

BEGINNING BRIDGE – Plainview-Old Bethpage Library

Please either print out the materials below or access them on a device. They will be used consistently throughout all the sessions of this class.

October 7, 2021 – Lesson One – An Overview of the Basic Rules of Bridge

October 14, 2021 – Lesson Two – Opening Bids at Level One – Major and Minor Suits

October 21, 2021 – Lesson Three – Opening Bids at Level One – No Trump and Overcalls

October 28, 2021 – Lesson Four – Strong Opening Bids at Level Two |

November 4, 2021 – Lesson Five – Simple Responses to Opening Bids – Part One

November 11, 2021 – Lesson Six – Simple Responses to Opening Bids – Part Two

November 18, 2021 – Lesson Seven – Preempt Bids

November 25, 2021 – Thanksgiving – NO CLASS

December 2, 2021 – Lesson Eight – An Introduction to Doubles – Take Out Doubles and Penalty Doubles

December 9, 2021 – Lesson Nine – The Jacoby Transfer Convention

December 16, 2021 – Final class – Lesson Ten – The Stayman Convention/ Review

NOTE: Each class is 90 minutes, and held on Zoom. We ask that you mute yourself if there is any background noise, conversation, etc. that can be heard by the group. Thank you.

Lesson One – Basic Rules of Bridge

1. Bridge is a game for four people only. The four seats are labelled **north, south, east, and west**.
2. The person sitting opposite you is your **partner**. You work as a team with your partner. The other two people at the table are your **opponents**.
3. The purpose of the game is to take a desired number of **tricks**. For each trick, one player **leads** a card, and all other players must **follow suit** (play a card in the same suit). The high card wins the trick. Do not beat your partner's high card with your own! If you can't follow suit, you may play any card in your hand.
4. The person who won the trick decides which card to lead next. He can choose any card from his card to lead, but some cards make more sense than others. All players must follow suit with the new lead.

5. Each hand of bridge involves a **contract**. In order to make the contract, the offense is required to make a certain number of tricks. To determine the number of tricks required, take the level of the contract (ex: in the contract 4 spades, the level is 4), and add 6 to that. So if the contract is 4 spades, the offense would have to make 10 tricks.
6. In bridge, one side is the **offense** (trying to accomplish a goal) and the other partnership is the **defense** (trying to stop the offense from accomplishing their goal). So, for example, if North and South are trying to make a contract of 6 hearts, that means they need to make 12 tricks (The level of the contract + six). East and West would need to make 2 tricks to **defeat** the contract, as there are a total of 13 tricks in each hand. If East-West make 2 tricks, North-South would only make 11.
7. The first thing that happens in every hand is the **deal**. Cards are dealt **clockwise**, with the dealer getting the last card. Since the entire deck is dealt out in each hand (no jokers), you should have 13 cards at the end of the deal. Count them!!
8. Set up your cards according to suits. Separate each red suit with a black suit. Order your cards from highest to lowest (Ace is always high). This is not a bridge rule, but a really good idea.
9. After the deal, the players will **bid**. Bidding starts with the dealer. We will discuss what you need to bid starting next week. Bidding continues clockwise. Each player, in turn, will make a bid. If any player does not choose to bid, they may **pass** (Think of this as an auction). Bidding continues with each player either making a bid or passing. Each bid must be higher on the **bidding scale** than the previous bid. When any bid is followed by 3 consecutive players passing, the bidding phase of the game is over, and the **play of the hand begins**. The last bid which was followed by 3 consecutive passes becomes the **contract**.
10. The play of the hand starts when a player (you'll find out who later) leads a card. At that point, the next player clockwise will place his entire hand on the table for all players to see. This is called the **dummy** hand. You will learn how we know who leads the first card, who is the dummy, and what that means. His partner is called the **declarer** (more below on this), and plays both his hand and his partner's hand.

11. Playing a hand of bridge often involves the use of **trump**. This is a particular suit, established through the bidding, that can take a trick, even if the opponents have the high card in the suit that was led. For example, say spades has been established through the bidding as the trump suit. The first card led is a diamond by North. He leads the 6 of diamonds. East is the dummy, and lays his hand down on the table. His partner chooses to play the 5 of diamonds from the dummy hand. South, feeling that the trick will go to him, plays the Ace of diamonds. However, West has no diamonds, but does have a spade (the trump suit). West can play a spade, any spade, after the Ace of diamonds is played and take the trick. **Remember, you have to follow suit, so West could not have trumped the diamond if he still had a diamond!**
12. When you look at the bidding scale, you will see all the possible bids that can be made. Remember, any bid that is followed by three passes becomes the contract. I have already told you that the level of the contract determines the number of required tricks take by declarer. The suit that is named in the contract is now the trump suit. So a contract of 2 hearts means that hearts is trump, and the side who made that bid has the contract. They have to make 8 tricks (Level 2+ 6 tricks), with hearts as trump. A contract of 4 spades means 10 tricks (4 + 6) with spades as trump.
13. When your side wins a trick, place the card you played in that trick in front of you with the short side of the card facing you and your partner, If your side loses the trick, place the card in front of you with the short side facing your opponents. After each hand, you can count the tricks your side won easily.
14. Back to the bidding scale – Notice that I have put a star next to some bids. If those bids become contracts, and they are successfully made, that side has made a complete game. There are hundreds of bonus points scored for bidding and making a complete game. However, you shouldn't bid it unless you and your partner together have enough combined strength to make the necessary number of tricks. More on this next week. If you and your partner wish to bid, but don't think your combined hands are strong enough to make a complete game, you can stop bidding at a level below those starred contracts. That means you are playing in a **partial game**, No shame there! For example, while 4 hearts is a complete game, 2 hearts

would be a partial game. Hearts would still be trump, but the number of tricks needed to make the contract changes (also the score for successfully making the contract).

- 15. Sometimes, you and your partner have strength together, but you don't have a particular suit (when you combine your hands) that you would want as trump. Maybe you and your partner together don't have a clear majority of any one suit, but you have enough strong cards to take a lot of tricks. You may then want to play in **no trump**, which means that this hand is playing without a trump suit. High card takes each trick. If a card is led, and you can't follow suit, you can play any card in your hand.
- 16. We mentioned that declarer plays both his hand and his partner's dummy hand. How do you get to be declarer? The person who first bids the suit that ends up being the trump suit is the declarer. If you are playing in no trump, the first person who bid no trump would be declarer. He makes the decisions as to what cards are going to be played from the dummy hand as well as his hand.
- 17. The player who ends up as dummy makes no decisions about cards to be played from his hand. His entire role is to pull out the cards that his partner, the declarer, tells him to play. No faces, signals, nothing.
- 18. Who makes the first lead? Once we know who declarer is, we know who the dummy is. The person who sits to the right of the dummy will lead the first card.
- 19. We mentioned that if you are **void** (don't have any cards) in a suit, you can use a trump card to win a trick (remember, don't trump a trick that your partner is about to win). The only thing that can beat you if you trump your opponent's card, is if the other opponent places a higher trump on the trick. For example, you are East. North plays the Ace of Diamonds, and you play the 2 of spades in a 4 spades contract. South is also void in Diamonds and plays the 3 of spades. Since South used a higher trump than you did, he **overtrumped**.
- 20. In terms of scoring the hand, you only get a score if you make the contract. If your opponents make enough tricks to defeat you, they will get a score. The more tricks you **go down**, the higher your opponents' score. If you make more than the requisite number of tricks for your contract, you will have **overtricks**, and a higher score.

For each hand, tell how many tricks each contract requires. Is the contract a complete game or a partial game. What is the trump suit?

