

BRIDGE

THE #1 MIND SPORT



BASIC COURSE

The Bidding in Bridge

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1. Opening Bids and Responses

Introduction

Welcome back to the wonderful world of bridge! In the previous course, we learned to play Minibridge, in ten lessons. The goal was to learn the rules of the game and some basic playing methods, both for the declarer and the defenders. We skipped the full bidding phase and took a shortcut, in order to focus on the card play. Now, however, the time has come to learn fully about bidding in bridge.

A Game in Two Phases

Bridge is a game in two phases. First, there is the bidding, and then the play. In this way, we get a result, and by comparing the results, we can decide who is the winner of each board. The bidding works a bit like an auction. The dealer (the player that dealt the cards) starts, and then the turn continues clockwise until a bid has been followed by three passes (no other player wants to bid higher). The last bid wins the auction and decides which contract should be played. By the way, in bridge terms, pass is a call, not a bid.

Bidding Box

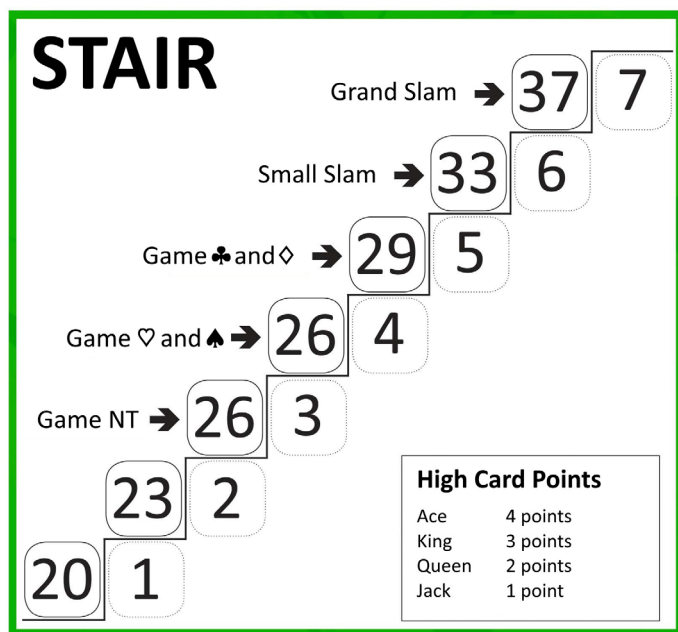
In Minibridge we simply *told* how strong a hand we held. We calculated the strength by adding up our high-card points (hcp). After this, the stronger hand in the pair that won the first part of the bidding, got to know partner's suit lengths. By using the bidding stair, we could decide how many tricks the pair should try to win, and whether they should play with a trump suit or without (notrump). We will do the same thing now, but we will arrive at the final contract in a different way. Each player has a bidding box, which is used to bid or call, and to tell about the player's hand. In this chapter, we will focus on a) opening the bidding, and b) how to respond when partner has opened the bidding. That is, we will look at the principles behind a simple bidding sequence.



The Stair

In the real bidding phase, we are no longer allowed to use the stair. However, the point limits for different bonus levels are still valid. You should learn these limits by heart. To summarize the rules, we need eight cards in a suit to play with it as trump. If we have at least 26 hcp together, we should bid to game, 3NT or

4♥/♠. With eight or more trumps in a major, we prefer to play in the major over 3NT. With 29 or more hcp, we can also choose to play game in a minor, 5♣/♦, if we have enough trumps, but it is often better to play 3NT. To bid to a small slam we need at least 33 hcp, and for a grand slam we need at least 37 hcp.



An Observation

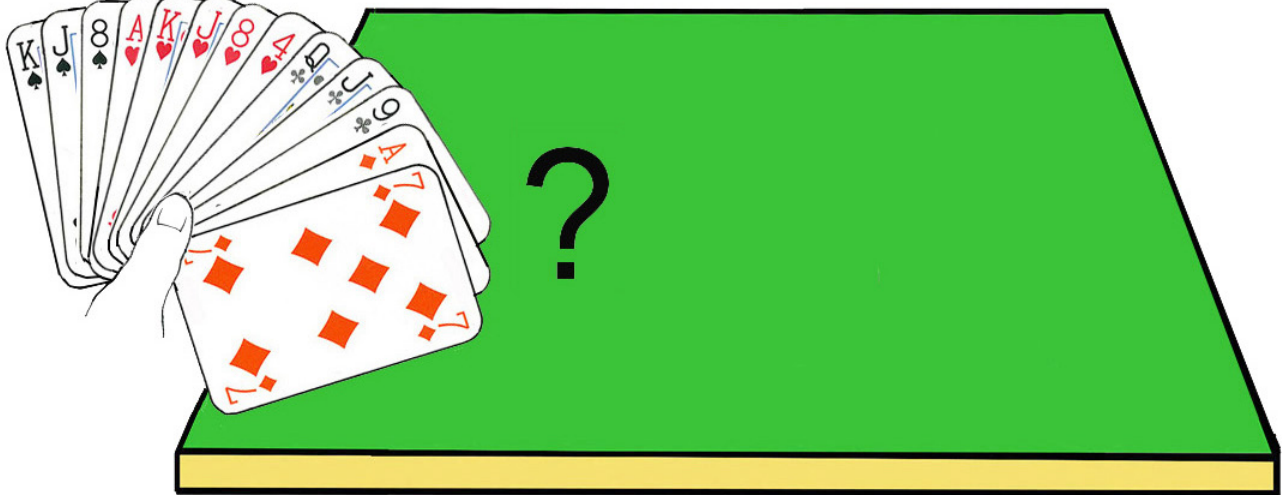
In a way, learning to bid in bridge is similar to learning to speak a new language. The problem is that we are not allowed to talk. Instead, we are limited to using the bids in the bidding box to tell about the cards we hold. To accomplish this, we need common rules, which correspond to a kind of “grammar” for the language of bidding. This is what we will study in this second bridge course.

Starting the Bidding

Let us start with looking at the opening bid *one of a major*, that is $1\heartsuit$ or $1\spadesuit$. As already mentioned, the bidding box is our only way of finding out our joint strength (our high-card points or hcp) and whether we have any common suit that can be used as a trump suit. Just as in Minibridge, the goal of the bidding is to decide both these things. Knowledge of our combined strength will help us to decide whether to bid game or slam, or the part score that gives us the most points.

Opening Bids

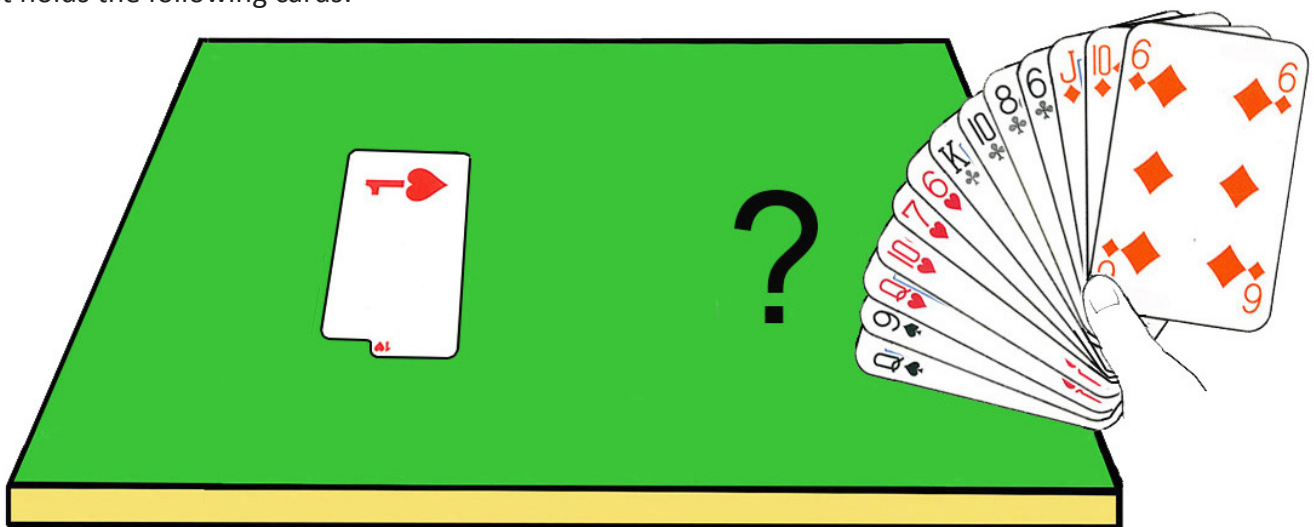
To open one of a major, $1\heartsuit$ or $1\spadesuit$, we must have *at least 12 hcp* and *at least five cards in the suit*. Let us take an example. We are sitting West and we have the following hand:



We have 19 hcp (4 hcp in spades, 8 in hearts, 4 in diamonds, and 3 in clubs) and a five-card heart. Thanks to this, we can start the bidding with $1\heartsuit$, which becomes our opening bid, and we are the *opener*.

Opening Bid	Number of cards	Number of hcp
$1\clubsuit/1\diamondsuit$	3+	12+
$1\heartsuit/1\spadesuit$	5+	12+

The first opponent in turn, North, does not want to bid and passes. After this, it is East's turn to bid, and East holds the following cards:

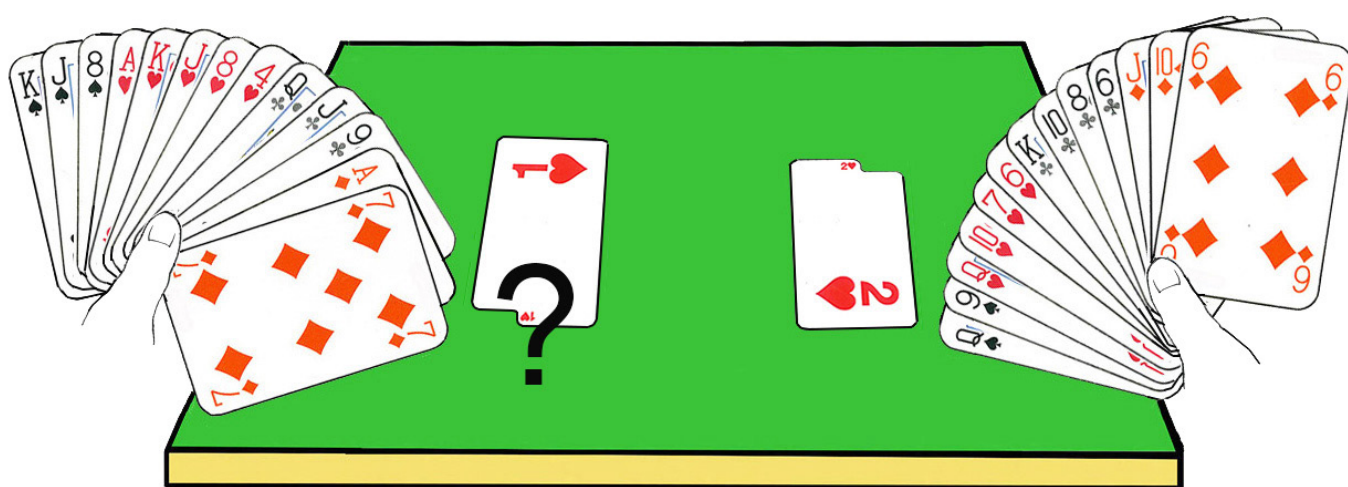


Like before, East first counts his points (hcp). When partner has opened the bidding, we should act as follows, depending on how many points we have. With five or less, we pass, telling partner that we have 0-5 hcp. With six or more points, we must bid something other than pass. Here, East has 8 hcp, and should bid something.

