

Module 4

Revision and Practice

- Bridge Play
- Leads
- Quiz

**What's the difference between a bridge partner and a serial killer?
You can reason with a serial killer!!**



This week's Paddy's Pearl

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06/11/2014

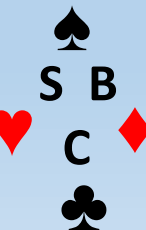




First “Rules” of Defence (Revision)

1. **“Don’t waste an Ace”**: Use honour card to overtake honour cards.
Don’t lead any unprotected honour.
2. **Lead your long suit against NT Contracts**: When there are no more card left your small cards in that suit will become tricks. Declarer **and** defenders always try to establish their long suits in NT contracts⁷
3. **Leads**
 - a) Top of a sequence of honours e.g. **AK, KQJ, QJ10, J1098** etc.
 - b) A small card promises an honour in your hand. E.g. **Q83, K42, K742** etc.
 - c) A high card (not an honour) denies an honour e.g. **8642, 973, 863** etc.
4. *The same applies during play when defender leads a card in a new suit*
Third hand always plays high: Third hand always does what he/she can. By forcing out a high card from 4th hand you may promote a high card in partners hand.
5. **Return your partner’s led suit**

The most important thing in leads and defence is that you and your partner have a consistent method and understand what each card led indicates about other cards in the suit.

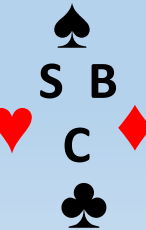




Opening 1NT and 1 of a Suit (Revision)

There are various types of opening bids showing different strengths and distribution of hands.

1. **Opening bids** require at least 12 points for NT and probably 13+ for an opening suit.
2. **1NT Opener: 12-14pts** and an even distribution i.e. 4-3-3-3, 4-4-3-2, 5-3-3-2. *Never have a singleton or void.*
 - a) This is termed a **limit bid** as it describes the hand completely and only when responder (partner) makes certain bids will opener rebid.
3. **1 Level Suit Opener:** 13+ points with long suit/s or could be 15+ with a NT type hand
 - a) 13+ Single suit. Such a hand will normally have at least a 5 card suit or 2 x 4 card suits with a singleton or void making it unsuitable for a NT bid.
 - b) **All 1 level suit bids promise a rebid.** If your suit/s are not good enough for a rebid then it requires to be good enough to open 1NT or is not good enough to open.





Quiz 4

Bidding

You are the dealer, and start the bidding
What would you bid with these hands

Q1

a)

14pts

♠ AJ3
♥ J1083
♦ KQ75
♣ K7

.....

b)

15pts

♠ AJ3
♥ A1083
♦ QJ75
♣ K7

.....

c)

17pts

♠ A3
♥ Q10873
♦ AKJ75
♣ K7

.....

d)

13pts

♠ KQJ2
♥ 109873
♦ AK5
♣ 7

.....

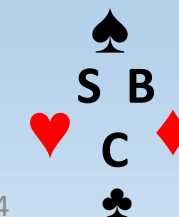
Q2

What 3 things does the bidding auction decide?

.....

.....

.....





Quiz 4 (cont.)

Bidding

Q3 If dealer starts the bidding with “Pass”, can he make a “real” bid later?

Q4 Which bid is higher?

- a) 2♦ or 2♥
- b) 5NT or 5♠
- c) 3♣ or 3♦

Q5 The following is the bidding auction

West	North	East	South
p	1♦	2♠	3♥
p	4♥	p	p
p			

- a) Who is declarer?
- b) How many tricks must he make?
- c) Who makes the opening lead?
- d) What do we call the 3♥ bid?
- e) Could E have bid 1♥ as an overcall?



Bidding and Play Practice

At this stage you have only been formally taught:

- 1NT and 1 of a suit opening bids
- The point ranges for part-score, game and slam contracts.
- Leads

HENCE

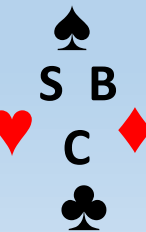
BID and PLAY the following hands simply using these techniques

- Bid if you think you have a legitimate opening bid
- Pass if you don't or as responder you think you don't have game.
- Bid game or slam if you think it is appropriate

There are better ways of bidding some of these hands BUT these Techniques are in bidding modules much later

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Dealer: North
Vulnerability:

8pts

♠K42

♥A43

♦8654

♣J62

	N	
W		E
	S	

♠A864

♥652

♦A2

♣KQ108

13pts

♠973
♥KJ9
♦KQJ10
♣974
10pts

♠QJ10
♥Q1087
♦973
♣A53
9pts

N/S have 21pts and E/W 19pts

Bidding: S should bid and play 11T with 13pts and balanced hand

Lead: W should lead ♦K and continue diamonds until S takes his/her ♦A

Card Play: *Declarer* : S should hold ♦A until trick 2. It is easy to see that E/W have 7 ♦ cards so leave till last minute in case W has 5 ♦ cards; hence E will have none left and if E has ♣A he/she cannot return a ♦.

