

# Module 12 – Revision of Lessons 4-11

Recognising the 4 week Christmas Break this week is purely revision

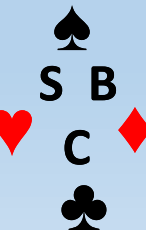
1. Balanced Hands ( $\leq 19$ HCP), responses and Quiz
2. Unbalanced Hands ( $\leq 19$ HCP), responses and Quiz
3. Playing 6 Hands

**K**keep  
**I**t  
**S**imple  
**S**tupid

**“Don’t argue with your wife at the bridge table!  
As its likely to be wife or death”**



*This week’s Paddy’s Pearl*





# Opening with a Balanced Hand ( $\leq 19$ HCP)

*A Balanced hand is 4432, 4333, 5332*

Points(HCP)	Bid
12-14HCP	Open 1NT
15-19HCP	<b>15-16HCP</b> Open 1 of longest suit*. Rebid NT over partner's new suit response the lowest level
	<b>17-18HCP</b> Open 1 of longest suit*. Jump Rebid NT over partner's new suit response i.e. jump a level
	<b>19HCP</b> Open 1 of longest suit*. Rebid 3NT over partner's new suit response

\* With 2 suits of equal length, open the higher ranking suit  
(Except open 1♥ with 4♠ and 4♥ suits)



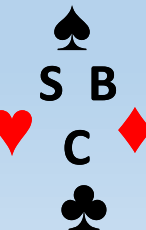


# Responding to 1NT opening bid

**Remember 1NT opening is a limit bid and doesn't promise a rebid, SO Responder is in charge and will USUALLY place the final contract**

Response	Points (HCPs)	Description
Pass	0-10	No 5 card suit
2♣	11+	Stayman Convention*, asking opener if he/she has a 4 card major
2♦, 2♥, 2♠	0-10	5+ card suit
2NT	11-12	Balanced, <b>inviting game</b>
3♥, 3♠	11-12	Precisely 5 card major, <b>inviting game</b>
3NT	13+	Balanced with no 4 card major
4♥, 4♠	13+	6+ card major

- Stayman; Initially only use this if you have some prospect of GAME and you are trying to determine whether it is in a major fit or NT.**  
*With experience you will find circumstances to use it with weaker hands*





# Opening 1NT- When can you bid again?

*With a “Good” 1NT Opener after Responder’s Invitational Limit Bid*

Only rebid unless partner responds one of the following:

Partner’s Bid0	Opener’s Rebids
<b>2NT</b> (11-12HCP)	Pass with a minimum, raise to 3NT with a maximum (14HCP or a good 13*HCP)
<b>3♥/3♠</b> (11-12HCP and 5 card major)	Raise to 4♥/4♠ with 3+ card support, bid 3NT with a doubleton and a maximum (14HCP or a good*13HCPs)

*A “good” 13HCPs is where you have 3 card support AND*

- a) Where you have 5332 distribution.
- b) Where you have a number of intermediates (10s and 9s)
- c) Suit/s with honour sequences e.g. QJ109



# Quiz 12

1. Partner opens 1NT what do you respond in the following hands?

a)

♠ 8  
♥ Q87  
♦ KJ975  
♣ 9876

b)

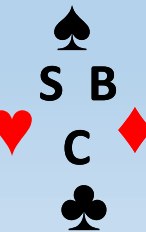
♠ KJ9763  
♥ A4  
♦ J87  
♣ 72

c)

♠ Q62  
♥ Q2  
♦ K986  
♣ J1096

d)

♠ KJ9763  
♥ A4  
♦ K87  
♣ 72



# Quiz 12

1. Partner opens 1NT what do you respond in the following hands?

a)

♠ 8  
♥ Q87  
♦ KJ975  
♣ 9876

2♦

b)

♠ KJ9763  
♥ A4  
♦ J87  
♣ 72

2♠

c)

♠ Q62  
♥ Q2  
♦ K986  
♣ J1096

2NT

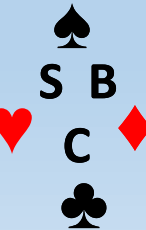
d)