- 3 No Trump _____
- 2 Spades _____
- 3 Spades _____
- 3 Hearts _____
- 5 Clubs _____
- 1 No Trump _____
- 4 Diamonds _____
- 5 Diamonds _____
- 6 Diamonds _____

True/False- Write true or false on the line.

1. If a player leads a 4 of spades, the player who plays an Ace of clubs will win the trick. _____
2. You can play a trump card at any time to take a trick. _____
3. The declarer is the player who puts his hand down on the table.

4. East and West are partners. _____
5. Only the declarer can see the dummy's hand. _____
6. The same person leads a card in every trick. _____
7. The contract determines how many tricks the offense has to take.

8. The trump suit is established through the bidding.

9. The play of the hand, the bidding and the deal all go counterclockwise

10. Every hand of bridge involves the use of a trump suit.

11. The dummy works with declarer to decide what cards should be played from his hand. _____
12. The person to the left of the dummy leads the first card. _____
13. Bidding starts with dealer. _____

SAMPLE HAND #1 – LESSON ONE – CONTRACT 3 No Trump (3NT)

DEALER-: SOUTH

NORTH

Spades- A Q 8 7

Hearts- 9 2

Diamonds- Q 8 7 6

Clubs- 10 9 3

WEST

Spades- 4 3 2

Hearts- K 10 8

Diamonds- 5 4 3

Clubs- A J 8 7

EAST

Spades- J 9 6

Hearts- 7 6 4 3

Diamonds- A J 10

Clubs- 5 4 2

SOUTH

Spades- K 10 5

Hearts- A Q J 5

Diamonds – K 9 2

Clubs – K Q 6

1. Which partnership do you think will play this hand?
2. How many tricks do they have to make to win the contract?
3. How many tricks do their opponents have to make to defeat the contract?
4. What is the trump suit?

BEGINNER'S BRIDGE – LESSON 2 and LESSON 3– OPENING BIDS –

After the cards are dealt, the dealer will have the first opportunity to bid. He can do so, or he may pass. The bidding continues until a bid is followed by three passes. That bid then becomes the contract. It is also possible that all four players may pass (no one has chosen to bid). That is called a passed hand, and the same dealer deals out a new hand.

Whoever makes the first bid is making an **opening bid**. This bid generally requires 13 points. These points are determined by adding your high card points (HCP) plus your distribution points. If the total is 13 or more, the player can make an opening bid. **HCP** are determined by giving 4 points for each Ace, 3 points for each King, 2 points for each Queen and 1 point for each Jack. **Distribution points** are awarded for suits in which a player has more than 4 cards. Each card over 4 gets an extra point. If a player has 2 suits with more than 4 cards, each suit will get distribution points (a 5 card suit gets 1 point, 6 card suit 2 points, etc). Again, HCP + distribution points should equal 13 or more to make an opening bid.

Major and minor suits- Bridge categorizes the four suits into the major and minor suits. If you look at the bidding scale, you will see that in each level, the clubs and diamonds are at the bottom, and the hearts and spades are at the top. Hearts and spades are called the **major suits** and clubs and diamonds are called the **minor suits**.

Standard American bridge uses a **convention** (a mutually agreed upon method of bidding) called **five card major**. That means that if you want to make an opening bid in a major suit (hearts or spades), you would need to have 5 cards in that suit to do so. If not, you would bid something else. You would not pass with 13 points, simply because you don't have a 5 card major to bid.

On what level do I make an opening bid? The vast majority of opening bids are made at Level 1 (1 club, 1 diamond, 1 heart or 1 spade). When you make one of these bids, you are stating that you have 13 – 21 points (again, HCP + distribution). If you have more than 21 points (congratulations, you have a phenomenal hand!!) there is a different bid that we will learn later. If you have fewer than 13 points, you will generally not open, but, again, there are exceptions. For our purposes, pass with fewer than 13 points, and open at the one level with 13-21 points.

Now that you have determined that you have the points to make an opening bid, in what suit will you open? Write this down in bid, bold letters – **Major suits are preferable to minor suits!** So, if you have a 5- card major and a 5- card minor in your hand, bid the major suit first (Ex: bid 1 heart instead of 1 diamond). If you have two major suits of equal length (at least 5 in each), bid the spades first. You can always bid hearts on your next bid. If you have a 5 -card major and a 6-card major, bid the longer one first.

We have not discussed when you would open 1 No Trump, or what to do if you have 13 points, but no 5- card major. More to follow....

Practice- Look at each of the following hands. Next to each write down what the opening bid should be, or if the player should pass.

Spades – A K 10 9 7

Spades – 3

Hearts – 9 6 4 3 2

Hearts – Q J 10 9 8 7

Diamonds – Q 3

Diamonds – A 10

Clubs - 4

Clubs – A 5 4 3

Spades- A J 6 3 2

Spades – A K 4 3

Hearts – A K 6 4 3

Hearts – Q 7 5

Diamonds – Void

Diamonds – A K Q 5 2

Clubs – 9 7 5

Clubs – J

In the last hand, I'm sure you could guess what suit to bid. This brings us to our next topic, opening with a **minor** suit.

As we learned, the minor suits are clubs and diamonds. If we have 13 points, and we don't have a five-card major, we will open with a minor suit. But which one? In the above example, it was easy to see that diamonds were better than clubs, so

we would open 1 diamond (Notice, too, that this hand was much stronger than the hand above it, but they were both opened at the one level, since this level shows 13-21 points).

What do we do when it isn't clear which minor suit to open? We are learning a convention called **the better of two minor suits**. That means if you don't have a five card major suit to open, bid the better of the minor suits. Better always means longer. The expression to memorize is **length over strength**. Say you have 5 diamonds— J, 10, 5, 3, 2 and 4 clubs- A, K, Q, 7. While the clubs are stronger than the diamonds, the diamonds are longer, and therefore, that is the suit in which you make the opening bid. If you have 3 cards in both minor suits, bid the clubs first. If you have 4 cards in both minor suits, bid the diamonds first. In most cases, opening with a diamond would show 4 cards in that suit. Here's an example of when you would open with a diamond when you don't have 4:

Spades – A, K, J, 3 Hearts – A, 10, 3, 2 Diamonds – Q, 6, 5 Clubs- 9, 6

Practice – Write the opening bid (or pass) for each hand below.

Spades – A, K, J, 10

Spades – 10, 8, 7, 6, 5

Hearts – Q, 9, 8, 6

Hearts – A

Diamonds- 9, 5, 3

Diamonds – A, K, J, 10, 7

Clubs- 7, 2 _____

Clubs – 9, 6 _____

Spades – 10, 9, 7, 4

Spades – J, 10, 9, 3

Hearts – A, J, 2

Hearts – J

Diamonds – A, K, 3

Diamonds – A, J, 7, 3

Clubs- A, K, 3 _____

Clubs – K, Q, J, 2 _____

Opening the bidding with 1 No Trump- Sometimes, you would not prefer to open the bidding with a particular suit. You may have a very **balanced** hand. What is a

balanced hand? This is a hand that has no voids (empty suits), no singletons (suits in which you only have one card), and at most one doubleton (suits in which you have 2 cards only). A hand which is not like this is called unbalanced. Please go back over all the hands you have looked at thus far in the packet and circle the ones that are balanced.

To open 1 No Trump (1 NT), you need to have a balanced hand. So, since there were so many balanced hands that you circled, why didn't we open these hands 1 NT? The answer is, you also need a very specific number of points. Count up your HCP. If you have between 15 to 17 HCP, and a balanced hand, you can open 1 NT. Some people play where you need 16 to 18 HCP, but this is not generally favored in modern games. Your choice, entirely. NOTE: Notice when discussing opening in 1 NT, there has been no discussion of distribution points. That's because HCP alone are the only points considered.