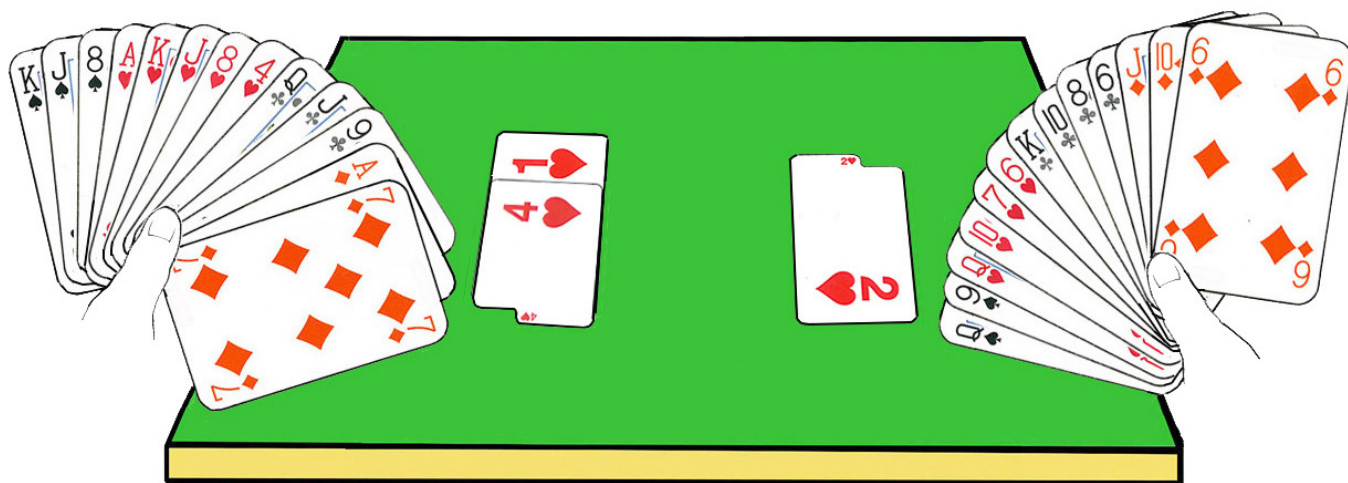
The second thing we look at is whether we have support for partner's suit, in this case hearts. Trump support means that we know that our pair has at least *eight cards* in the suit. If our partner has shown five cards and we have three in the same suit, we have support. In the example, responder has four hearts, and opener has shown at least five, so we have a trump suit. Responder has the following alternatives:

Responses with support after opening 1♥/ 1♠		
Pass		0-5 hcp
2♥/ 2♠	3+ trumps	6-10 hcp
3♥/ 3♠	3+ trumps	11-12 hcp
4♥/ 4♠	3+ trumps	13+ hcp

If we look at the previous example, the bidding should continue in the following way:



When East bids 2♥, West receives the information that East has 6-10 points and trump support (at least three cards in hearts). West has 19 points in his own hand, and knows that the pair has at least a combined 25 hcp. Thus, he bids game in hearts.

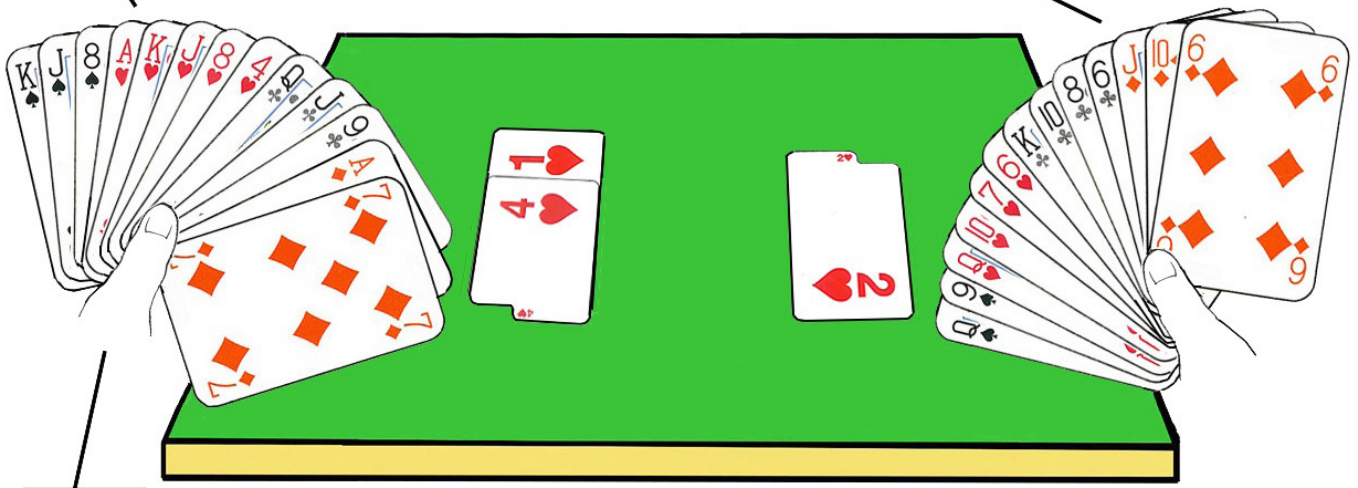


Thus, West bids 4♥. East has been told what needs to be told. He has nothing to add, so he passes.

If we would translate this to spoken language, it could be something like:

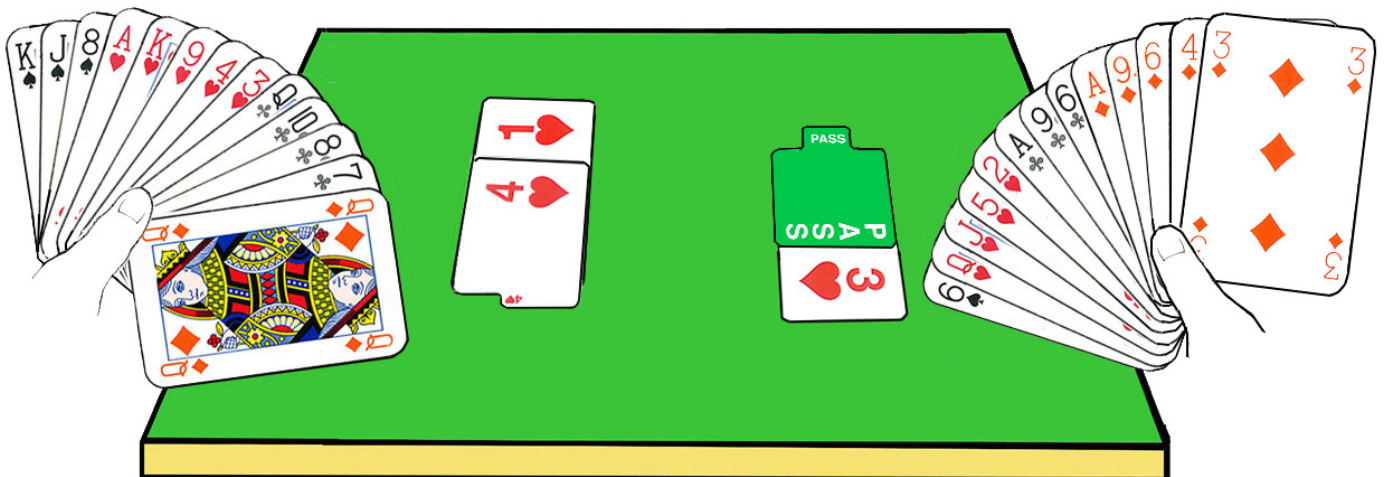
I have at least 12 hcp and five hearts.

Great! I have hearts and some points too.

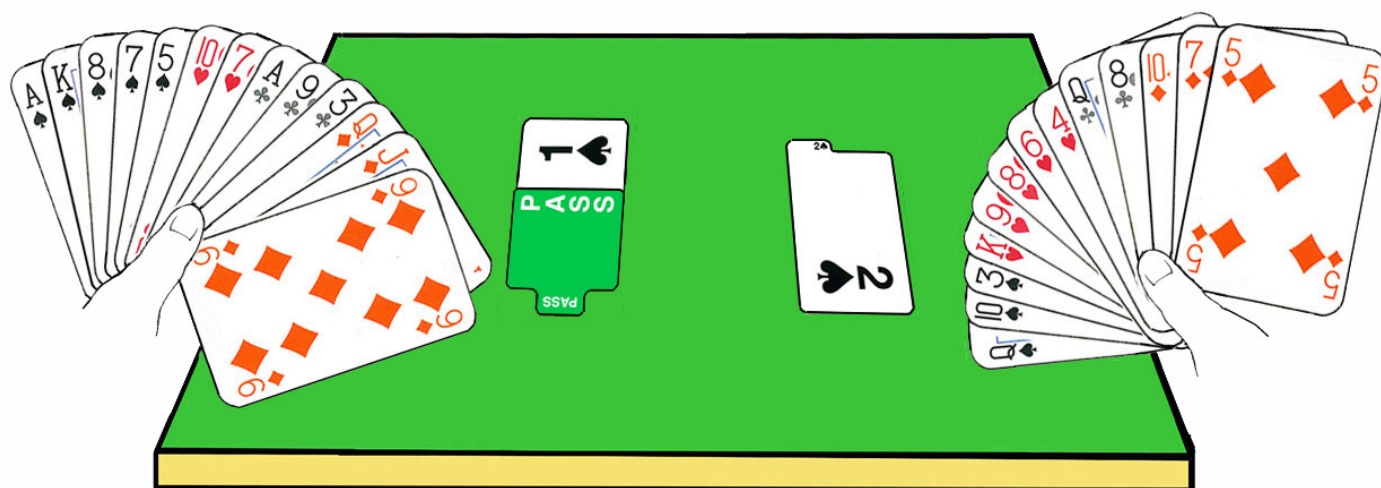


Nice! I have a lot more than 12 hcp, so we should be able to play game.