♠ KJ9763  
♥ A4  
♦ K87  
♣ 72

3♠

- a) Take out with 2♦ since this is likely to be safer than 1NT and there is no chance of a game.
- b) Even with distributional points this hand at best is only worth 10HCPs and therefore game is not likely but 2♠ is potentially easier than 1NT

- c) With 11HCP opposite a minimum of 12HCP there is a minimum point count of 23HCP, hence invite opener to game with 2NT since it is a balanced hand. Opener should only bid 3NT with top of the range (14HCP or a good 13
- d) With 11HCP and a good 6 card ♠ suit, bidding 3♠ shows a strong invitation to game asking opener to choose 3NT or 4♠ if top of the 1NT opening range.



## Quiz 12

2. You open 1NT, partner responds 2♣, what do you respond in the following hands?

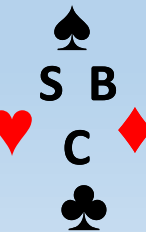
*At this stage I suggest that Stayman should only be used if there is some interest in a game*

a)

♠ K97  
♥ K865  
♦ A97  
♣ K86

b)

♠ K976  
♥ K1065  
♦ A98  
♣ K87



# Quiz 12

2. You open 1NT, partner responds 2♣, what do you respond in the following hands?

*At this stage I suggest that Stayman should only be used if there is some interest in a game*

a)

♠ K97  
♥ K865  
♦ A97  
♣ K86

2♥

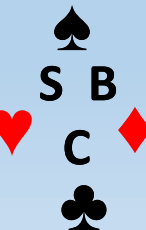
b)

♠ K976  
♥ K1065  
♦ A9  
♣ K87

2♥

You should respond 2♥ since responder's 2♣ (Stayman) aims at finding a major suit fit. Since I suggest that (at this stage of your expertise) Stayman should have some game interest. Responder would bid NT if he/she had a 4 card ♠ suit and 3 or 4♥'s depending on HCPs with a 4 card ♥ suit

*In b) if responder bids NT opener should rebid 3♠ or 4♠ knowing responder has 4 spades.*





## Quiz 12

3. Your partner opens 1NT what would you respond in the following hands

*Examples of exceptions to Stayman showing potential game interest*

a)

♠ A7654  
♥ J963  
♦ J107  
♣ 4

b)

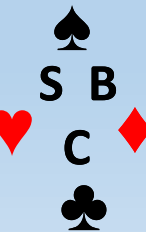
♠ 9875  
♥ 8653  
♦ 87542  
♣ -

c)

♠ J107  
♥ J963  
♦ A7654  
♣ 4

d)

♠ 9875  
♥ 8653  
♦ -  
♣ 87542



# Quiz 12

3. Your partner opens 1NT what would you respond in the following hands

*Examples of exceptions to Stayman showing potential game interest*

a)

♠	A7654
♥	J963
♦	J107
♣	4

2♣

b)

♠	9875
♥	8653
♦	87542
♣	-

2♣

c)

♠	J107
♥	J963
♦	A7654
♣	4

Pass or 2♦

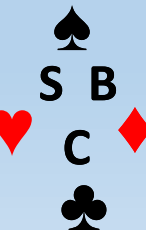
d)

♠	9875
♥	8653
♦	-
♣	87542

Pass

- a) This hand is better for a suit contract rather than a NT contract. Bid 2♣ and pass 2♠ or 2♥ from opener and if opener bids 2♦ then bid 2♠ which is the weak take out you would have bid in the first place, but you had hoped to find a ♥ or a ♠ suit fit
- c) *Similar to hand a) but with the diamonds and spades reversed. You cannot bid 2♣ as you have nothing sensible you can do if opener bids 2♠. You have to decide whether to Pass or bid 2♦ weakness take out. Probably the latter.*

- b) Terrible hand which would be even worse as dummy in 1NT. Bid 2♣ and PASS ANY bid from partner as he can only bid or 2♠. If partner cannot bid ♥ or ♠ then he has at most 3 in each; and probably has at least 3♦s so 2♦ is likely to be the best “weakness take out”
- d) Although as bad as hand b) you cannot now bid 2♣ as you have no sensible bid to make over an opening rebid of 2♦.





