takeup
- Review; Play Hand 4 from Day 1 (not gotten to)
- 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 (2015: started at 3ish, too late)

Homework: Opening Bid Excel worksheet, 1-level bids (# 1-8)
Bidding text – Ch 2; Exercises 1-5, 7,8-12 (lots)

Day 3:

- Hmwk Questions, TU Excel quiz(1-8); text ex's or hands, AG hmwk? {20}
- Do RP Quiz 2 (1-7 of 12; 8-12 more complex) on Opening Bids (1 level only) – paper handout {20}
- 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 {35}
- Break {75+10=85}
 - Huge hands, Play 1H passed out {25}
 - Other Opening Bids {5}
 - 7-hand quiz; what to open - hmwk in 2016 to save time {15}
 - (defer if can get to next section) ..Do about 8 hands on RP Bridge Practice Dealer {10}
- Probably won't get to all of this: Responding to 1-bid {30}
 - Dummy points
 - Raising partner's major; first two (End of Lesson3, 2016)

- 160 (no practice, doing resp to major) min to here
- Play at least 2 of 4 hands {4 x 12 = 50} Total time 165 = 2.75 hrs
 - Make sure S and W play 2 hands, N and E already played
- Homework for Session 3: Finish Excel Worksheet; Opening Bids #9-14
 Text: Chapter 4 Exercises 8,9 www.Beginnerbridge.com ; Preemptive Bids

Day 4: 2018

- TU Homework {10}
 - Answers to Opening Bids 9-14 – if any, sent ahead; Other questions
- Finish (last 2) & Review all resp to Major, especially forcing raise; show a finesse on WB {15}
 - Forcing raise: mention describe your hand benefits of new suit first
 - RP Bridge; do some practice raising a major {15}
 - Fix up chart on p. 112; see file
 /AbBeg/Correspondence/AGrantBiddingResponsesChart_OV_Version
 - Do Day3 hands on viewer; 3-5 (just bid, don't play) {25}
 - Play Day3 Hand6
- Start Responses other than a raise
 - Notes
- Hmwk: Excel Wksht Bidding over a Major Q 7 to end
 - AGCh4 Ex 6
 - Finish Quiz on Not-raising major
 - Send Hands 1-4 in text format w analysis
 - AG Text; Ch 4, Qs. 1, 2, 4, 5. Note that "distribution" pts mean length pts

Day 5: **2018**

- 2018: Do Hand 4 (not raising major) at tables; addresses temp bid w forcing raise
- TU other Hmwk: {15}
- Review: Raising a major, do some RP hands {15}

- New Topic: Opening Leads
 - Do Suits, {20} then
 - RP Quiz 12 (Defense) – do 1-6 suit
 - 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 {or after H3}
 - play singleton lead, which is Hand #3 - Decl=S
 - Do NT, repeat as above, with Hand 2 {15+10+20=45}
 - RP Quiz 12 – do 1-6 NT
 - Then play lead 4th best against 3NT, Hand #2 - Decl=E
 - Replay w A S holdup (bridge magic)
 - Play Hand 4 {if time}, J from AJT9x vs 3N - Decl=W
- Optional: Play 1 more hand – Bidding over 1 Major – **get West to declare**
 - P – P – 1H –2H-3H-4H; Decl = E {Misc: #3}

Hmwk:

- Opening Leads Quiz, questions 1-6 (if you were absent, on the EBC web page)
- Play hand on pg. 15 of booklet
- Review hands attached (at least first two). We played the first two in class and will play the 3rd and 4th next class.
- Opening Leads Quiz from Bridge World (pdf attached). Do all suit questions (1,2,4,7,9)

Day 6 2018

- TU Hmwk; Opening Leads Excel answers 1-6 , Pg16 hand {15}
 - Hand TU
- Mention file sent: 1X – 2NT 11-12, contrary to AG text 13-15
- Teach NT leads {15}
 - Play Day 5; Hand 3 (lead from 5 card suit) & 4 (leading a long suit AJ109x) {30}
- Do RP Quiz 12.1 to 12.6 on Opening Leads vs NT {15}

- Break 1:45 – 2:00
- New: Bidding over 1 Minor - Note {20}
 - Practice RP Dealer {10} {Not done 2014}

South	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
- 2 or 3 Hands: AbsBeg_Day6 {3} - SupPlay them if poss, one at least

Hmwk

- Leads quiz sheet; Do 7-10 (NT leads)
- Opening Leads Quiz from Bridge World. Finish by doing all NT questions (3,5,6,8,10)
- Excel Worksheet on Responding to 1 Minor Opening
- AG Text: Ch 4 Exercise 3
- AG Text: Ch. 5 Exercise 9, 11

Day 7. 2018

- Tu Hmwk (Excel sheet resp to minor) {10}
- Practice NT leads – make some up on the board ~~RP Bridge: Quiz 12, Q 1-6 NT too hard~~{5}
- Do some RPB for responding to a minor opening {15}
- New: Bidding over 1 NT Lesson {25}
 - Play 1st 3 hands (4-dummies) as they come up in lesson {45}
 - BEG1 COURSE - HANDS DAY7 {OV_1NT OPENERS}{3+1}
 - Break {10} at 2:00ish
- Practice RP Dealer {15}