The one exception to the above is if you have 15 to 17 points, and a balanced hand, but your hand also contains 5 cards in a major suit. While technically this hand can be opened 1 NT, it is usually considered better to open in a major suit. For now and always, remember that the first priority is to play in a major suit contract. If that's not possible, play in a no trump contract. At the bottom of the priority list is to play in a minor suit contract. Here's why.... Remember, we learned that with sufficient combined points, players would like to play in a game contract, not a partial one. A game contract in no trump is 3 NT. That means 9 required tricks. A game contract in a major suit is 4 H or 4 S. That means 10 required tricks. A game contract in a minor suit is 5 C or 5 D. That means 11 required tricks. It's harder to make 11 tricks than 10 tricks, so major suits are better. Why not play in no trump, though, if you only need to make 9 tricks? ***It is always easier to play in a suit contract, since you have the advantage of trump cards to take tricks.***

NOTES TO REMEMBER: 1. In order to consider a particular suit as a potential trump suit, you and partner need a good fit (sometimes called the **golden fit**). That means at least 8 cards between you and your partner in that suit. How do you know if you have 8 cards? The bidding will tell you. For example, if your partner opens 1 heart, you know he has 5 hearts. If you have 3 hearts, there's a

fit. There is also a minimum number of combined points (you are your partner) that are usually necessary to make a game contract. They are:

For 3 NT – at least 25 combined points (HCP only)

For 4 hearts or 4 spades – at least 26 combined points (HCP + distribution)

For 5 clubs or 5 diamonds – at least 28 combined points (HCP + distribution)

Why do you need more points for some contracts than others?

Practice: Write the opening bid or pass for each hand.

Spades – A K 10 9 8 4

Spades – A K 10 9 8

Hearts – 10 9 7 4

Hearts – A K 3

Diamonds – A Q 5

Diamonds – J 10 9

Clubs -Void _____

Clubs – J 10 _____

Spades – A 9 8

Spades – A K 10 9 8

Hearts – A 10 9 8

Hearts – Q J 6 5

Diamonds – K Q 3 2

Diamonds – 8 5

Clubs -A 9 _____

Clubs – 4 3 _____

Spades – K J 5 4

Spades – 9 6 4 2

Hearts – K J 5 4

Hearts – A 10 8

Diamonds – K J 5 4

Diamonds – A K 8

Clubs – A _____

Clubs- K 9 2 _____

BIDDING SCALE

The bidding scale contains every possible bid. Remember, the opening bid can start anywhere on the bidding scale the player wants, but every subsequent bid, whether made by his partner or his opponent, must be higher on the bidding scale than the previous one. Also remember that any bid followed by three consecutive passes becomes the contract.

4 No Trump	7 No Trump
**4 Spades	7 Spades
**4 Hearts	7 Hearts
4 Diamonds	7 Diamonds
4 Clubs	7 Clubs
**3 No Trump	6 No Trump
3 Spades	6 Spades
3 Hearts	6 Hearts
3 Diamonds	6 Diamonds
3 Clubs	6 Clubs
2 No Trump	5 No Trump
2 Spades	5 Spades
2 Hearts	5 Hearts
2 Diamonds	5 Diamonds
2 Clubs	5 Clubs

- 1 No Trump
- 1 Spade
- 1 Heart
- 1 Diamond
- 1 Club

NOTE: Imagine these two columns as one long ladder going up, starting with one club at the bottom. 5 Clubs would be right above 4 No Trump. The highest bid is 7 No Trump.

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13

SAMPLE HAND #2 –

CONTRACT 2 Hearts- DEALER : WEST

NORTH

Spades- Q J 9 7

Hearts- 5 4

Diamonds- 10 9

Clubs- Q J 10 9 7

WEST

Spades- A K 3

Hearts- A Q 10 7 6 2

Diamonds- 3 2

Clubs- 8 3

EAST

Spades- 10 8 6 4

Hearts- K J 3

Diamonds- K Q 7 5

Clubs- 5 2

SOUTH

Spades- 5 2

Hearts- 9 8

Diamonds- A J 8 6 4

Clubs- A K 6 4

1. Which partnership do you think will play this hand?
2. How many tricks do they have to win the contract?
3. How many tricks do their opponents have to make to defeat the contract?
4. What is the trump suit? How many trumps does the partnership have? Is it a golden fit? How many times will they have to play trump?

15
14

OVERCALLS

As we've learned, the person who makes the first bid (either the dealer, or the first person to bid after one or more passes), is making an **opening bid**. We've learned that you should have 13-21 points (combination of HCP and distribution points) to make an opening bid at Level One (We will learn about opening bids at other levels as we progress).

What do you do if your *opponent* makes an opening bid? Can you still bid? If you bid *after* your opponents, but *before* your partner does, you are **overcalling**. (Remember, a pass is not a bid).

The requirements for an overcall bid are a little different from an opening bid. First of all, to overcall in *any* suit, major or minor, requires 5 or more cards in that suit. You need *approximately* opening points, depending on the level at which you overcall.

OVERCALLING AT LEVEL ONE – You need a 5 card or better suit, and 13 or more points, *or* a 5 card suit, with at least 10 points *and* at least 2 honors in the suit in which you overcall. (Remember 10-5-2)

OVERCALLING AT LEVEL TWO- You still need a suit with at least 5 cards, but you should have 13 points, no matter what.

Sometimes, your opponent has opened, you have 13 points, but you don't have a 5 card suit. You want to overcall, but you can't. We will talk in the future about what to do in that instance.

TEST YOURSELF:

1. You are East. North, the dealer, has bid 1 Club. What would you bid with each of the following hands?

Spades-10 8 6

Spades – 8 6 2

Spades- A J 7 4

Hearts- A K 10 4

Hearts- A 9 6 4

Hearts- A Q 10 7 3

Diamonds- Q 9 7 6 5 3

Diamonds – 9 8 5 4 3

Diamonds – 5 3

Clubs- X

Clubs- J

Clubs- 9 2

2. You are South. The dealer, East, has opened the bidding with 1 Heart. What would you bid with each of the following hands?