# Opening with an Unbalanced Hand ( $\leq 19$ HCP)

Opener is Unbalanced when **NOT** 4432, 4333, 5332

13-19HCP:

Open one of your longest suit (you must have a rebid)

If in doubt as whether you have an opening hand, use the "rule of 20"

## Two guidelines regarding rebids

### 5/4 Distribution

With two suits you should usually have **five** cards in the first suit and **four** cards in the second suit (the only exception is 4441 distribution hand)

### 6+ card suits

A player bidding and repeating the same suit should

Have **at least six** cards in that suit

With  $\leq 15$ HCPs repeat at lowest level over partner's new suit

With 16+HCP jump a level over partner's new suit

## "Rule of 20"

If in doubt as to whether you have an opening hand:

Add your HCPs to the length of your 2 longest suits.

You open when the total is 20 or greater





# Responding to a Suit Opening Bid

## With Support

- “Support” means immediately agreeing partner’s opening suit bid and normally requires 4 card+ cards in that suit. However, a single raise may only have 3 card support with 6-9HCP if you have an unbalanced hand not suitable for a 1NT response

**Priority in Responding: With 4+ Card support for opener’s major suit.**

<u>HCPs</u>	<u>Bid</u>
0-5HCP	PASS
6-9HCP	2 of Opener’s Major
10-12HCP	3 of Opener’s Major
13-18HCP	4 of Opener’s Major

***With support ALSO Remember Distributional Values!!!***

***a) A side suit singleton is worth 3HCPs***

***b) A side suit void is worth 5HCPs***





# Responding to a Suit Opening Bid

## Without Support of Opener's 1 of a Suit Bid

**Bid longest suit at the lowest level, the cheapest bid with 4 card suits, and the longest with a 5 card suit.**

*Remember, Opener's Suit Bid promises a Rebid so you bid slowly/lowest level to provide partnerships most opportunity to describe their hands*

0-5HCP

PASS

6-9HCP

You can bid your 4+ suit at 1 level (1-over-1) or 1NT if balanced

9+HCP

If Fails **"Rule of 14"** then you bid 1NT or 1-over-1

9+HCP

If meets **"Rule of 14"** then you can your longest/best 4 card suit at the two level (2-over-1). Always bid a 4 card major at 1 level rather than a 5 card minor at the 2 level as you may fail to find the 4:4 major fit

### "Rule of 14"

Add your total HCP to the number of cards in the suit you are bidding. If the total equals 14+ then you can respond at the 2 level (2-over-1). If it fails then:

- Bid higher ranking of two 4+ card suits at 1 level (i-over-1)*
- Support partner with 3 cards to an honour*
- Bid 1NT as last resort*





## Quiz 12

4. Partner opens 1♥, RH opponents passes, what do you respond in the following hands?

a)

♠ KQ6  
♥ 75  
♦ QJ62  
♣ QJ84

b)

♠ AQ86  
♥ 93  
♦ Q52  
♣ 10842

c)

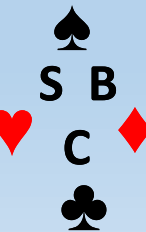
♠ A6  
♥ 872  
♦ Q54  
♣ KQ1032

d)

♠ 87  
♥ AQ97  
♦ K1053  
♣ A104

e)

♠ K87  
♥ QJ9  
♦ K853  
♣ A104





# Quiz 12

4. Partner opens 1♥, RH opponents passes, what do you respond in the following hands?

a)

♠ KQ6  
♥ 75  
♦ QJ62  
♣ QJ84

2NT

b)

♠ AQ86  
♥ 93  
♦ Q52  
♣ 10842

1♠

c)

♠ A6  
♥ 872  
♦ Q54  
♣ KQ1032

2♣

d)

♠ 87  
♥ AQ97  
♦ K1053  
♣ A104

4♥

e)

♠ K87  
♥ QJ9  
♦ K853  
♣ A104

3NT

- a) 11HCP balanced hand, no 4 card major. Partnership has 23-25HCP **Bid 2NT, Limit Bid inviting partner** to bid 3NT with “top of the range” for his/her 1NT opener.
- b) 8HCP, and although relatively balanced bid 1♠ not 1NT.. *You would only bid again if opener rebids 2NT or 3♠ which invites you to bid 3NT or 4♠ respectively.*