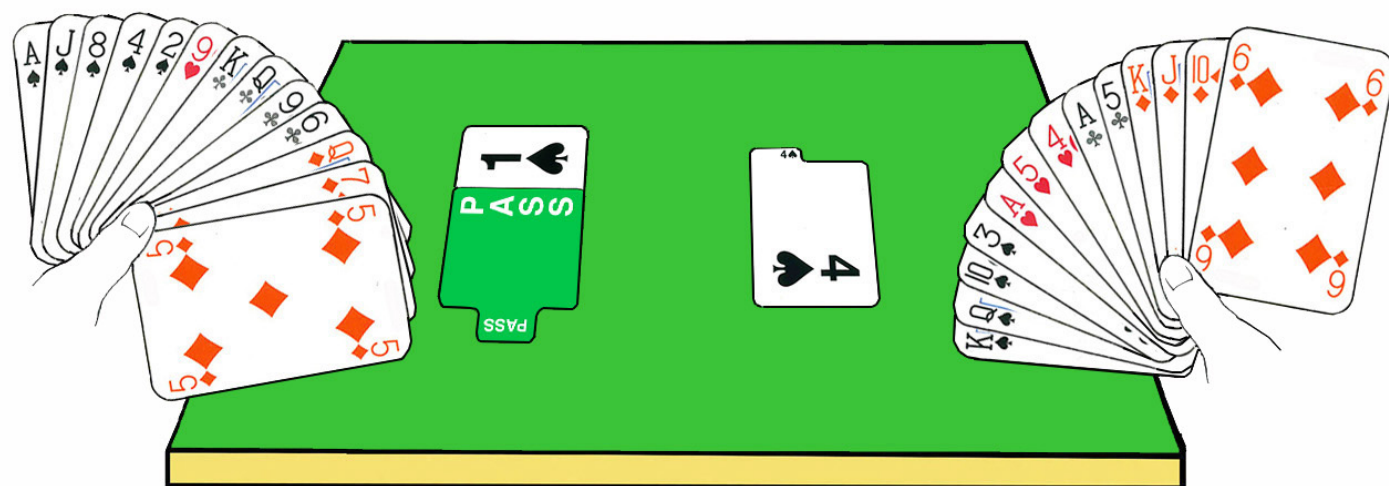
Another example:



Here, East has 11 hcp and jumps to 3♥ (11-12 hcp) to tell this. West, the opener, sees that the pair holds (at least) 26 hcp, bids game, and East passes.



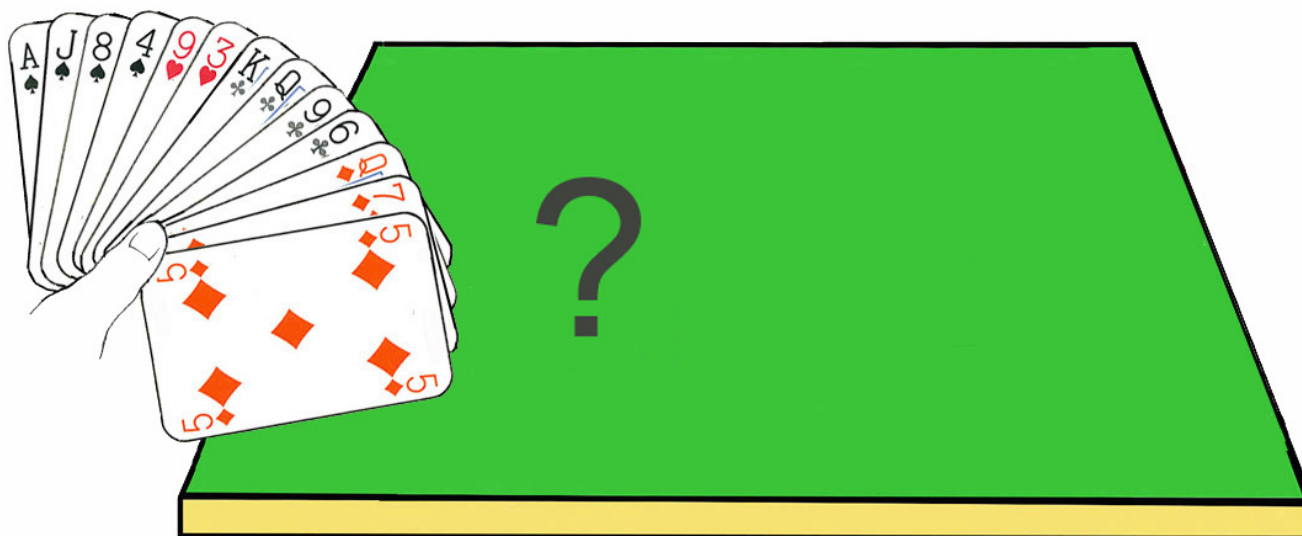
In the example above, East can bid 2♠ (6-10 hcp). However, West can see that the pair does not have a combined 26 hcp, even if responder has a maximum point count. Thus, West passes.



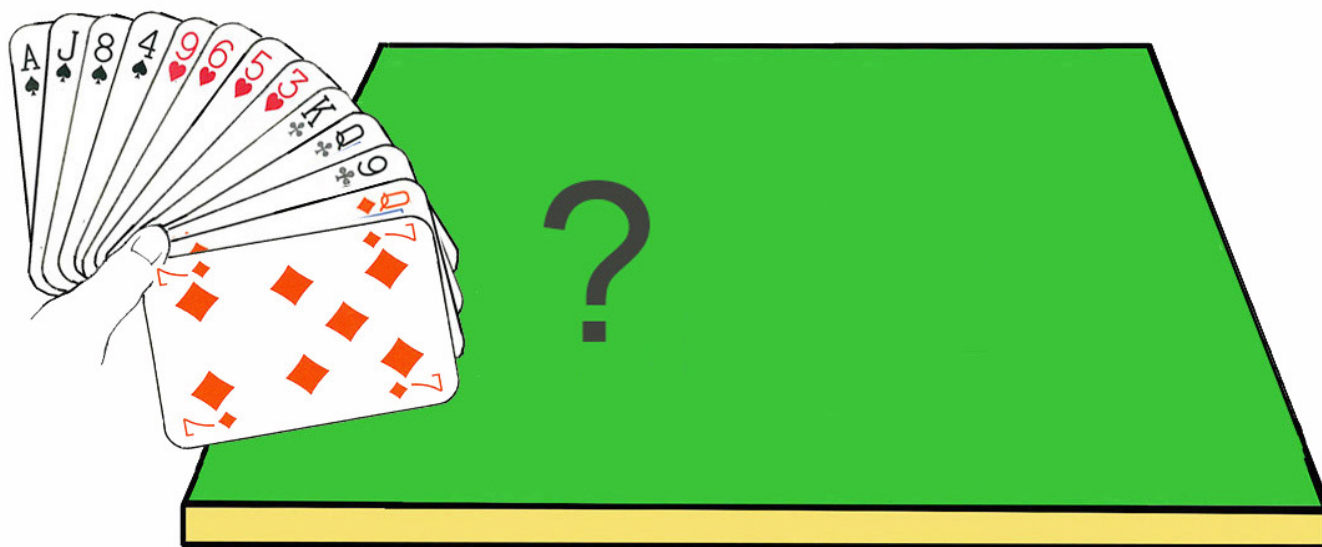
Here, East has 14 hcp. This plus opener's (at least) 12 hcp means that the combined strength is enough to bid a game, and responder jumps directly to 4♠.

Without a Five-Card Major

We do not always have five cards in one of the majors (hearts or spades), when we have 12 hcp or more, and want to open the bidding. For example:



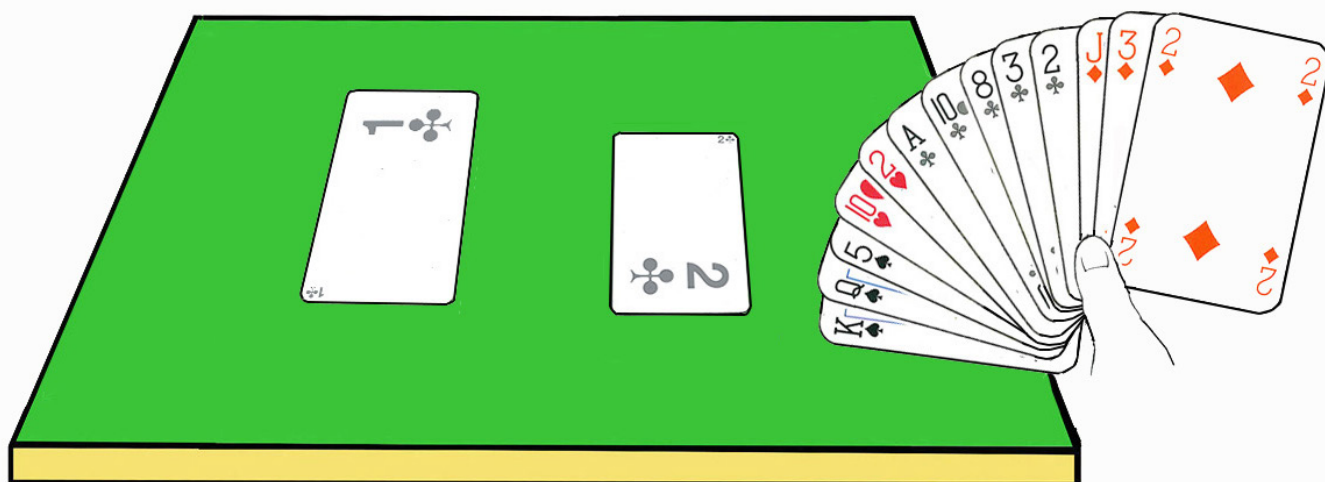
We cannot open 1♠ with only four spades, so instead we open 1♣. As can be seen, we must sometimes open the bidding with 1♣ with “only” four cards, but the fact is that the opening bids *one of a minor* (1♣ or 1♦) can be made with three cards! This may seem strange, but let us say we have a hand like this one:



Here we should open the bidding (since we have 12 hcp), but we are not allowed to open 1♥ or 1♠ with only four cards in the suit. Thus, we open 1♣. After opening with 1♣ or 1♦, the bidding continues as before, but responder must keep in mind that opener may have as few as three cards in the opened suit. To show trump support, we still need eight cards together in the suit. This means that responder, after an opening with 1♣ or 1♦, must have at least five cards in the suit to show trump support.

Responses with support after opening 1♣ / 1♦		
Pass		0-5 hcp
2♣ / 2♦	5+ trumps	6-10 hcp
3♣ / 3♦	5+ trumps	11-12 hcp
5♣ / 5♦	5+ trumps	13+ hcp

West has opened 1♣ and, as East, we have:



Here we bid 2♣. This is called a *single raise* and, as previously, it shows the strength 6-10 hcp, but now with 5+ clubs. If we had been stronger, we could have bid 3♣ or even 5♣. The bidding goes back to West, who will start adding points to see whether the pair may have enough strength to bid a game.

With a trump suit in a minor, it is often better to play NT, that is, notrump. This is because a game in no-trump needs nine tricks only, while a game in a minor needs eleven tricks. Nine tricks are two tricks less, and it is quite often easier to take nine tricks in notrump, than eleven in a trump contract.

Suit Lengths

With three cards in both minors, we open 1♣. With four cards in both minors, we open 1♦.