Spades – A 9 8 4
Hearts – K 7 4
Diamonds – 9
Clubs – A K J 5 3

Spades – A Q 9 7 5
Hearts – K 7 4
Diamonds – 9 2
Clubs – A 8 2

Spades – 10 7 4 3 2
Hearts – K 7
Diamonds – 9 6 3
Clubs – A K 5

3. You are West. The dealer, South, has passed. What do you bid with each of the following?

Spades – J 10
Hearts- Q J 9
Diamonds – A 9 3 2
Clubs – A Q 8 3

Spades – Q 7 4 3
Hearts – 7 6 2
Diamonds – A K 3
Clubs – A 10 7

Spades – 10 9 6 3 2
Hearts – 10 9 6 3 2
Diamonds – 9
Clubs – Q J

Spades – A Q 9 3
Hearts – A Q 9 3
Diamonds – K 8
Clubs – Q 10 9

Spades – A K Q 10 4
Hearts – A K Q 10 4
Diamonds – 10 2
Clubs – 6

Spades – Q 9 7 4
Hearts- A Q J 8 5
Diamonds – A 9
Clubs – 3 2

Spades – 7 4
Hearts – 2
Diamonds – A Q 9 7 2
Clubs – A K Q 6 3

Spades – J 5 3
Hearts – 9 7
Diamonds – Q 10 9 4 3
Clubs – A K 7

Spades – 9 6 2
Hearts – A 5 4 3
Diamonds – A 7 6
Clubs – K 8 4

REVIEW SHEET ON OPENING BIDS-

1. Spades- A,K,Q,5
Hearts- A,J,5
Diamonds-K,Q,3,2
Clubs- Q,9
Points 21 Bid 2T

2. Spades- A,K,Q,5,4,3
Hearts-A,K,Q,5,4
Diamonds-3
Clubs-A
Points 23 Bid 5C

3. Spades-A,10,5,4
Hearts-A,8,6,5,4
Diamonds-J,10,7,6
Clubs-X
Points 13 Bid 7C

4. Spades-A,K,Q,J,10,6
Hearts-K,10,8,7
Diamonds-J
Clubs-7,6
Points 16 Bid 1C

5. Spades-K,Q,7
Hearts-A,J,4,3
Diamonds-K,9,8
Clubs-10,8,6
Points 13 Bid 1C

6. Spades-K,Q,7

Hearts-A,K,Q,J,9

Diamonds-A,8,6

Clubs-J,10

Points 21 Bid 1NT

7. Spades-K,J,5

Hearts-A,10,7

Diamonds-A,J,5,4

Clubs-A,9,2

Points 17 Bid 1NT

8. Spades-10,5

Hearts-A,3, **2**

Diamonds-K,9,8,7,6

Clubs-9,8, **7**

Points 8 Bid 1

9. Spades-Q,5,3,2

Hearts-A,K,Q

Diamonds-A,Q,2

Clubs-A,3,2

Points 21 Bid 2NT

10. Spades-K,8,6

Hearts-5,4

Diamonds-A,K,J,10,9,8

Clubs-3,2

Points 13 Bid 1C

Describe what is meant by a balanced hand _____

Create a hand that should be opened with a bid of 1 NT. Spades? _____

Hearts? _____ Diamonds? _____

Clubs? _____

SAMPLE HAND – LESSON 3

NORTH

Spades- 7 5 2

Hearts- 2

Diamonds – 6 5 4

Clubs- J 10 6 4 3 2

Dealer: North

Contract: 6 Hearts

WEST

Spades – K J 4

Hearts – A Q 10 9 6 3

Diamonds – ~~Q 9~~

Clubs – A 5

EAST

Spades – A Q 10 8 6

Hearts- K 5 4

Diamonds- K 3 2

Clubs- K 9

SOUTH

Spades- 9 3

Hearts- J 8 7

Diamonds- A J 10 8 7

Clubs- Q 8 7

1. What's the opening bid? Who made it?
2. Who's declarer? Who leads the first card? What should it be?
3. Make a plan, as declarer, to make this contract. HINT: Count your losing tricks in each suit. How many tricks can you lose and still make the contract?
4. BONUS QUESTION: With the right lead, declarer can make every trick. Since declarer is missing an Ace, how is this possible?

SAMPLE HAND - West is the Dealer Contract—2 No Trump

NORTH

Spades- Q J
Hearts – 7 5 3
Diamonds – 6 5 4 2
Clubs – A 10 9 8

WEST

Spades – A K 7 6
Hearts – A J 9 8
Diamonds – A J 3
Clubs – K J

EAST

Spades – 10 9 8 5
Hearts – 10 6 4
Diamonds – 10 9 7
Clubs – Q 7 5

SOUTH

Spades- 4 3 2
Hearts – K Q 2
Diamonds – K Q 8
Clubs – 6 4 3 2

1. Who do you think made the opening bid? Why do you think that?
2. What would the correct opening bid be?
3. Do you think the contract is correct? Why or why not?
4. Who do you think declarer is? Why?
5. How many tricks will it take to defeat the contract?
6. Based on who you thought was declarer, who makes the opening lead?
7. What do you think the opening lead should be?
8. Pretend you are declarer. Count your potential winning tricks. Will you make this contract?

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Lesson Four -- OPENING AT LEVEL TWO- STRONG BIDS

There are two opening bids at level two that indicate strength.

1. 2 No Trump- A bid of 2 NT shows 20-21 HCP. Distribution points, as in 1 NT, do not factor in this bid. A bid of 2 NT has the same requirements as does 1 NT (a balanced hand, no singletons or voids, at most one doubleton, a stopper in every suit). This bid, however has a range of 20-21 HCP, instead of 15-17 points. Responders can decide if the partnership has a total of 26 points, before going on to bid game (3 NT)
2. Two Clubs- A bid of 2C shows 22 or more total points. Distribution points count. THIS BID DOES NOT PROMISE CLUBS. IT IS A POINT COUNT ONLY. Responders must bid (forcing bid), so opener can know their best suit.

REMEMBER: You should have 25-26 total points to attempt a complete game contract (3 NT, 4 Hearts, 4 spades), or 28-29 points to try 5C or 5D. When possible, go for a contract in a major suit first. Your second choice is no trump, and your last choice would be in a minor suit (clubs or diamonds). Remember, too, that an opening bid at the one level can show anywhere from 13-21 points, so if you have 20-21 points with an UNBALANCED hand, do not bid 2 NT, open a suit at the one level!!

Create a hand that could be opened with 2 NT. Spades? _____

Hearts? _____ Diamonds? _____

Clubs? _____

Create a hand that could be opened with 2 Clubs. Spades? _____

Hearts? _____ Diamonds? _____

Clubs? _____

SAMPLE HAND --- LESSON 4

22
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Dealer - East

NORTH

Spades - K 5 4 3

Hearts - A J 9

Diamonds - A K Q J

Clubs - K 9

WEST

Spades - A 9 8

Hearts - K 10 7 3

Diamonds - 10 6 5

Clubs - 5 3 2

EAST

Spades - J 10 7 6

Hearts - 5 4

Diamonds - 8 7 4 2

Clubs - A 10 6

SOUTH

Spades - Q 2

Hearts - Q 8 6 2

Diamonds - 9 3

Clubs - Q J 8 7 4

What is the probable contract?

Who is declarer?

Who leads the first card? What do you think it should be?

How many tricks does declarer have to make? How many sure tricks does he have? Make a plan for how this contract can be made.

SAMPLE HAND- CONTRACT 2 NT – The dealer is West

NORTH

Spades – Q J

Hearts – 7 5 3

Diamonds – 6 5 4 2

Clubs – A 10 9 8

WEST

Spades – A K 7 6

Hearts – A J 9 8

Diamonds – A J 3

Clubs – K J

EAST

Spades – 10 9 8 5

Hearts – 10 6 4

Diamonds – 10 9 7

Clubs – Q 7 5

SOUTH

Spades – 4 3 2

Hearts – K Q 2

Diamonds – K Q 8

Clubs – 6 4 3 2

1. Who do you think made the opening bid? What was it?
2. Do you think the contract is correct? Why or why not?
3. How many tricks will it take to defeat the contract?

SAMPLE HAND – South is the Dealer

NORTH

Spades – 8 6 3

Hearts – 6 4 2

Diamonds – J 7 5

Clubs – K 6 5 4

WEST

Spades – 9 5 4

Hearts – 9 5

Diamonds – K Q 10 4 2

Clubs – Q 9 3

EAST

Spades – K J 7 2

Hearts – 8 7

Diamonds – A 9 8 6 3

Clubs – 10 8

SOUTH

Spades – A Q 10

Hearts – A K Q J 10 3

Diamonds – X

Clubs – A J 7 2

1. Write the bids for each hand. What is the final contract?
2. How many potential losers does declarer have?
3. How can you use the “finesse” to make the maximum number of tricks?
4. Who leads first? What would you lead?
5. Make a plan to successfully make this contract.