- c) Bid 2♣, indicating 9+HCP and a 4+ card ♣ suit and denying a ♠ suit or 4♥s. With only two ♠s 2NT is questionable even with 11HCPs. You would only rebid game if opener made an encouraging strong bid e.g. 2♠ or 3♥, which would encourage you to bid 3NT or 4♥ with former and 4♥ with the latter
- d) 15HCP and 4 card ♥ support so bid game of 4♥. Opener, will assume at 12+HCP and will only be interested in slam if 18+HCP and probably a suit shortage
- e) 13HCP and balanced hand with no 4 card major so bid game 3NT as partnership combined point is 25-27HCP.





# Quiz 12

5. As Opener what is your rebid with the following hands in the following hands?

a)

♠ AKQ2  
♥ 73  
♦ A105  
♣ AQ32

1♠ 1NT  
?

b)

♠ AQ1072  
♥ KQ97  
♦ 7  
♣ J104

1♠ 2♦  
?

c)

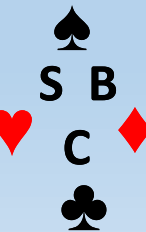
♠ 53  
♥ AQ107  
♦ KQJ62  
♣ 84

1♦ 1♥  
?

d)

♠ AK53  
♥ 73  
♦ AQJ62  
♣ K4

1♦ 1♠  
?





# Quiz 12

5. As Opener what is your rebid with the following hands in the following hands?

a)

♠ AKQ2  
♥ 73  
♦ A105  
♣ AQ32

1♠ 1NT  
3NT

a) 19HCPs opposite 6-8HCP response suggests game on so bid 3NT with a balanced hand

b)

♠ AQ1072  
♥ KQ97  
♦ 7  
♣ J104

1♠ 2♦  
2♥

b) Bid 2♥, which shows opening points of 13-15HCP and a 5 card♠ suit and 4+♥ suit. Decision to go for potential game is **entirely** dependant on responder.

c)

♠ 53  
♥ AQ107  
♦ KQJ62  
♣ 84

1♦ 1♥  
2♥

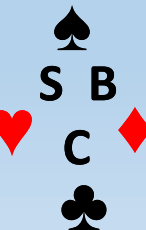
c) 2♥ Minimum opener with 4 card ♥ support for responder. It also shows a 5 card opening ♦ suit. Responder is only person who can rebid if he/she thinks there is more on.

d)

♠ AK53  
♥ 73  
♦ AQJ62  
♣ K4

1♦ 1♠  
3♠

d) Jump Support of 3♠ shows 17/18HCPs as opposite responders 6+ 1♠ bid it is inviting responder to bid game with more than a minimum hand.



# Playing Hands for Module 12

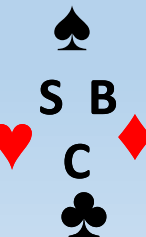
*Selection from previous modules*

**“Don’t argue with your wife at the bridge table!  
As its likely to be wife or death”**



*This week’s Paddy’s Pearl*

**K**keep  
**I**t  
**S**imple  
**S**tupid





Dealer: North  
Vulnerability:

13pts

♠ KJ63

♥ 5

♦ KJ7

♣ KQ863

♠ 1084

♥ A1073

♦ Q964

♣ J7

	N	
W		E
	S	

♠ 75

♥ J982

♦ A1082

♣ 1054

♠ AQ92

♥ KQ64

♦ 53

♣ A92

15pts

7pts

N/S with 28HCP should be in a game contract

**Bidding:** East's response of 1♥ (1-over-1) *is forcing for 1 round* (6-27HCP). West's bid of a 2<sup>nd</sup> suit, 1♠, promises a 4 card suit and minimum opening bid (13-15HCP). East with 4 spades and 15HCP **bids game immediately** knowing a slam will not be on, opposite W's minimum

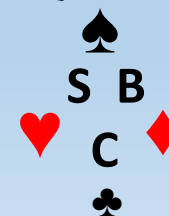
**Lead:** ♦4 which will tend to indicate an honour in the suit.