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
- ~~Start Hand combinations~~

- 2:50ish - Remaining 1 Hand (1NT responses): AbsBeg_Day7 {4} - SupPlay them if poss
- Hand out NT Responding paper quiz
- Hmwk
 - See main notes
 - Show ACBL tutorial

Homework: Excel worksheet (12 questions)

: RPBridge Quiz 3; All questions- (ignore pt count)

AG Bidding: Ch.3, Ex 1&2(Points & Response only), 4, 5, 6, Hands 7,9,10

Read "Developing Tricks through Promotion" on p. 76-77; Do Ch3 Ex 6

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

Lesson 8, 2018

- Discuss L2, Dec. Mondays – done already
- TU Hmwk {20}
- Do Hand #1 at tables {15}
- Review: Do some responding to 1 Minor, Major, (NT) {15}
 - Rpbbridge quiz 14 (resp to opening bids) 1-6 best, rest a bit harder
- 2018: Start Card Combinations P. 18 Do all (1-10) {45}
- Break {80+10=90 – 2:05}
- Play Hands: Perhaps do 2 (&3) at tables, leave 4 for after
- 2018: Not done - (probably no time to Start competitive bidding; cover intro, simple overcall (takes pressure off doing all of Comp in Lesson 9)
 - if time do simple overcall Comp Hand 1 on viewer
- Mention hmwk correction (below) re 3N response
-
-

- Homework:
 - AG Text; Ch. 5, Exercise 8, 9, 11
 - AG Text; Ch. 4, Exercises 7, 10 (8,9 assigned earlier lesson)
 - For #10 p. 129 line 5 should read "Responder would bid **3NT**". This would end the auction. Modern players mainly play 2NT shows 11-12 HCPs and 3NT shows 13-15. And cross out the next 2 lines starting "~~This is a forcing.....~~" and "~~Opener is likely.....~~"
 - As needed: redo any of the hand combinations we did today (p. 17) on the kitchen table

Lesson 9

- Review NT responses {10}
- TU Hmwk {10}
- New: Competitive Bidding lesson {45 including}
 - Play Hand 1 = overcalls
 - Play Hand 2 = 1NT overcall, partner plays 2H
- Break
 - Teach takeout doubles (penalty example first); practice RP; play Hand 3 Takeout double
- RP quiz 17 (Overcalls and Tk Doubles) {20}
- RP Practice Dealer {15}
- End of class: Play Hand4 (rest sent home in a file w analysis)

Hwmk: [Excel worksheet on competitive bidding](#) ; [End of class hands file](#)

[AG Text: Chapter 7, Questions 2, 3, 4, 7, 8 Hand 10, 12](#)

Lesson 10

- Admin stuff:
 - Verify those taking L2 on Excel
 - Practice classes; Dec 10, 17, (24)?, 31
 - L2 starts Jan 8
- review Competitive Bidding; TU Hmwk: Excel wksht {30}
- Finish Card Combinations (7? To 10)
 - Play Final Tourney #7 on viewer

- No new material
- Bidding review (15 min); do some play as well
 - Set RP Practice dealer for minor opening {15}
 - major opening {15}
 - 1NT opening {15}
- Other possible review (stuff not done before)
 - Responding to NT {4 hands}.pdf (only)
 - Raising a major {1 hand} 1H 2H 3H 4H basic play
 -
- Break; ends 1:50
- Final fun tourney; 5 tables; 5 hands in duplicate game format, Excel sheet for scoring {1 hr} – (do 6th bd just in case have 6 tables)
 1. PP 1H – (1S) – 2H – (2S) – 3H PPP decl S ; 2 AQ finesses
 2. PP 1D – 1H – 2H – 4H decl E; ruff 2 clubs in dummy
 3. PP 1S – 2S – 3S – 4S decl N; Pull trump; A Hts
 4. 1NT – 4H decl = E; Pull trump, D AQ finesse, Axx vs Qxx (harder)
 5. 1NT – 3NT decl=N; win Cl in hand, setup diamonds, club entry
 6. 1S – 2S – 4S decl=W; draw tr, knock out AD, Ht finesse AQ
 7. 1H – (X) – 3H – 4H decl=W; lead to KQx S twice
 8. P 1D – 2D PPP; draw trump, club finesse
- ~~Take up a few of the hands on viewer~~
- Wrap-up; {5} - Cake
 - next steps (Lv 2, Wed/Thur, Web Page)
 - Stop Learning, start playing !! somewhere
 - 0-20 best
 - Monday Shuf&Play
 - amongst yourselves – email me
 - if you just play at home, try for a mentor (eml me for one?)
 - FreePlay coupons; normally give one, this year try 1 to 0-20 and give out one more to 0-20 after they have their first game.
 - Stuff for sale: Bidding boxes, playing cards, AG booklets
 - (Red Cardinal for refreshments – on the EBC)

For practice sessions, use hands in “Casual Play” folder

- Casual play 1: Bd 1, Bd 3