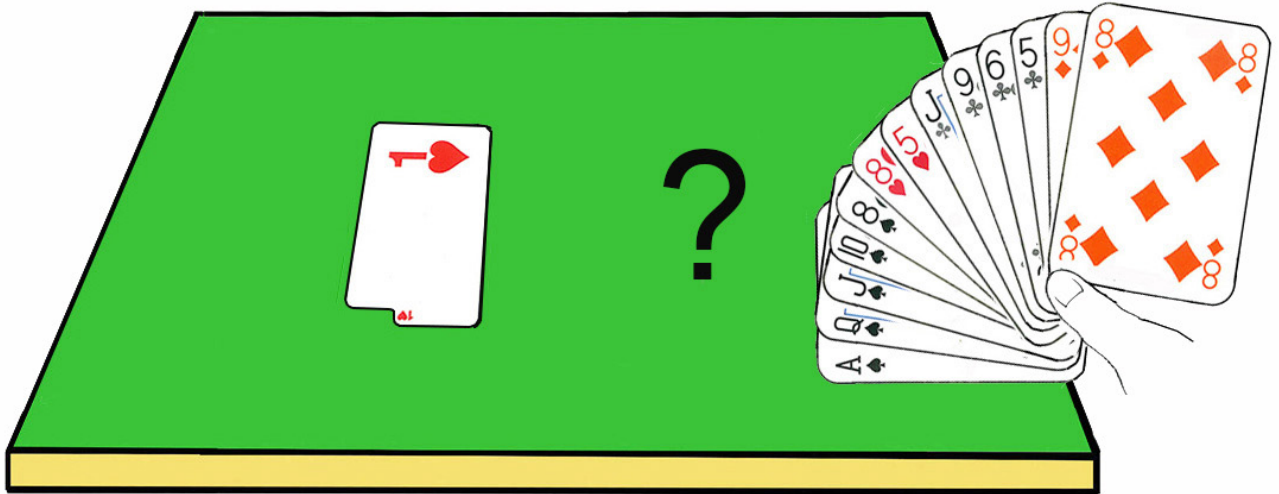
Bids and Calls

A bid consists of a level and a suit or notrump. A call is either a bid, or one of pass, double, or redouble.

2. Responses without Support

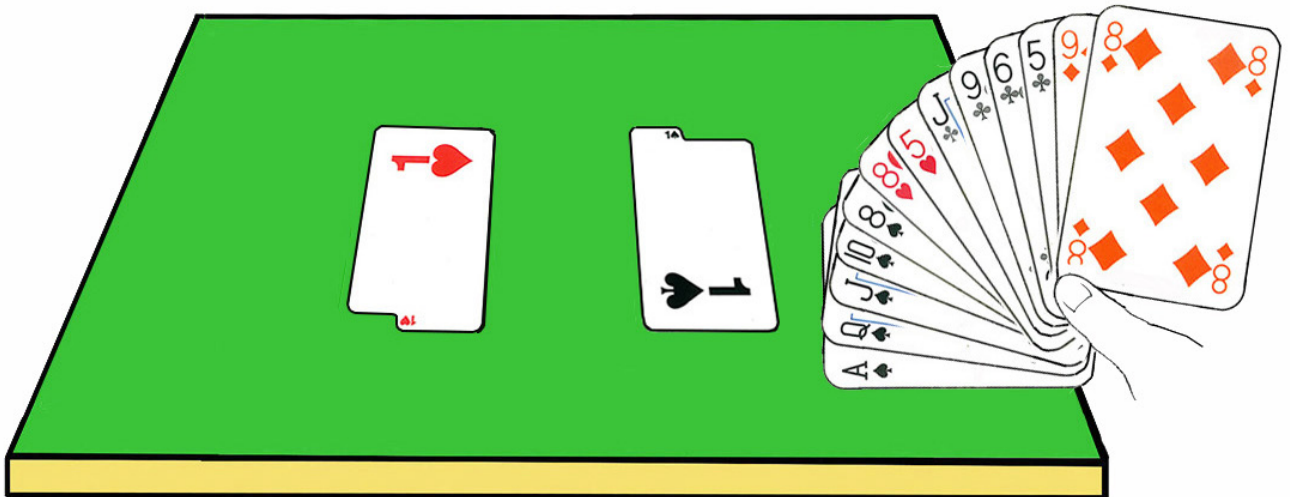
In the previous lesson, we learned how to bid when we have trump support. Now we will learn how to bid when we do not have support.

Let us assume that West opened 1♥. We have:



We have more than 6 hcp (in fact, we have 8 hcp), so we must bid something, so as to not miss a game if partner has extra strength.

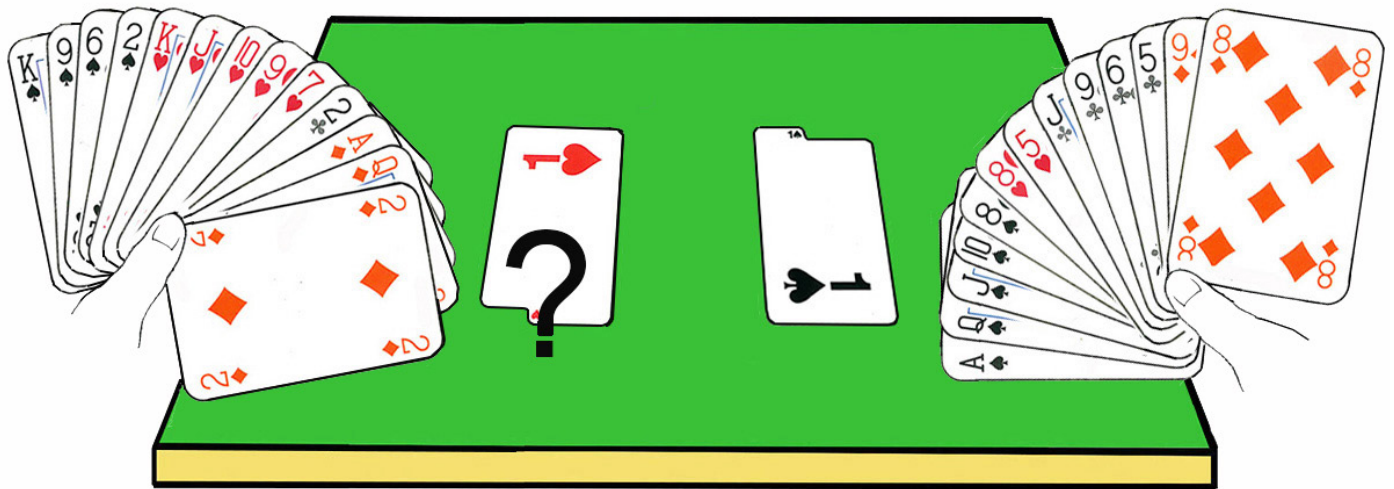
The first thing we need to think about is what West has shown. The opening bid told us that he has 5+ hearts and 12+ points. Holding less than three hearts, we know that hearts are not a good trump suit if opener has five only. Therefore, we should bid something else. Since we have five spades, we bid 1♠ (6+ hcp and 4+ spades, and *denying* 3+ hearts).



Responder's bids after opening 1X in a suit			
Pass		0-5 hcp	
1Y	4+ Y	6+ hcp	Forcing

The bidding goes back to West, the opener. West should consider what the bids have told so far. He should think something like this: "My partner has 6+ hcp and 4+ spades. But he does not have three or more hearts, since he did not support my suit." The last thing is important. We will often be able to draw important conclusions from the fact that something was not bid.

West, the opener, has:



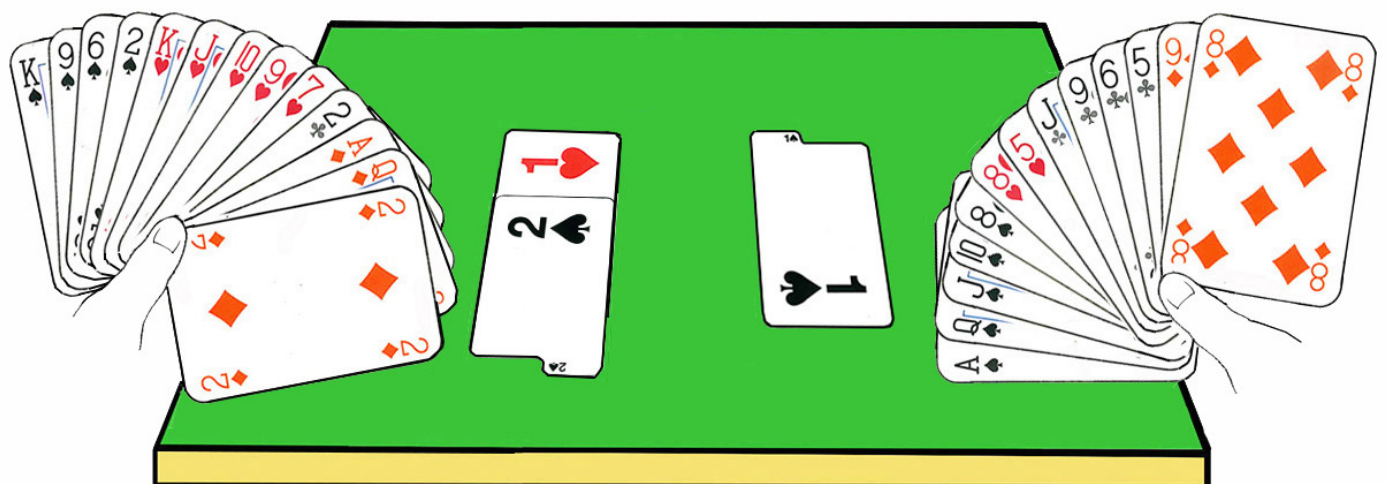
East is unlimited in strength, so we cannot pass, but have to bid. Since we know that East has 4+ spades, we have found a trump suit.

The question is, how many tricks in spades should we bid? In this case we bid 2♠.

This shows 12-14 hcp (the opening bid promised 12+) and 4+ spades. With better cards, we would have jumped to 3♠, a bid that shows 15-17 hcp, and with 18+ hcp, we would have jumped to game, 4♠.

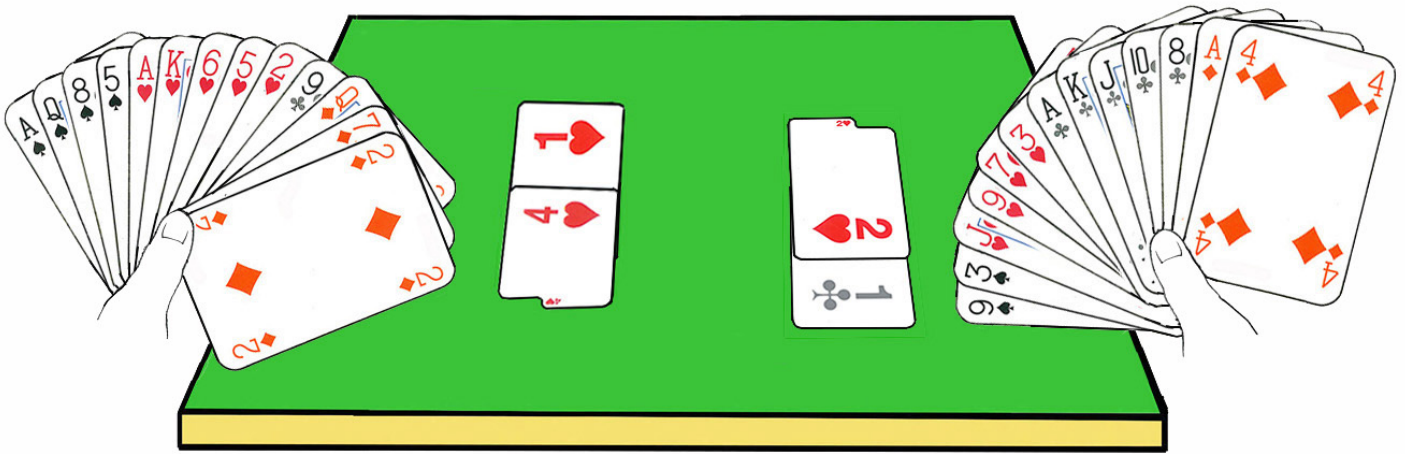
Opener's second bid after 1X-1♥/♠			
2♥/♠	4+ ♥/♠	12-14 hcp	
3♥/♠	4+ ♥/♠	15-17 hcp	Invitational
4♥/♠	4+ ♥/♠	18+ hcp	

The bidding again goes back to East, responder, who calculates how many points the pair may hold together. He has 8 hcp in his own hand, and with a maximum of 15 hcp with West, the joint strength cannot be enough for game. Thus, East passes and ends the bidding.