SIMPLE RESPONSES – PART ONE –

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You are a responder if your partner has made an opening bid or an overcall. If your partner has made an opening bid, he has between 13-21 points (a combination of HCP and distribution points). If he has made an overcall, he has around opening points, and at least 5 cards in the suit in which he overcalled. Use that information to determine what your response should be.

TO ANSWER YOUR PARTNER (IN OTHER WORDS, TO RESPOND), YOU SHOULD HAVE AT LEAST 6 POINTS. WITH LESS THAN THAT, YOU NEED TO PASS.

If your partner has opened in a minor suit: Remember, an opening bid in a minor suit does not promise that the minor suit is partner's best suit. He could have 4 cards in a major (hearts or spades), but not be able to bid it, since we play 5 card major. Therefore, if you have a 4 card major, and at least 6 points, you need to bid your major suit. If partner also has 4 cards in that suit, he will know you have a fit! If you have 4 hearts and 4 spades, bid the hearts first.

Ex: Partner has opened 1 diamond.

Your cards:

Spades – A, 8, 4, 3

What's your bid? _____

Hearts – K, 10, 6, 2

What if partner's next bid is in spades? What do you think you would do?

Diamonds – Q, 4, 3

Clubs – 6, 5

NOTE: Very important... When you respond to your partner like this, all he knows is that you have 6 points or more. You could have up to 16 points (with more, there's another bid, which we will talk about another time). Since opener doesn't know if you have just 6 points, or a lot more, he cannot pass. Remember, the goal is to bid to a complete game (26 combined points), and he is not going to pass until he knows more about what you've got.

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If your partner has opened in a major suit: Remember, partner's opening bid in a major suit promises at least 13 points, and at least 5 in that suit. If you can support his suit (if there is a total of 8 between you and your partner), and if you have at least 6 points, you will bid his suit to show that you have a fit. The level at which you bid his suit will depend on how many points you have.

Ex: Partner opens 1 heart. You have 3 hearts.

With 6-10 points: Bid 2 hearts (Supporting at the cheapest level). This is called a *simple raise*.

With 11-12 points: Bid 3 hearts (Skipping one level.). This is called a *limit raise*. If opener has only 13 points, he may then pass, because he knows you don't have a total of 26 points. However, if he has 14 or 15 points, he will bid 4 hearts, because he will add his points to your points, and know there is enough for game level.

With 13 or more points: You know that you should be at game level (4 hearts). How do you know? You have a total of 26 points. Remember, game level, bid and made, gives hundreds of extra points in the scoring. Therefore, the simplest thing to do would be to bid right to game. Bid 4 hearts.

Exercise:

Partner opens 1 heart. What is your bid in each of the following examples?:

Spades- A, K, 8, 7, 6, 5

Spades – A, K, Q

Hearts: 10, 9

Hearts – 10, 9, 8 6

Diamonds: J, 10

Diamonds – A, 8, 6, 4

Clubs: J, 10, 9

Clubs – 6. 4

Spades – X

Spades – A, 10, 7

Hearts – 6, 4, 3

Hearts – A, Q, J, 8

Diamonds : 10, 9, 8, 7, 6, 5

Diamonds – 5, 4, 3

Clubs: 6, 5, 4, 3

Clubs – 5. 3, 2

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SIMPLE RESPONSES – PART TWO

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Last week we learned that to respond to your partner's opening or overcall you need at least 6 points. Unless your partner has made a forcing opening bid (like 2 clubs), you would pass with fewer than 6 points in your hand. We learned about the following situations:

1. Your partner has opened in a minor suit: If you have a four card major suit, you would respond by bidding that suit.
2. Your partner has opened in a major suit: If you have 3 cards in that suit, you would respond by bidding partner's major suit. With 6-10 points you would bid it at the 2 level. With 11-12 points you would bid it at the 3 level. With 13 or more points you could go right to game (e.g. 4 hearts or 4 spades).

There are other situations in which you have enough points to respond to your partner, but you don't have a 4 card major to answer partner's minor suit bid, or you don't have at least 3 cards in partner's major suit. You still need to bid.

Partner opens in a minor suit, but you don't have a four card major:

One option you could take is to respond *1 No Trump*. This bid shows that you don't have a major suit for partner and you have between 6-10 points. A one no trump response always shows 6-10 points!!

Another option you could take is to respond in partner's suit. For example, if he opens 1 club, you could respond 2 clubs. Just like above, that would show 6-10 points. The difference is, you would need about 5 clubs. Why? Remember, partner may have as few as 3 clubs and still open 1 club.

Partner opens in a major suit, but you don't have support in his suit:

One option you could take is to respond *1 No Trump*. As explained above, this is something you could do with 6-10 points, and no support in partner's major suit.

The above bids are used when you are responding with a weak hand (6-10 points). You have other options with more points.

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When you have 11 or more points, you can feel free to show your best suit, even if you have to go to the 2 level to bid it (Remember, every bid has to be higher on the bidding scale than the previous one). YOU CANNOT GO TO THE 2 LEVEL TO RESPOND UNLESS YOU HAVE AT LEAST 11 POINTS. (The one exception to that is if you are making a simple raise—partner opens 1 spade, you bid 2 spades). So openers, remember.... If partner bids to the 2 level after you open at the one level, he's showing you 11 points. Bear that in mind when deciding whether or not to bid to game (Remember 3 NT needs 25 points, 4 H or 4 S needs 26 points, 5 C or 5 D needs 28 or 29 points). **What do you bid?**

Partner has opened 1 Diamond:

Spades – A, 8, 6

Hearts – A, 10, 9

Diamonds – 10, 8, 5, 4

Clubs – J, 6, 5

Spades – A, 8, 6

Hearts – A, K, Q, J, 7, 4

Diamonds – 9

Clubs – 5,4,3

Spades – A, J, 5, 3

Hearts – 10, 5, 4, 3

Diamonds – 6, 3, 2

Clubs – 3, 2

Spades – J, 10

Hearts – K, J, 9, 5

Diamonds – Q, J, 10, 9, 7, 3

Clubs - 8

Partner has opened 1 Spade:

Spades – A, K, 3, 2

Hearts – A, K, 3

Diamonds – 10, 8, 7, 4, 3, 2

Clubs- X

Spades – A, K

Hearts – J, 7, 5, 4, 2

Diamonds – 8, 4, 2

Clubs – 8, 5, 4

OPENING BIDS, OVERCALLS AND RESPONSES EXERCISE

What would you bid as the dealer?

1. Spades – A Q J 10
Hearts – K 9 8 7 3
Diamonds – Q 6 2
Clubs – 7

2. Spades – A J 10 9 2
Hearts – K Q 9 7 6
Diamonds – 10
Clubs – J 8

3. Spades – 8
Hearts – J 10 9 8
Diamonds – A 5 3 2
Clubs – A 9 6 5

4. Spades – 8
Hearts – J 10 9 8
Diamonds – A K 3 2
Clubs – A K J 6

5. Spades- K 10 5
Hearts – A Q 8 6
Diamonds – Q J 8
Clubs – A 9 2

6 Spades – Q J 10 5
Hearts – A Q 2
Diamonds – A K 6 3
Clubs – A J

You are East. North bids 1 Spade. What is your bid?

7. Spades – 10 9
Hearts – A K 9 8 6
Diamonds – 7 6 5
Clubs – 8 4 3

8. Spades – A K Q J 10
Hearts – J 8 6
Diamonds – 8 7 2
Clubs – 6 4

9. Spades – 9 7 4
Hearts – A Q 10 2
Diamonds – A K 8 4 3
Clubs – 8

Your partner, North, bids 1 Heart. East passes. As South, what's your bid?