Declarer should then identify 2♠, 1♥ tricks and once ♣A is eliminated a further 3 tricks to make contract

Defenders. E should take ♣A immediately declarer plays and lead ♦ partner's led suit.

<u>Bidding</u>			
<u>N</u>	<u>E</u>	<u>S</u>	<u>W</u>
p	p	1NT	p
p	p		

Deal 4.1

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Dealer: East

Vulnerability:

22pts

♠K7

♥AQ92

♦AJ10

♣AKJ3

♠J1093

♥863

♦764

♣865

1pts

	N	
W		E
	S	

♠842

♥J107

♦Q95

♣10972

3pts

♠AQ65

♥K54

♦K832

♣Q4

14pts

<u>Bidding</u>			
<u>N</u>	<u>E</u>	<u>S</u>	<u>W</u>
	p	1NT	p
6NT	p	p	p

Deal 4.2

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N/S have 36pts and E/W 4pts

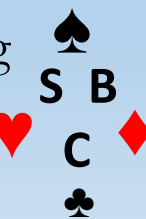
Bidding: S should bid and play 6NT opening 1NT with 14pts and balanced hand. N with 22pts should bid 6NT knowing that they have at least 34pts and cannot be missing AK of a suit and therefore should make 12 tricks.

Lead: W should lead ♠J, top of a sequence.

Card Play: *Declarer:* He/She can count 12 tricks off the top 3♠, 3♥, 2♦ and 4♣ so take them. Play 4♣ tricks first to get discards from defenders, which if you are lucky may be ♥ and leave the ♥ suit in dummy until last in the “hope”/expectation of making the 4th and 13 tricks. You do anyway as the ♥ suit splits 3:3

Defender: Against 6NT

4th highest is not necessarily a good lead since it will take too long to establish tricks. You lead something that may give you or partner quick tricks.





Dealer: South
Vulnerability:

6pts

♠1074

♥K86

♦983

♣K985

	N	
W		E
	S	

♠J8

♥QJ1075

♦A752

♣107

8pts

Bidding

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

Deal 4.3

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♠AK9632

♥2

♦KQ

♣Q432

14pts

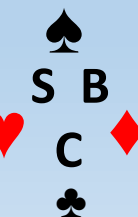
E/W have 26pts and N/S 14pts. E/W should be in a game contract.

Bidding: W should bid 1NT and E should bid 4♠ (game contract) with 14pts and a 6 card suit (26pts normally will make game in a major suit, and with 6 cards this hand is equiv. to 16pts)

Lead: S should lead ♥Q, top of a sequence, hoping that if dummy has ♥K and partner ♥A, then a return of a ♥ will give at least 2♥ tricks and the ♦A.

Card Play: *Declarer* : Can see 6♠, 1♥, potentially 3♦ if ♦A is removed and at least 1♣. Immediately take ♥A. Personally I would play a small ♦ to KQ until the ♦A is out and then take the trumps out and make 11 tricks. This avoids blocking the ♦ suit

Defenders. If declarer takes trump out before touching ♦K then take ♦K immediately and lead a ♣ because if declarer immediately takes ♣A, the ♦Q will block that suit and he can only make 9 tricks. He should duck to leave a ♣ entry to make 10 tricks instead of the potential 11 that could have been made.





Dealer: West
Vulnerability:

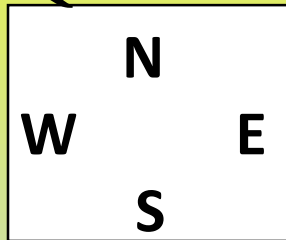
6pts

♠9543

♥1072

♦A6

♣Q1082



♠A1087

♥95

♦107543

♣J9

5pts

Bidding

<u>N</u>	<u>E</u>	<u>S</u>	<u>W</u>
p	4♥	p	1♥
p			p

Deal 4.4

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16pts

♠KQ6

♥KJ84

♦98

♣AK63

♠J8

♥AQ63

♦KQJ2

♣754

13pts

E/W with 29pts should bid and make a game contracts

Bidding: W with weak doubleton ♦ suit should open 1♥.

W rebids are 2C if responder bids 1♠ or !NT and 2NT if responder bids 2♦

E should bid 4♥ since they have at least 26pts and an 8+ card ♥ fit

Lead: ♣2 suggesting to partner you have an honour.

Card Play: Declarer: Can see at least 1♠, 4 or 5♥, 2♦ and 2♣ tricks. The only problem is if ♥ split 4:1. Take ♣A and 3 rounds of ♥ (AKJ) ♥ are 3:2 so have 2 ruffs. Play ♦9 hoping N is silly enough to play ♦A if it has it, but eventually make 2♦ tricks and a ruff and lead ♠K.