If East had been a little stronger (10-11 hcp), he could have invited game by bidding 3♠, asking West to bid a game with 14 hcp and to pass with 12 hcp (with 13 hcp, West chooses between pass and 4♠). If East had had 12+ hcp, he would have bid the game by himself, 4♠.

Let us look at one more example:



Here, East opens $1\clubsuit$, 12+ hcp and 3+ clubs. West does not have support for clubs, and bids his longest suit, $1\heartsuit$. The turn goes back to East, who has heart support. With 12-14 hcp, he is satisfied to bid $2\heartsuit$. West has 15 hcp, and knows that the joint strength is enough to bid game, so he bids $4\heartsuit$. East passes, knowing that West has all the information he needs to take the correct decision about the final contract.

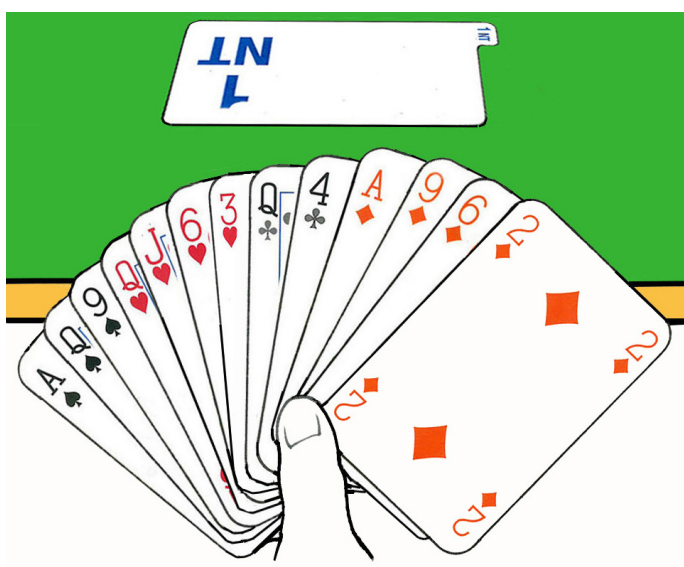
3. Notrump Bidding

Previously, we have started with bidding one of a suit (1♣/1♦/1♥/1♠). Now we will look at the opening bid 1NT. This shows 15-17 hcp, and a *balanced* hand. A balanced hand does not have less than two cards in any suit, that is, no *singleton* (one card only) or *void* (no cards at all). In addition, it does not contain more than one *doubleton* (two cards in the suit). This means that the three balanced distributions are 4333, 4432, and 5332.

Since the opening bid 1NT shows a narrow point interval (compared with 12-21 points, when opening one of a suit), responder can usually decide at once how high to bid. Also, he can often see immediately whether to play trump or notrump. Because of this, we prefer to open 1NT with 15-17 and a balanced hand.

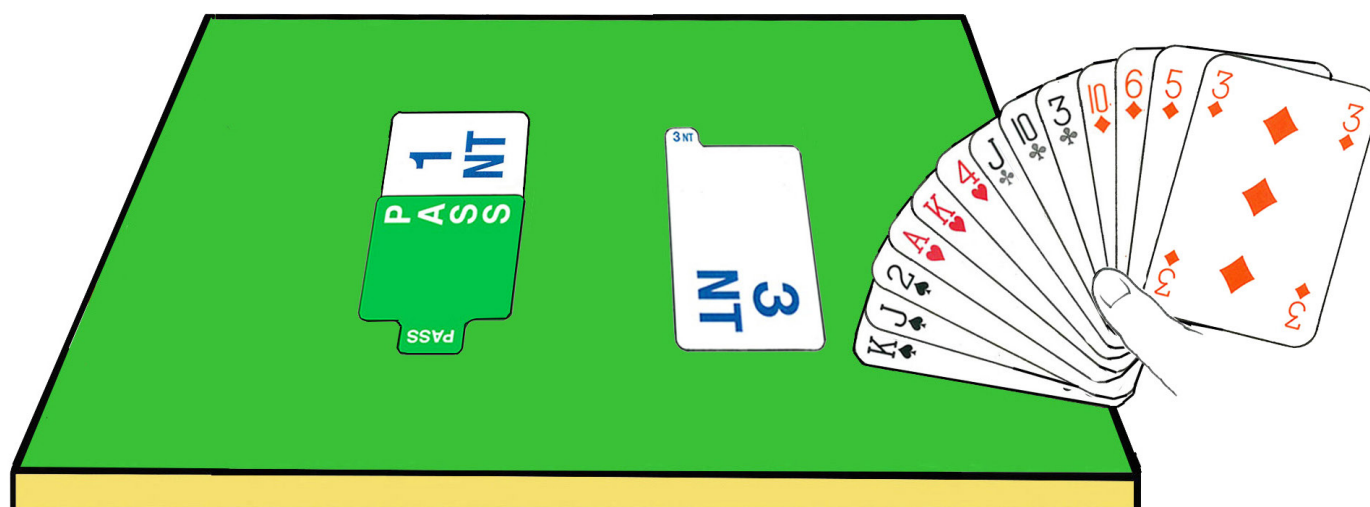
The Opening 1NT

With the following balanced hand and 15 hcp, we open 1NT.

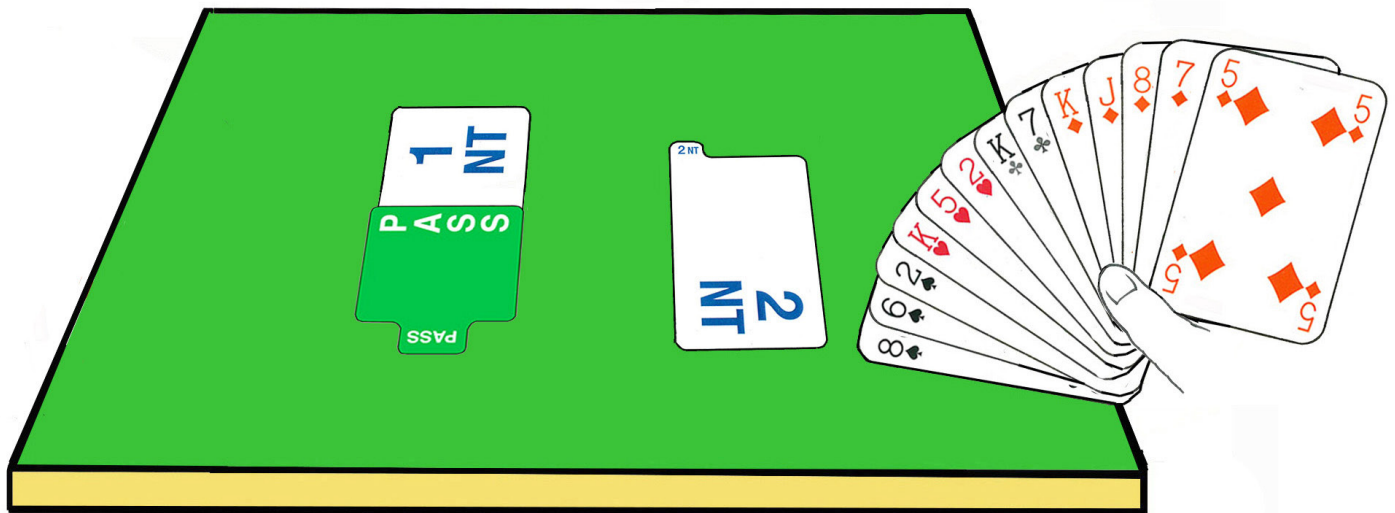


Responder's bid after opening 1NT			
Pass	Balanced hand	0-8 hcp	
2NT	Balanced hand	9-10 hcp	Invitational
3NT	Balanced hand	11-15 hcp	Final contract
4NT	Balanced hand	16-17 hcp	Invitational
6NT	Balanced hand	18-20 hcp	Final contract
7NT	Balanced hand	21+ hcp	Final contract

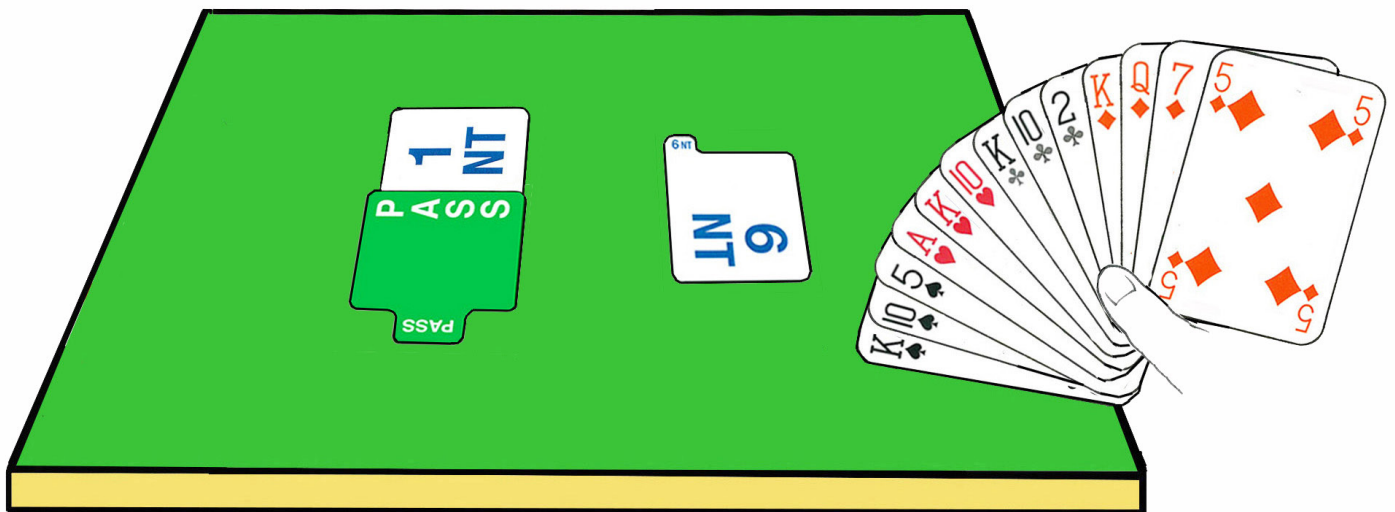
Thinking about the stair, we have to decide whether to reach game or slam. As usual, we want to have a bonus if possible. We also have to decide whether to play with a trump suit or notrump. For example, as responder, we have the following hand:



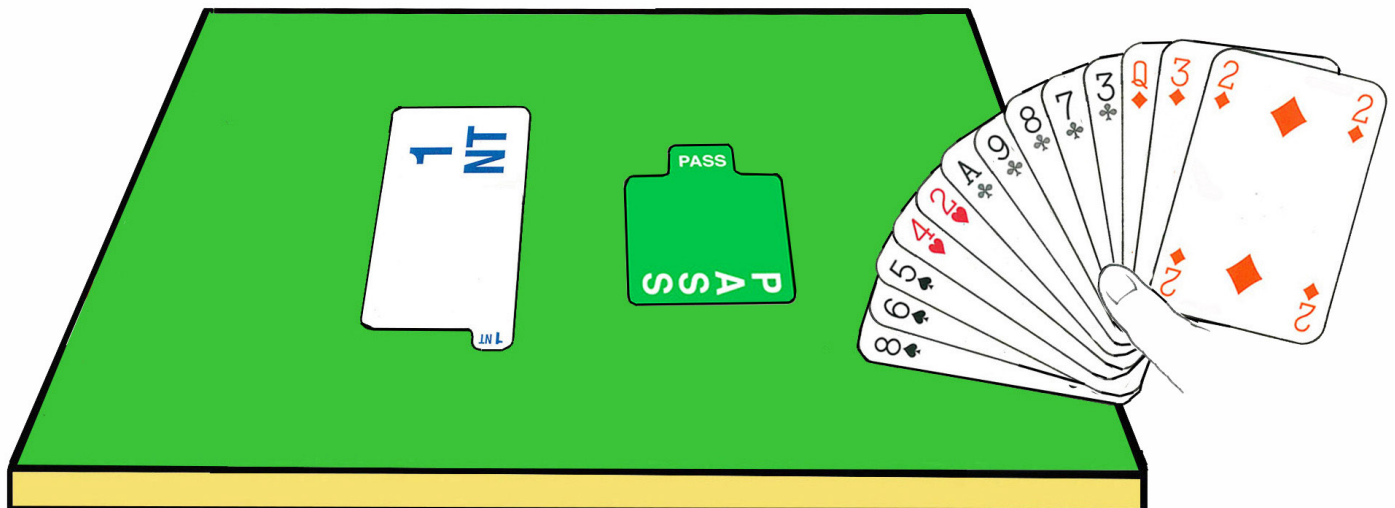
We have 12 hcp together with partner's 15-17 means that our joint strength is 27-29 hcp, that is, enough for game. Thus, we jump directly to 3NT, which becomes the final contract.



We have 10 hcp and we know that partner has 15-17. This means that our combined strength is 25-27. We need 26 to bid a game (3NT). Here we can *invite* game (see the previous chapter) by bidding 2NT. Opener now gets to decide whether he has a minimum or maximum hand, within the known limits of 15-17. With 15 hcp, he will pass, but with 16-17, he bids 3NT.



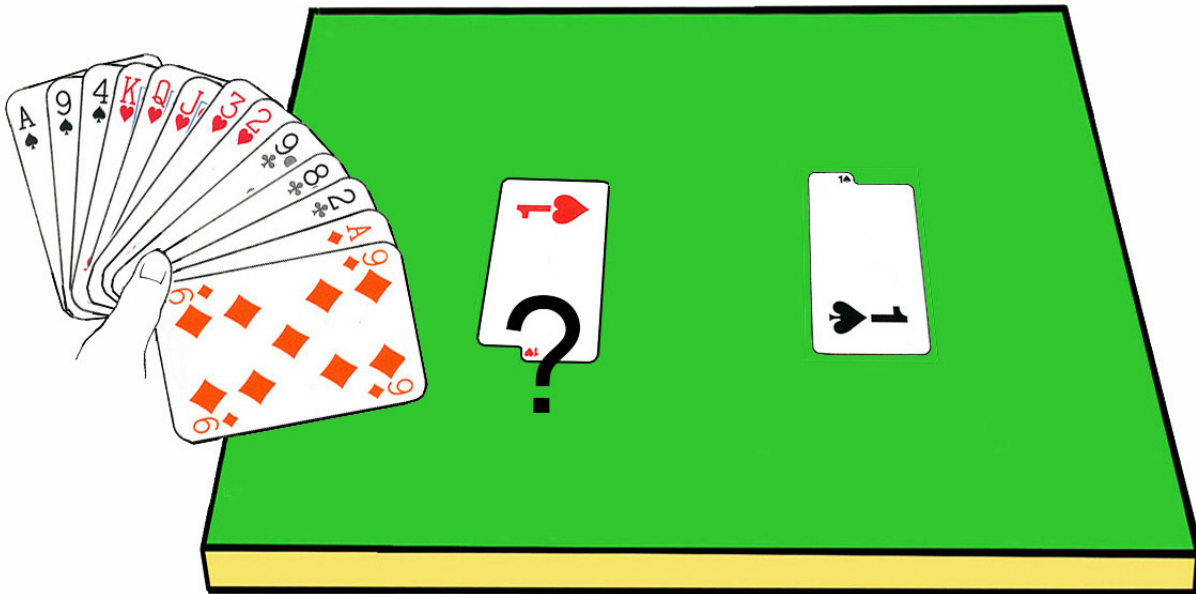
Here we have 18 hcp. We know that partner has 15-17. Together, we have 33-35 points, and to play a small slam, we need 33 hcp. Thus, we jump all the way to the small slam 6NT.



We have 6 hcp only. Together with partner, we have 21-23 hcp, which is not enough for game. So we pass and play 1NT as a final contract.

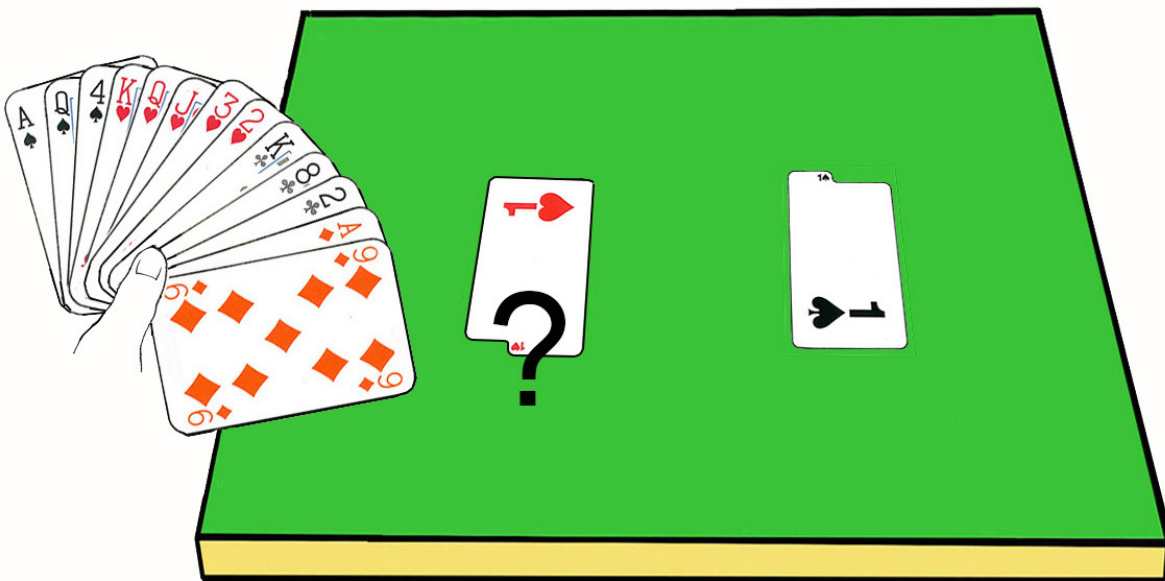
4. Notrump Bids and Overcalls

Balanced hands are quite common. However, balanced hands in the interval 15-17 hcp (those we can open with 1NT) are less usual. In this lesson, we will, among other things, learn what to do with 12-14 hcp and a balanced hand.



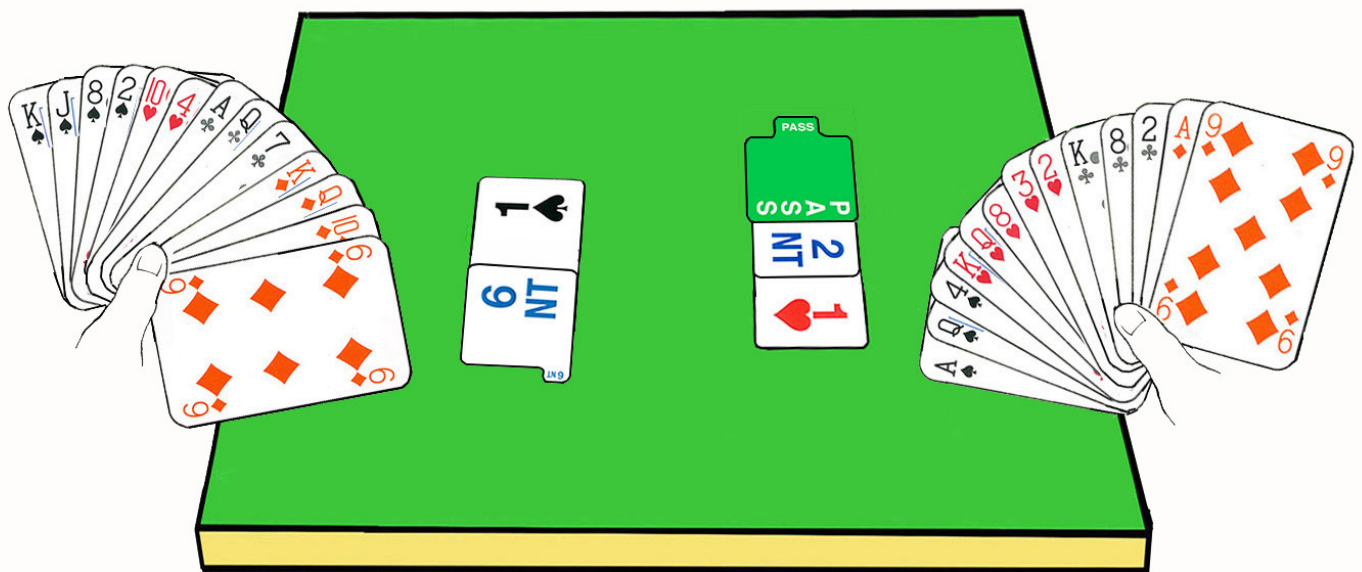
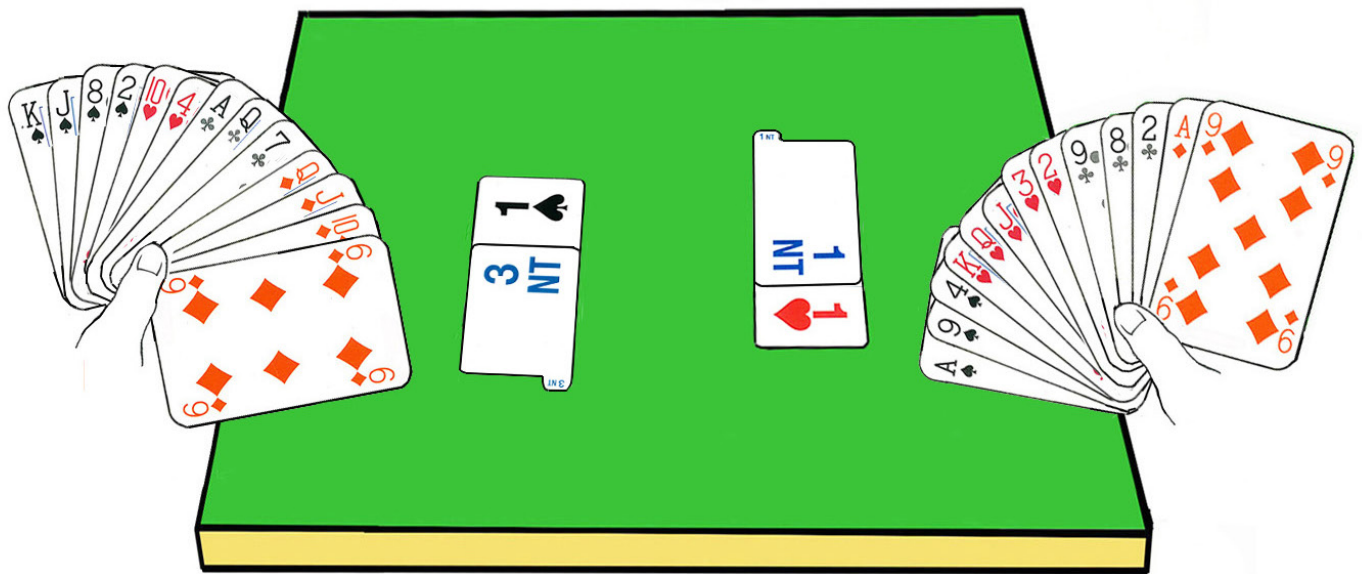
Here we have 14 hcp and a balanced hand. We open “as usual” with 1♥, showing 12+ hcp and 5+ hearts. Let us say that East responds 1♠ to our opening bid 1♥. As you remember, he shows 6+ hcp and 4+ spades, and denies holding 3+ hearts. Now we check whether spades are a trump suit. The answer is no. If East has four spades only, we have no more than seven spades together.