**Card Play:** Take ♦J with A. Declarer can count at least 4♠, 5♣ and ♥1 so question is whether an 11<sup>th</sup> trick can be made without compromising the contract. Take 3 rounds of spades to ensure defenders cannot ruff clubs, then 5 club tricks to which defenders have to find 2 and 3 discards. Lead ♥5 towards KQ and lose to A. should make 11 tricks with a *ruff* on 3<sup>rd</sup> diamond.

Bidding

<u>N</u>	<u>E</u>	<u>S</u>	<u>W</u>
1♣	p	1♥	p
1♠	p	3♠	p
4♠	All Pass		

Deal 12.1





Dealer: East  
Vulnerability:

6pts

♠10862

♥J7

♦J1072

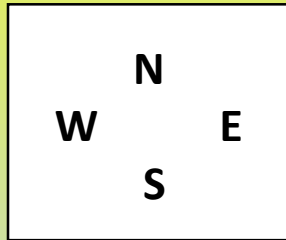
♣A76

♠QJ53

♥K62

♦Q6

♣KJ105



♠K94

♥A95

♦AK43

♣982

14pts

♠A7

♥Q10843 8pts

♦985

♣Q43

Bidding

<u>N</u>	<u>E</u>	<u>S</u>	<u>W</u>
	1NT	p	2NT
p	3NT	All Pass	

Deal 12.2

With E/W having 26pts I would expect them to be in gam

**Bidding:** East opens 1NT (12-14pts balanced hand)

West *invites* game with a limit bid of 2NT, showing 11/12pts

East with *maximum* bids 3NT

**Lead:** The natural lead against NT is 4<sup>th</sup> highest of longest suit e.g. ♥4.

**Play:** East can see 5 tricks 2♥ and 3♦ but when ♠A is eliminated an additional 2 or 3♠ depending on whether they break 4:2 or 3:3. therefore he/she will probably require to make 2♣ tricks (i.e. finesse through ♣KJ).

Hence, you must retain hearts and diamond controls while establishing the other suits. Take trick 1 with ♥K and lead ♠K and continue until the ♠A is out. Then ♦Q and ♦6 to A and lead the ♣9 if the ♣Q is not played let it run. You are pleased to find ♣10 drops the ace so the ♣Q is marked through south. Always keep the ♥A till the 3<sup>rd</sup> round such that N is unable to lead hearts back if in with Ace of clubs.

I would expect to make 10 tricks in NT but it may only make 9 tricks

It can go back if declarer plays incorrectly.





Dealer: South  
Vulnerability:

14pts

♠AKJ873

♥8

♦AQ92

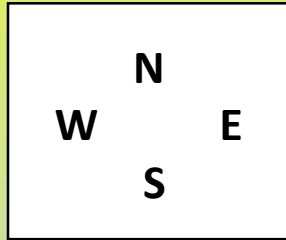
♣92

♠642

♥J

♦J1075

♣AK874



♠109

♥Q1097652

♦8

♣Q103

♠Q5

♥AK43

♦K643

♣J65

13pts

9pts

4pts

N/S with 27 pts should be in game

**Bidding:** South opens 1NT (12-14pts and balanced hand)  
North with 14pts and 6 spades bids game, 4♠, knowing that South has at least 2 spades to have bid 1NT, so they have 8+ spades.

**Lead:** ♣A to see dummy and establish whether partner encourages or not.  
Partner's ♣10 should encourage you to play the ♣K

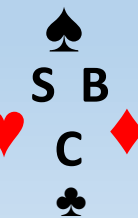
**Card Play:** Straight forward ruff the 3<sup>rd</sup> club then all trumps and take 4 diamonds and make 11 tricks. Ruffing the two losing hearts in North.