Defenders: Unless declarer makes a mistake you can only make ♠A, ♦A and a ♣, so long as ♣ are relead (return openers lead) after winning the first A





Dealer: North

Vulnerability:

10pts

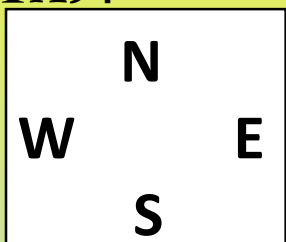
♠A94

♥8764

♦Q109

♣A94

9pts
♠Q7
♥K53
♦8764
♣KJ53



♠KJ103

♥QJ102

♦A2 13pts

♣Q62

♠8652

♥A9

♦KJ53

♣1087

8pts

<u>Bidding</u>			
<u>N</u>	<u>E</u>	<u>S</u>	<u>W</u>
p	1NT	p	p
p			

Deal 4.5

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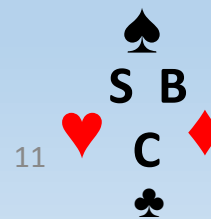
E/W with 21pts should bid and make a part score contract

Bidding: E should open 1NT with a balanced 12-14pts hand and this be passed out

Lead: "Awkward lead". Most would lead ♠2 to avoid leading ♦ from KJ, on this occasion ♦2 is better lead as this ensures 6 tricks for defence. I would probably make the poorer ♠ lead.

Card Play: Declarer: Should take 3♠ tricks and establish at least 3♥, 1♦ tricks. If defence fail to touch ♦ there is a chance of making as many as 9 tricks.

Defenders: No problems if ♦ lead. Not easy after a ♠ lead. Would suggest that once E/W play the S suit N should appreciate that E/W have spades and would avoid leading towards the ♥K which is seen in dummy. Hence finding a ♦ lead and holding declarer to 7 tricks





Dealer: East
Vulnerability:

8pts

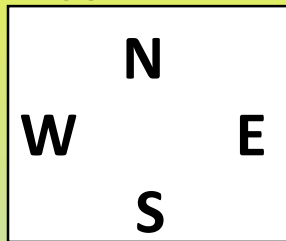
♠A864

♥654

♦A954

♣108

♠KQJ
♥732
♦Q107
♣KQJ6
14pts



♠93
♥AKQ
♦KJ863
♣A53
17pts

♠10752

♥J1098

♦2

♣9742

1pt

<u>Bidding</u>			
<u>N</u>	<u>E</u>	<u>S</u>	<u>W</u>
	1♦	p	3NT
p	p	p	

Deal 4.6

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E/W with 31pts should bid and make a game contract

Bidding: E with 17pts and a 5 card suit should bid 1♦ expecting to bid NT if responder bids 1♠
W bids 3NT with flat 14pts knowing they have a min. of 16pts
E should pass unless ~19pts when he should be interested in a slam. He should assume 13-15pts from partner. This is a hand where more sophisticated bidding would be appropriate in order to ensure a slam is not missed. In this case there are 2 Ace losers

Lead: ♥J should be led showing top of a sequence

Card Play: *Declarer:* Can see at least 3♥, 4♦ and 4♣ with ♠A and A♦ losers. The most important things is to play low ♦♦Q and continue until the A drops. While the long suit cannot be blocked on this occasion make such card play your routine.

Defenders: Nothing you can do BUT make sure you take your 2 aces.



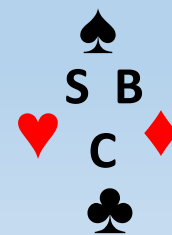
Remember this week's Paddy's Pearl

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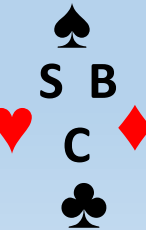


Bidding Games (Basic Principles)

Preparation for Next Week's Lesson

1. Requirements for bidding games are a minimum of 25pts combined points by the partner.
 - With such points you may make 3NT, 4♥ or 4♠
 - You get a game bonus for bidding games (+300pts non-vulnerable, 500pts vulnerable)
 - With fewer points you should stop in a *part score*.

2. Which game should you play in?
 - To play in a trump contract you a partnership needs **at least 8 cards** in the trump suit
 - Game requires 10 tricks in major suits and 11 tricks in minor suits.
 - Major suits (♠ and ♥) games usually require ≥ 26 pts and minor suits (♦ and ♣) ≥ 28 pts.
 - It is easier to make game in NT and in a major than 11 tricks in a minor.





Bidding Games (Basic Principles)

Preparation for Next Week's Lesson (cont.)

3. Realism about results in Bridge!

- If we never fail in a game contract – we are not bidding game often enough.
- Bidding is not and never will be an exact science.
- We can never make every game we bid. NOR bid every game that makes.
- If we have the value for game we should bid it and accept it may not always make.

4. Opening the bidding

- If we do not open the bidding with ≥ 12 points we **may miss game**.
- We always open the bidding with ≥ 13 high card points (HCP)
- With 12-14pts and a balanced hand we open 1NT otherwise we open one of a suit.
- When opening one of a suit we **open the longest suit** (xxxxx rather than AKQ)
- With two 5 card suits we open the higher ranking (this makes it easier to bid the lower ranking in the next round)
- With two or more 4 card suits, require attention, partnerships need to agree, usually it is best to bid the higher ranking OR the suit below the singleton (unless a singleton ♣)