10. Spades – A K 10 6
Hearts – 8 7
Diamonds – Q 9 5 4
Clubs – 9 6 3

11. Spades – A K 9
Hearts – Q 10 4
Diamonds – 10 8 7 5
Clubs – 9 6 3

12. Spades – A 7
Hearts – A K 8 6
Diamonds – Q 7 4 2
Clubs – 8 6 5

PREEMPT BIDS (Weak 2, 3 or 4 Level Opening Bids)

We have already learned that opening bids at the one level indicate a hand strength of between 13 and 21 points. Keep in mind that many modern players open with 12 points in some situations, but usually not beginners.

We have also learned that a player can open at the 2 level with a very strong hand. Remember that an opening bid of 2 NT shows 20-21 HCP and a balanced hand. Remember, too, that an opening bid of 2 clubs shows 22 or more points (both HCP and distribution points), and no indication of how these points are distributed among the suits.

Bidders also use **preempt bids**, which are bids at level 2 or higher that indicate weakness in points, but length in a suit. Here is their meaning:

Level 2 openings- An opening bid of 2 diamonds, 2 hearts or 2 spades means 6 cards in that suit, between 6-10 HCP, and 2 picture cards (honors) in that suit. If you have 6 clubs, however, you can't use the preempt bid to open 2 clubs to show weakness, since that is a bid that shows 22 or more points.

Level 3 openings – An opening bid of 3 clubs, diamonds, hearts or spades means 7 cards in that suit, between 6-10 HCP, and 2 picture cards in that suit. Notice that you can make this bid in clubs. Sometimes, if you only have 6 cards in clubs, but it's a really good club suit, some players will open 3 clubs.

Level 4 openings – An opening bid of 4 clubs, diamonds, hearts or spades shows 8 cards in that suit. All other requirements are as indicated above.

Responding to a preempt bid: While the exact requirements for responding will be discussed at a future time, suffice it to say that you should have at least opening points to consider responding to your partner's preempt bid! Why?

Why make a preempt bid? With a preempt bid, you are able to bid your hand without needing opening points. You are also raising the bidding to a level where you might make your opponents hesitant to bid (you've *preempted* the bidding).

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Your partner opens 1 Diamond. Your RHO passes. What's your bid?

- | | | |
|--------------------------|---------------------|-------------------|
| 13. Spades – A, 10, 8, 6 | 14. S – J, 10, 8, 4 | 15. S – 7, 5 |
| Hearts – K, 9, 7, 5 | H – Q, 5, 4 | H – 9, 6, 3 |
| Diamonds – 10, 3, 2 | D – 9, 6, 5, 3 | D – Q, 10, 6 |
| Clubs – 9, 2 | C – 4, 2 | C – A, K, 7, 6, 3 |
-

Your partner opens 1 Spade. Your RHO passes. Your bid?

- | | | |
|-------------------------|------------------|-------------------|
| 16. Spades – A, 10 | 17. S – K, 10, 8 | 18. S – A |
| Hearts – 10, 9, 8, 7, 6 | H – A, Q, 10, 9 | H – K, J, 10 |
| Diamonds – K, 8, 4 | D – A, 8, 6 | D – A, Q, 8, 4, 2 |
| Clubs – J, 9, 3 | C – 9, 7, 5 | C – 8, 6, 5, 4 |
-

What is your opening bid?

- | | | |
|--------------------------------|---------------------------|---------------------------|
| 19. Spades – A, K, 10, 9, 8, 4 | 20. S – A, K, 10, 9, 8, 4 | 21. S – A, K, 10, 9, 8, 4 |
| Hearts – A, K, Q | H – A, Q, 5 | H – J, 10, 5 |
| Diamonds – A, J | D – 10, 9, 8, 4 | D – 9, 8 |
| Clubs – J, 9 | C – X | C – 6, 4 |
-

- | | | |
|-----------------------------------|------------------|-----------------------|
| 22. Spades – A, K, 10, 9, 8, 4, 2 | 23. S – A, K, 10 | 24. S – J, 8, 5 |
| Hearts – 8 | H – A, J, 4 | H – 7 |
| Diamonds – 5, 4 | D – K, Q, 9 | D – 9, 8, 3 |
| Clubs – 9, 5, 3 | C – A, J, 10, 5 | C – K, Q, J, 10, 9, 8 |
-

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SAMPLE HAND :

CONTRACT – 4 Hearts- DEALER: EAST

Date:

NORTH

Spades- K 8 5

Hearts- K 10 5 4

Diamonds- K 8

Clubs- Q J 9 6

WEST

Spades- 10 9 6 3

Hearts- 9 3 2

Diamonds- A 10 9 7

Clubs- A K

EAST

Spades- 4 2

Hearts- 7

Diamonds- Q J 6 4 2

Clubs- 10 8 7 5 3

SOUTH

Spades- A Q J 7

Hearts- A Q J 8 6

Diamonds- 5 3

Clubs- 4 2

1. Starting with the dealer, give the complete bidding for this hand.

2. Who is declarer? _____

3. What are the possible losers in this hand? _____

SAMPLE HAND # 6- LESSON # 6- CONTRACT 3 Diamonds - DEALER: WEST 32

NORTH

Spades- 9 8 7
Hearts-
Diamonds- K Q 10 8 7 6 5
Clubs- K 3 2

WEST

Spades- 6 5 3
Hearts- J 10 9 6 5
Diamonds- 2
Clubs- Q J 10 9

EAST

Spades- Q J 4
Hearts- K Q 3 2
Diamonds- A 3
Clubs- A 6 5 4

SOUTH

Spades- A K 10 2
Hearts- A 8 7 4
Diamonds- J 9 4
Clubs- 8 7

1. Starting with the dealer, give the complete bidding for this hand.

2. Why did they end up in a partial contract?

3. What losers does declarer see in this hand?

4. Do you see a way for a possible overtrick? _____

SAMPLE HAND – South is the dealer

NORTH

Spades – A

Hearts – K J 4

Diamonds – A 6 4

Clubs – ~~A~~ 8 7 5 4 2

WEST

Spades – 9 6

Hearts – Q 8 5 2

Diamonds – Q 8 7 3

Clubs – Q 9 6

EAST

Spades – Q 4 2

Hearts – A 10 9 3

Diamonds – J 10 9

Clubs – K J 10

SOUTH

Spades – K J 10 8 7 5 3

Hearts – 7 6

Diamonds – K 5 2

Clubs – 3

1. Beginning with South, give each player's bid. There should only be 2 bids before the bidding ends.
2. What convention is used in this bidding?
3. Make a plan to make this contract. How many potential losers does declarer see?
4. Who leads? What would you lead?

OVERCALLS, PENALTY DOUBLES, TAKE OUT DOUBLES

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An overcall is a bid made by one partnership after the other partnership has made an opening bid. The requirements for an overcall are somewhat different from those needed to make an opening bid. A player making an overcall bid should have at least 5 cards in the suit he is bidding. This would be true whether or not it is a major suit. An overcall often indicates opening points, but with a good suit (at least 5 cards, and at least 2 picture cards), a player can overcall with as few as 10 HCP. Remember, this is only true in the overcall position.

A double is a bid made by one side after the other side has bid. If the double is followed by three passes, the bid that was doubled becomes the contract. If the contract is made, the score given is higher, since it was doubled. If the contract is defeated, the score given to the side that defeated the contract is higher than it would have been if the bid hadn't been doubled.