**Note** if opponents lead ♥J (common lead of a singleton) then you should make 12 tricks by taking trump out and discarding a losing club on the ♥K

Bidding

<u>N</u>	<u>E</u>	<u>S</u>	<u>W</u>
		1NT	P
4♠	P	P	P

Deal 12.3





Dealer: West  
Vulnerability:

6pts

♠1092

♥K975

♦J107

♣Q92

♠KQ85

♥AQ82

♦2

♣AJ43



♠J764

♥63

♦Q864

♣K86

♠A3

♥J104

♦AK953

♣1075

12pts

6pts

16pts

<u>Bidding</u>			
<u>N</u>	<u>E</u>	<u>S</u>	<u>W</u>
p	1♠	p	3♠
All Pass			

Deal 12.4

EW should be in a part score with 22HCPs

**Bidding:** W opens 1♥ lower of 2 x 4 card majors

E with 6HCP bids 1♠ his/her 4 card suit which can be bid at 1 level.

W bids 3♠, *jump support* showing 16-17HCPs and trump support. East passes knowing their max is 23HCPs

**Lead:** E should lead ♦A and switches to ♥J seeing a singleton diamond in dummy.

**Card Play:** Declarer should finesse through ♥AQ and when in the lead on trick 3 takes out trump and should make 9 tricks making 1♥, 1♦, 3♣, 2♠ when playing trump and 2♠ as *ruffs* on diamonds and hearts respectively





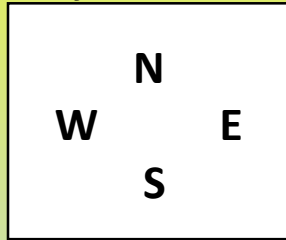
Dealer: North  
Vulnerability:

13pts

♠A873  
♥AQ653  
♦75  
♣QJ

♠52  
♥107  
♦KQJ106  
♣9852

6pts



♠6  
♥KJ842  
♦832  
♣A764

8pts

♠KQJ1094  
♥9  
♦A94  
♣K103

13pts

Bidding

<u>N</u>	<u>E</u>	<u>S</u>	<u>W</u>
1♥	p	2♠	p
4♠	All Pass		

Deal 12.5

With 26HCP N/S should be in a game contract..

**Bidding:** Being unbalanced N opens 1♥, longest suit and 13+HCPs  
South's response of 2♠, a jump-shift in anew suit, shows 13-27HCP and a good 6 card suit.

Knowing game is on with 4 card ♠ support North bids 4♠

**Lead:** W leads ♦K, top of an honour sequence

**Card Play:** This should be straight forward making 11 tricks 7♠ tricks (one being a ruff of the 3<sup>rd</sup> diamond) , 1♥, 1♦ and 2♣ tricks. If East fails to return a diamond when in with ♣A this will allow declarer to make 12 tricks as the losing diamond will be discarded on the 3<sup>rd</sup> club

*You must have a very good reason for not leading back opener's lead e.g. you don't have any.*





Dealer: East  
Vulnerability:

9pts

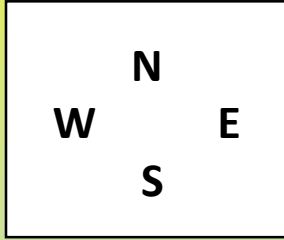
♠52

♥A976

♦Q104

♣K963

7pts  
♠J106  
♥Q854  
♦J62  
♣QJ4



♠AQ97

♥KJ3 17pts

♦K75

♣A108

♠K843

♥102

♦A983

♣752

7pts

Bidding

<u>N</u>	<u>E</u>	<u>S</u>	<u>W</u>
p	1♠	p	1NT
p	2NT	All Pass	

Deal 12.6

With 23HCP E/W should stop in a **part score** contract.

**Bidding:** With 17HCP and a balanced hand East is too strong for 1NT, so opens longest suit 1♠, West responds 1NT limit bid and East invites game by bidding 2NT. Not having maximum West *passes*

**Lead:** Probably ♣3, 4<sup>th</sup> highest, though 6♥ equally OK. I prefer the ♣3 as the ♦Q and ♥A could become entries to establish the 4<sup>th</sup> club

**Card Play:** Having taken the club lead with ♣Q in west declarer should finesse the spades through the ♠AQ, which is wrong, and make the club return and establish the 3 spade tricks, and play ♥K and continue to establish that suit.

Should make 8 tricks with 3♠, 2♥, and 3♣ tricks