We will bid 1NT. It shows that we have 12-14 hcp, a balanced hand and not four spades (we would have shown our support for spades). Now assume that we have a stronger hand:



Here we have 19 hcp and a balanced hand. We open 1♥. East responds 1♠. With 12-14 hcp, we would have bid 1NT. Now we jump to 2NT instead, to show 18-19 hcp and a balanced hand.

This is what the bidding sequences in our examples would look like:

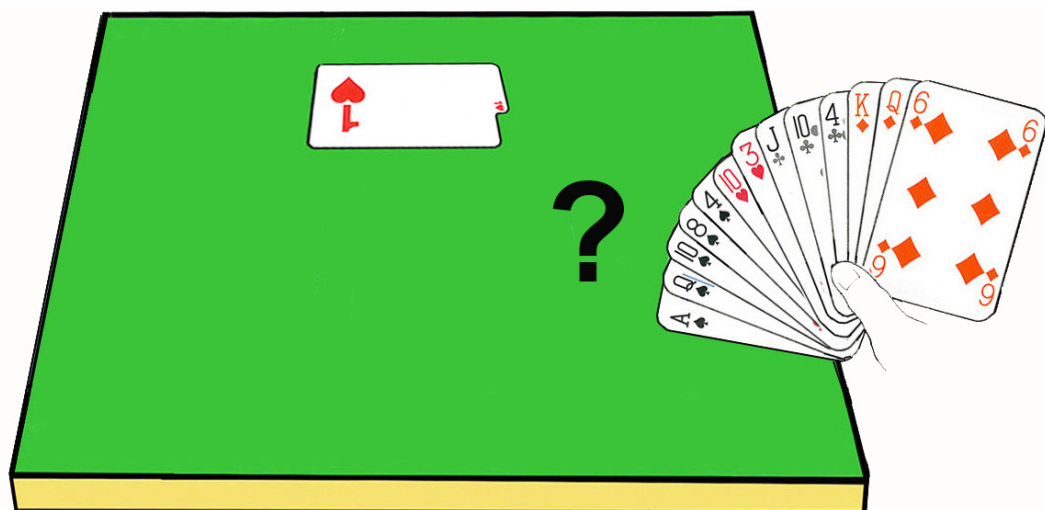


Overcalls

So far, only one pair has been bidding. The bidding has been “undisturbed.” However, this is not how it usually is in real bridge.

If one player opens the bidding, the opponents are not forced to pass. Bidding when an opponent has opened the bidding is called to *overcall*. An overcall will often make our defense easier, and it may make the bidding more difficult for the opponents. However, the overcall may also turn out badly for our own side, so we have to exercise a certain amount of caution.

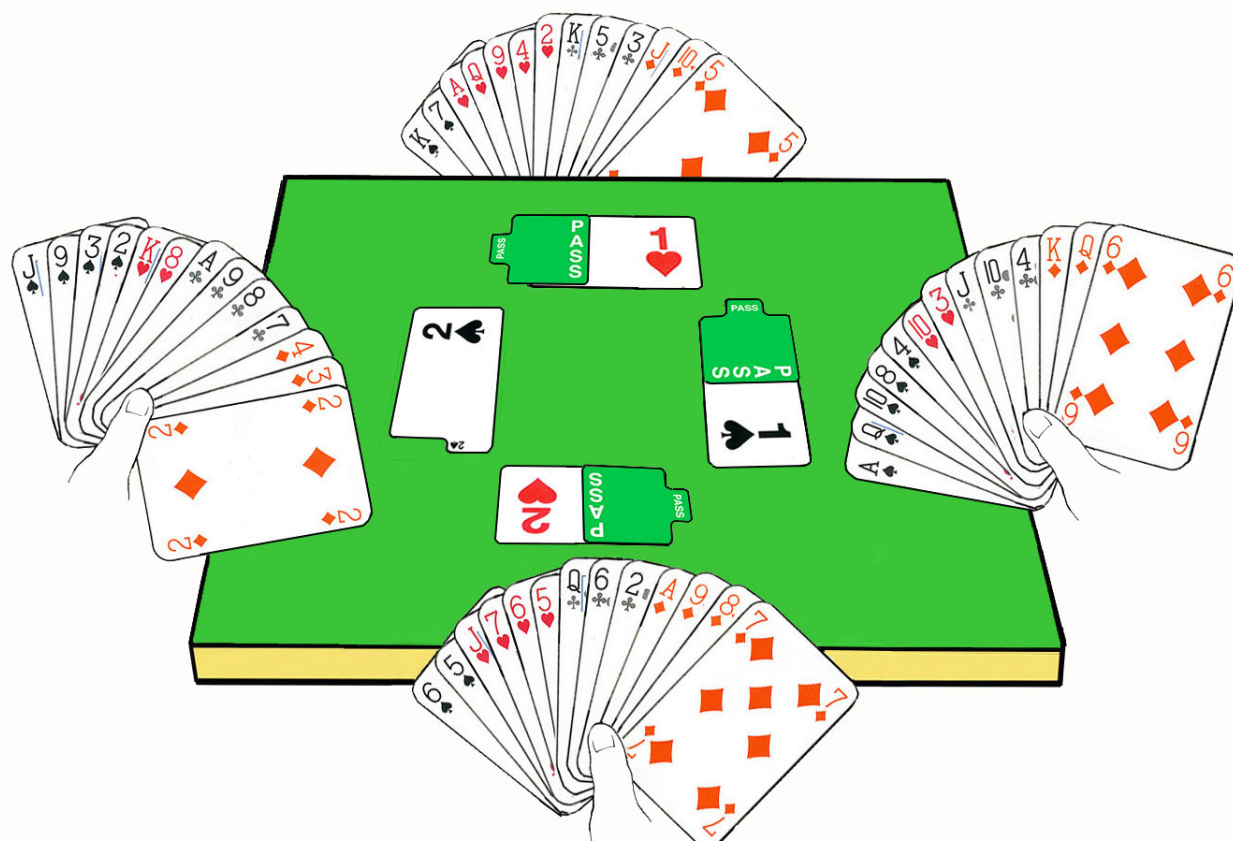
This is how to make an overcall. The player in front of us opened 1♥ and we have:



If the player in front of us had passed, we would have opened 1♠. Now we can no longer open the bidding, but we can still bid 1♠. So we make an overcall! For an overcall in one of a suit, we need 10+ hcp and at least five cards in the suit. We can also overcall 1NT. This shows the same strength as the opening bid 1NT (15-17 hcp), a balanced hand, and a *stopper* in the opening suit.

Overcalls			
1 of a suit	10+ hcp	5+ suit	
1NT	15-17 hcp	Balanced hand	Stopper

The entire bidding sequence looks like this:



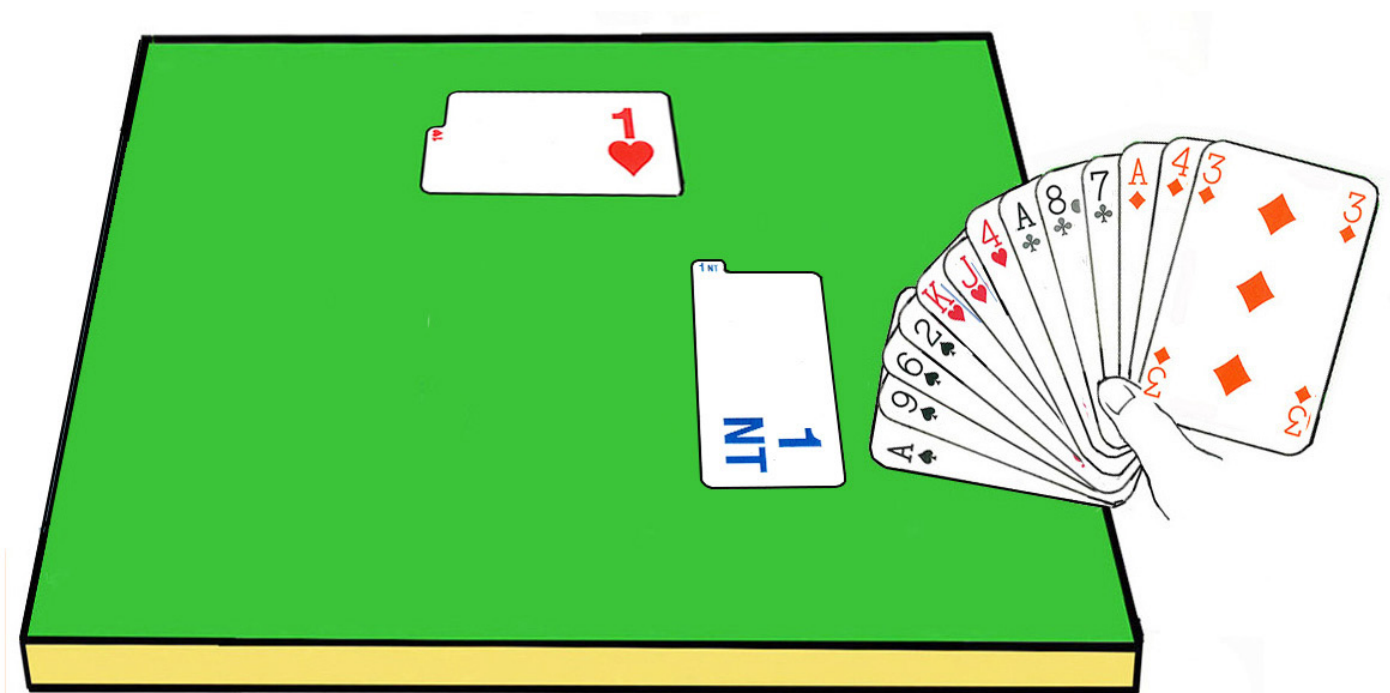
Observations

West (called *advancer*, the partner of the overcaller), tries to bid as if the opponents had not bid anything. This means that if partner overcalls 1♠, he raises to 2♠ with support and 6-10 hp, jumps to 3♠ with 11-12 hp, and so on.