There are several kinds of doubles. We are going to learn about two of them:

1. Penalty Double- If the opposition makes bids so high that you think they cannot make the contract, you can say "double". Bidding is not over, and the opponents can change the bid to another suit, or to no trump. They can choose to pass, and let the bid stand. Sometimes, when their bid is doubled, players feel that they will make the contract. They can then say, "redouble". If the contract is made, they will make even more points than if they had passed on the double. Of course, if the contract is defeated, redoubling the double will cause their opponents to get a higher score.
2. Take Out Double- If a player has a hand that has enough points to make a bid, but cannot overcall because he does not have a 5 card suit, he can show his opening points by saying "double". He would need to have at least 3 cards in each of the unbid suits to say that. If the next player passes, his partner must bid her best suit, even if she has no points at all. Therefore, unless there is an intervening bid, take out doubles are forcing.

How do you know if your partner is doubling for penalty or if he wants you to bid? Look at the level at which he is doubling. If he doubles right after the

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opponents make an opening bid, he is showing you opening points, or close to opening points. He is showing you at least 3 cards in the unbid suits. He wants you to show him your best suit (unless there is an intervening bid, and you really don't have anything). If your partner doubles at a high level (usually around the level of a complete game (3 NT, 4 Hearts, 4 Spades, 5 clubs, 5 diamonds), or higher, then he is saying that he doesn't think the opponents will make their contract. That could be because he has a certain amount of points, or he has a lot of cards in the trump suit.

NOTE: There may be times when the opposition has made an opening bid, and you have enough points to make an overcall, but you are unable to bid. What if you have 13 points, for example, but you don't have 5 cards in any suit, and you also don't have at least 3 cards in each of the unbid suits? You would, unfortunately, have to pass.

Imagine North has opened 1 Diamond. You are East, and this is your hand:

Spades- A, K, Q

Hearts- A, K

Diamonds- J, 10, 9, 8, 7,

Clubs- 8,5,3

You cannot bid diamonds, since North opened with that suit. You do not have another suit to bid. You cannot make a take out double, since you only have 2 hearts. You certainly have opening points, but since you are not the opener, your hand does not meet any of the criteria for making a bid. You can only pass. However, should the opposition continue to bid diamonds, if the level gets high enough, you might be able to make a penalty double. For example, if they bid to 3 diamonds, you would have a good chance to defeat them. You have 3 tricks in spades, two tricks in hearts, and two tricks in diamonds. They could not make the 9 tricks they would need for their contract. Even though they didn't bid to game level, your hand would be strong enough to make a penalty double.

THE TAKEOUT DOUBLE

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A takeout double is made when your opponent has bid and your partner has not. Like with the penalty double, you just say, "Double". If your double is followed by three passes, the opponent's bid becomes the contract, and, because it was doubled, will give a higher score to either the offense or the defense, depending on whether or not the contract was made. Also, as in the penalty double, a takeout double can be redoubled by the side that made the bid which was doubled.

However, unlike the penalty double, the purpose of the takeout double is not to communicate, "I don't think you can make this contract." The message of the takeout double is to say, "I have an opening hand, but can't overcall, as I don't have 5 in a suit." Please describe your hand, partner.

These are the elements of a hand that can be used to make a takeout double:

1. Opening points – 13 points (H.C.P + distribution)
2. 3-4 cards in each of the unbid suits.
3. Shortness (void, singleton, doubleton) in the suit bid by the opposition.
Since you can support your partner's suit, you can add distribution points for your shortness in the opponent's suit.

A takeout double can be made right after your right hand opponent has bid, or after both opponents have bid, and you are the 4th hand to bid.

If your partner has made a takeout double, and the next person passes, you are generally required to bid, as it is likely that the opponents will make their contract. Remember, your partner has very few (at most 2) cards in that suit.

Here's what to do if your partner makes a takeout double:

1. With 0-9 HCP, bid your longest unbid suit (or bid 1 NT, if your only 4 card suit is the one bid by the opponents).
2. With 10-12 HCP, bid your longest unbid suit, but jump one level. By jumping one level, your partner knows that you're not just bidding because you have to.

3. With 13 or more HCP, you can jump right to game, either in no trump or in a suit. Remember, your partner must have at least 3 cards in your suit to have made a takeout double.

Can you ever pass if your partner has made a takeout double? Generally, this double is forcing, meaning that you must bid, even if you don't have any points. There are 2 exceptions:

1. If the opponents make an intervening bid after your partner doubles, you don't have to bid.
2. If you have 5 cards in the opponent's suit topped by 4 honors, or 6 cards in that suit, topped by 3 honors. By not doubling, you're hoping that this suit ends up being the trump suit, making it very difficult for the opponents to make their contract.

When your partner doubles, how do you know if it's a penalty double or a takeout double, which forces you to bid?

1. If an opening bid of a suit is doubled, it's almost always a takeout double. This includes preempt bids at the 2 and 3 level. Of course, your partner would need more points to double an opening bid at the 2 or 3 level, since he's forcing you to bid at a higher level.
2. A double made at a player's first opportunity to bid is a takeout double.
3. A double made after the opponents have agreed on a suit at the 2 or 3 level is a takeout double.
4. If your partner doubles a game level contract, or a slam level contract, it's always a penalty double.
5. If your partner doubles a 1 NT opening bid, it's a penalty double.

For each hand, what would you do if your RHO opens 1 club?

S-A,J,10,6,3

S-A,J,5,3

S-Q,J,10

H-4,3

H-Q,10,8,6

H-A,J,4,3

D-K,9,3

D-K,J,4,2

D-K,10,2

C-K,Q,6

C-9

C-A,Q,6

S-A,3	S-10,8,7,4	S-Q,7,5
H-A,Q,8,6,3	H-A,K,8,2	H-A,J
D-K,J,8,5,2	D-A,Q,3	D-Q,9,7,4
C-4	C-8,5	C-K,Q,8,3

Your LHO has opened the bidding at 1 spade, and your partner doubles. Your RHO passes (usually the smartest move). How do you respond with each of the following hands?

S-8,9,2	S-J,10	S-A,J,9,3
H-J,8,7,5	H-K,3	H-K,10,5
D-Q,5,4	D-Q,J,10,8,4	D-J,4,2
C-8,7,2	C-8,6,5,3	C-10,8,6

Your LHO has opened the bidding at 1 heart, and your partner doubles. Your RHO passes. What do you bid with each of the following hands?

S-J,10,7,6,3	S-Q,10,3	S-A,8,2
H-9,4,2	H-K,J,10,8	H-10,9
D-A,Q,6	D-A,9,2	D-K,Q,J,10,8
C-K,3	C-Q,7,3	C-8,6,2

Your LHO has opened the bidding at 1 diamond, and your partner doubles. Your RHO passes. What do you bid with each of the following hands?

S-8,6	S-A,6,3	S-Q,10,7,6,4,3
H-A,K,8,4,2	H-K,4,2	H-9
D-A,9,3	D-Q,J,9,8	D-J,8
C-J,5,4	C-A,10,3	C-A,K,J,6

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SAMPLE HAND- East is the Dealer

NORTH

Spades – 6 3
Hearts -6 5 4 3
Diamonds – Q J 10 9 5
Clubs – A 4

WEST

Spades- 10 8 7 5
Hearts – Q 8 7
Diamonds – 8 7
Clubs – 10 8 7 2

EAST

Spades – Q J 9 2
Hearts – K 9 2
Diamonds – K 6 4
Clubs – K J 3

SOUTH

Spades – A K 4
Hearts – A J 10
Diamonds – A 3 2
Clubs – Q 9 6 5

1. Write the bids out for each hand. Why does South bid the way he does?
2. What is the final contract?
3. How many potential losers does declarer have?
4. Make a plan to successfully make this contract.
5. Who leads first? What would you lead?

JACOBY TRANSFER

Today we are learning about Jacoby Transfer (named after a famous bridge player). This is a convention used when the opener bids 1 NT, and his partner has a major suit of at least 5 cards. The responder wants to show his five card major suit, but does so in an unusual way. He actually bids the suit under his suit in the bidding scale. In other words, instead of bidding 2 hearts, he bids 2 diamonds. Instead of bidding 2 spades, he bids 2 hearts. The opener (who bid 1 NT), will then bid the correct suit, the suit the responder actually has. In other words...

Opener bids 1 NT. Responder has 5 hearts. He bids _____. Opener then bids _____. We will talk about what happens next in a little bit.

Opener bids 1 NT. Responder has 5 spades. He bids _____. Opener then bids _____.

By the way, the Jacoby transfer can be used when responder has any amount of points – even zero! The reason is IT IS PREFERABLE TO PLAY IN A SUIT CONTRACT OVER NO TRUMP.

It can work the same way when opener opens with 2 NT, and partner has a major suit of at least 5 cards. He shows his five card major but bidding the suit right under his suit in the bidding scale. Then the opener will bid his partner's suit. In other words...

Opener bids 2 NT. Responder has 5 hearts. He bids _____. Opener then bids _____. If opener bids 2 NT, and responder has 5 spades, responder will bid _____. Opener then bids _____.

Why do we do this seemingly crazy thing? Here's why. If responder bids his actual five card major, and it ends up being trump, the 1 NT or 2 NT opening hand will end up being the dummy hand, and will be on the table for all to see. That will make defense so much easier for the opponents. By transferring the bid to the opener, the weaker hand becomes the dummy.

*What happens next depends on how many cards are in responder's suit. With 6 spades or hearts, he knows there's a golden fit (8 cards), since opener had to have at least 2 cards in that suit to open in no trump. Therefore, after opener bids his partner's suit, responder will repeat that suit with 6 cards, knowing that this suit

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should be trump. What level he responds at depends on how many points he has (with about 10 points he can go right to game – 4 hearts or 4 spades). With less he can give an invitation – 3 hearts or 3 spades. Opener can then decide whether or not to go to game. If he has more than 15 points, he can go to game by himself. IF RESPONDER WAS USING JACOBY TRANSFER WITH ZERO TO EIGHT POINTS, HE WILL PASS AFTER HIS PARTNER BIDS HIS SUIT!! Why do you think that?

** If responder has 5 hearts or spades, it's a different story. Opener may only have 2 cards in that suit when he opened in no trump. That would make a total of 7 cards, and not a golden fit. Therefore, responder gives him a chance to play in no trump. The bidding would go something like this:

Opener	Responder
1 NT	2D (He has 5 hearts)
2 H	Pass (With 0-8 points)
	2 NT (9 points)
	3 NT (10-15 points)

WHILE 3 NT IS NORMALLY A SIGN-OFF BID (MEANING BIDDING SHOULD STOP, AND PARTNER SHOULD PASS), IN THIS CASE IT CAN BE CONSIDERED AN INVITATION TO PARTNER. IF OPENER ACTUALLY HAS 3 OR MORE CARDS IN HIS PARTNER'S MAJOR SUIT, HE WOULD THEN REBID THAT SUIT, KNOWING THERE IS A GOLDEN FIT, AND ENOUGH POINTS FOR A GAME CONTRACT.

*In the above chart, notice that responder would go to 3 NT with 10-15 points. What happens with more than 15 points? If responder had 16 points, for example, that would mean that he and opener had a minimum of 31 points together, and up to 33 points. You can usually make a contract at the 6 level (small slam) with 32 to 33 points. With more than 15 points, and partner opening 1 NT, you would want to investigate bidding slam (to be discussed later).

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SAMPLE HAND – North is the Dealer

NORTH

Spades – A Q 3
Hearts – 8 4
Diamonds – K Q 6
Clubs – A Q 7 5 3

WEST

Spades – 7
Hearts – Q 10 7 2
Diamonds – A 8 7
Clubs – K 9 8 6 2

EAST

Spades – J 9 5
Hearts – A K 9 6 5
Diamonds – J 10 5 3
Clubs – 10

SOUTH

Spades – K 10 8 6 4 2
Hearts – J 3
Diamonds – 9 4 2
Clubs – J 4

1. Write down the bidding for each hand. What is the final contract?

2. Who leads? _____ What might be a good lead? _____
3. How many potential losers does declarer have?

4. Make a plan to successfully make this contract.

THE STAYMAN CONVENTION

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This convention is used as a response to a 1 NT or 2 NT opening. The responder who uses this convention must have 2 things in his/her hand. He must have at least 8 HCP, and a 4 card major suit. He shows this by bidding 2 clubs. THIS BID DOES NOT MEAN THAT HE HAS A GOOD CLUB SUIT. The opener must then respond by bidding his 4 card major suit. If there is a fit (8 hearts or 8 spades), then that suit will be trump. Consider the following:

1. If opener has 2 four card majors, he will bid the one that is lower on the bidding scale first.
2. If this suit does not match responder's four card major, then the hand should be played in no trump.
3. If opener does not have a four card major, he shows this by bidding 2 diamonds after responder bid 2 clubs.
4. If there is a bid by the opposition after opener bids 1 NT, you can't use either Jacoby or Stayman convention.
5. If responder has 8 points, and there is not a fit in a major suit, he will bid 2 NT. If he has 10 or more points, and there is no fit, he will bid 3 NT (because the partnership has 26 points).

Opener	Responder
S- A,J,4,3	S- K,Q,8,6
H- Q,5,2	H- 9,4
D- A,K,6	D- Q,9,8,7
C- K,10,7	C- A,5,4

What would the bidding be? What's the final contract? Who is declarer?

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Opener	Responder
S- A,4,3	S- K,Q,7,6
H- Q,J,10,9	H- 6,4
D- A,6,5 ✓	D-Q,9,8,7 ✓
C- K,J,9	C- A,5,4

What would be bidding be? What's the final contract? Who is declarer?

Opener	Responder
S- A,K,8	S- Q,J,7
H- K,Q,10,7	H-A,9,5 ✓
D-Q,J,9, ✓	D- K,8,5,4 ✓
C- J,6,2	C- 10,5,4

What would the bidding be? What's the final contract? Who is declarer? What if responder had 8 points, but the same distribution. What should his bid be? What if he had 6 or 7 points with the same distribution. What's his bid? What if he had 5 hearts and the same points as above? What if he had 5 spades, and the same points as above? What if he had 6 hearts and the same points? What if he had 6 spades and the same points?

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SAMPLE HAND – South is the Dealer

NORTH

Spades – 7
Hearts – K 9 7 4
Diamonds – A K J 5
Clubs – J 10 9 5

WEST

Spades – K 9 8 5 3
Hearts – 10 3
Diamonds – 8 4
Clubs – 8 6 5 2

EAST

Spades – 10 6 4 2
Hearts – A J 5 2
Diamonds – 9 3
Clubs – A 7 3

SOUTH

Spades – A Q J
Hearts – Q 8 6
Diamonds – Q 10 7 6 2
Clubs – K Q

1. Write the bids for each hand until you have a contract. What is it?
2. Who is declarer?
3. Who leads? What would you lead?
4. Make a plan to successfully make this contract.