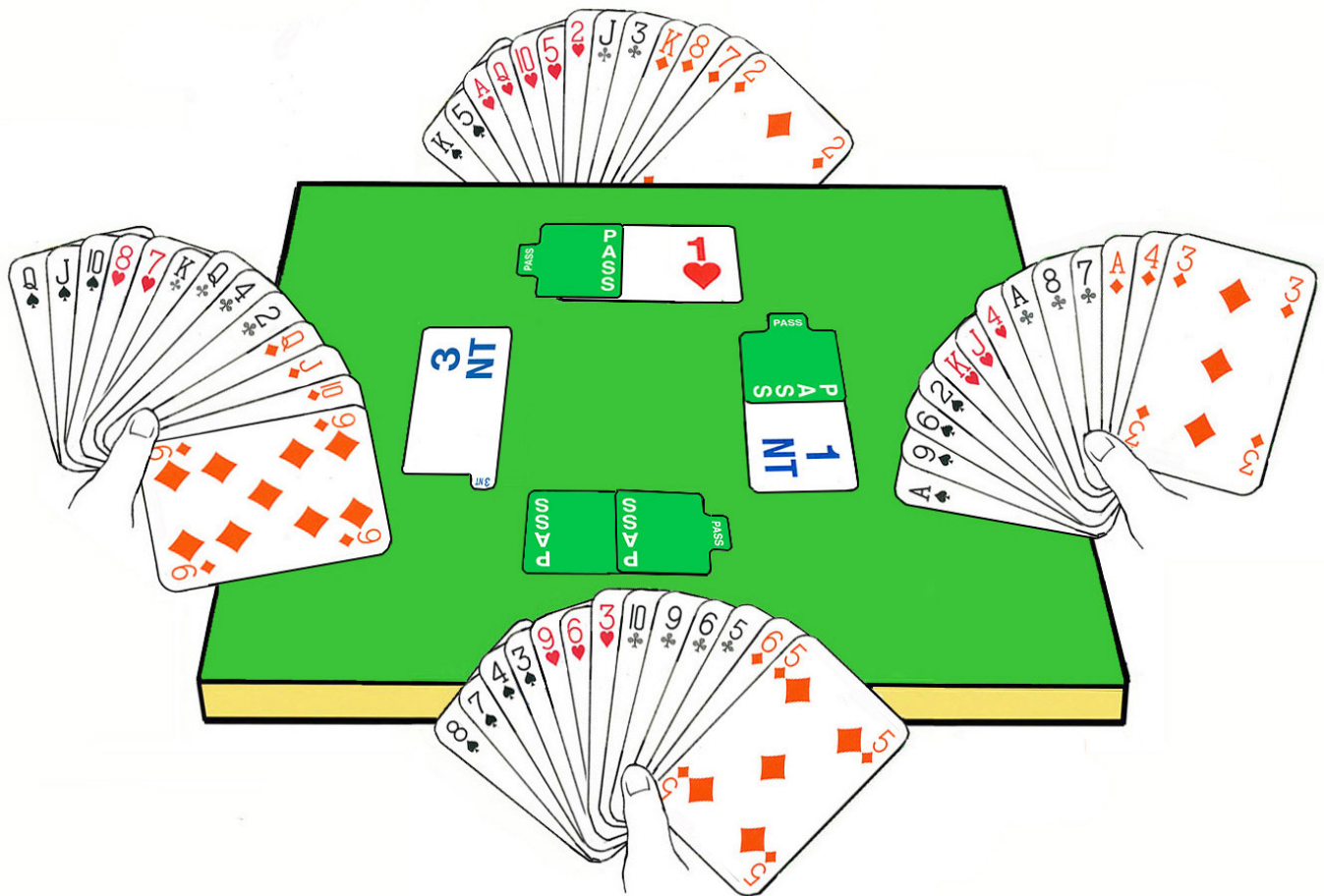
As you know, we compete for tricks, which give points, depending on how high a contract we have bid and made. These points are compared with the points from all other tables in the competition, and the pair that gets more points wins. If we analyze this deal, we can see that NS often wins eight tricks if they are allowed to play 2♥. Now East overcalled 1♠ and South bid 2♥ showing 6-10 hcp and 3+ hearts. However, the bidding did not end there. Thanks to the overcall, West could raise his partner. 2♠ showed, just as 2♥, 6-10 hcp with spade support – exactly what West had. We see that EW can win eight tricks in 2♠ with optimal declarer play. This means that by bidding higher than their opponents, EW can win 110 instead of losing 110 points; a difference of 220 points! This will give a clearly better result for EW when the results of the competition are calculated.

Even if declarer does not make 2♠, but goes minus one or minus two (50 or 100), the loss will be less than it would have been when the opponents would have played 2♥ and made it (110). A contract that we do not make, may still be a good result. In bridge terms it is called a *sacrifice*.

Here is another example of an overcall. We have:



Holding 15-17 hcp in a balanced hand, we planned to open 1NT. However, the player before us has already opened 1♥. But it is still possible to bid 1NT, which means that we can overcall. The only difference between the opening bid 1NT and the overcall 1NT is that the overcall shows that we have one or more *stoppers* in hearts, the opening suit. A stopper is a high card, that stops the opponents from winning all the tricks in a suit immediately.



West counts his points and concludes that 11 + 15-17 is 26-28 and that a game should be played. He jumps to 3NT, which concludes the bidding.

Another Observation

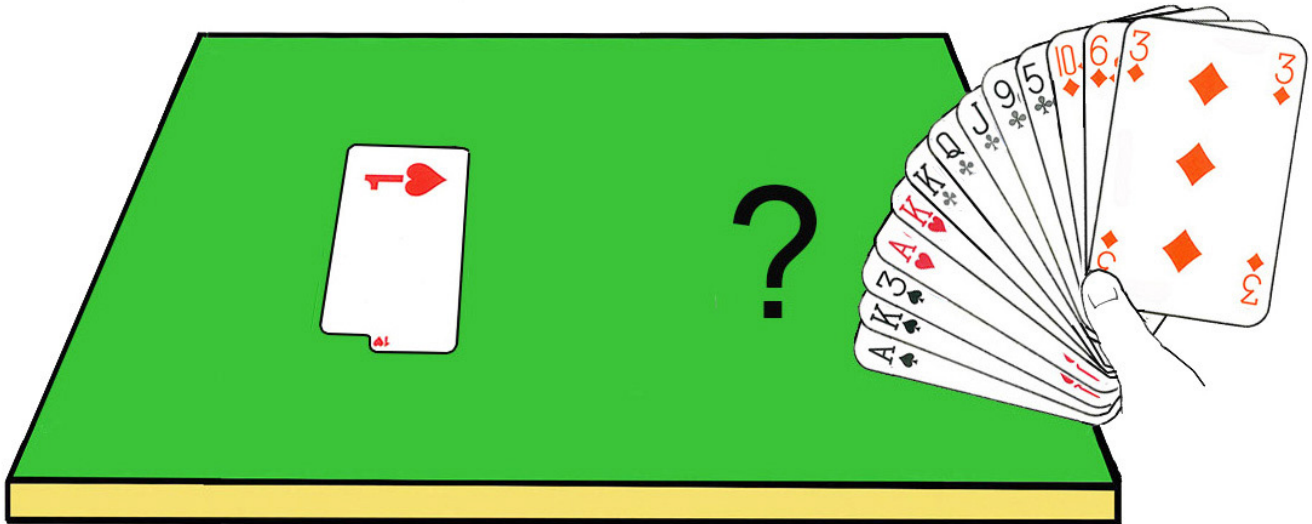
In this example, declarer received a lot of valuable information from the bidding. North promised 12+ hcp with his opening bid, and this means that South cannot have more than a single jack. Declarer has 6 hcp, dummy has 11 hcp, and North has shown 12+, that is, a total of 39 hcp. The deck contains 40 hcp and $40 - 39 = 1$, so South can have a maximum of 1 hcp. Declarer *knows* that North has the ace and king of spades, ace and queen of hearts, and the king of diamonds. Declarer can finesse, without taking any risk, in spades, hearts, and diamonds, and will win four spades, two hearts, three diamonds, and three clubs, making twelve tricks in total - three *overtricks* as it is called in bridge terms.

5. Different Hand Types

We will now look at more responses, and how opener continues bidding with other types of hands than those we have seen so far. We have learned a lot already, but there are still a lot of things we have not talked about.

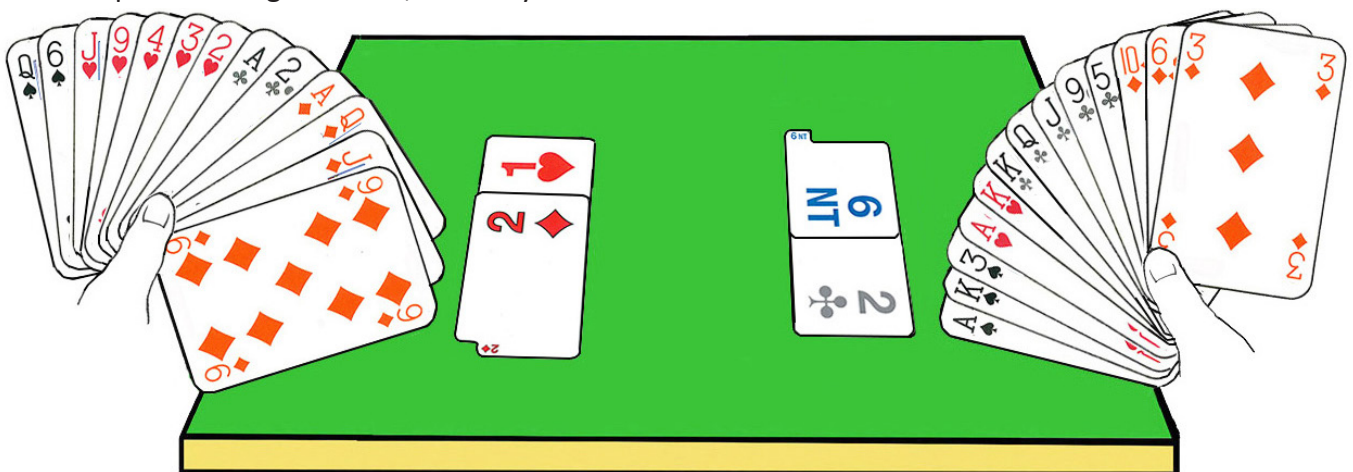
2-over-1

Bidding two of a new suit (without jumping), after partner's opening is called 2-over-1. This shows 12+ hcp and is forcing to game. Otherwise, it follows the same principles as 1-over-1. For example, we begin with bidding our longest suit.



Responder's 2-over-1			
2 in new suit	12+ hcp	4+ suit (longest)	Forcing to game
2♥ over 1♠	12+ hcp	5+♥	Forcing to game

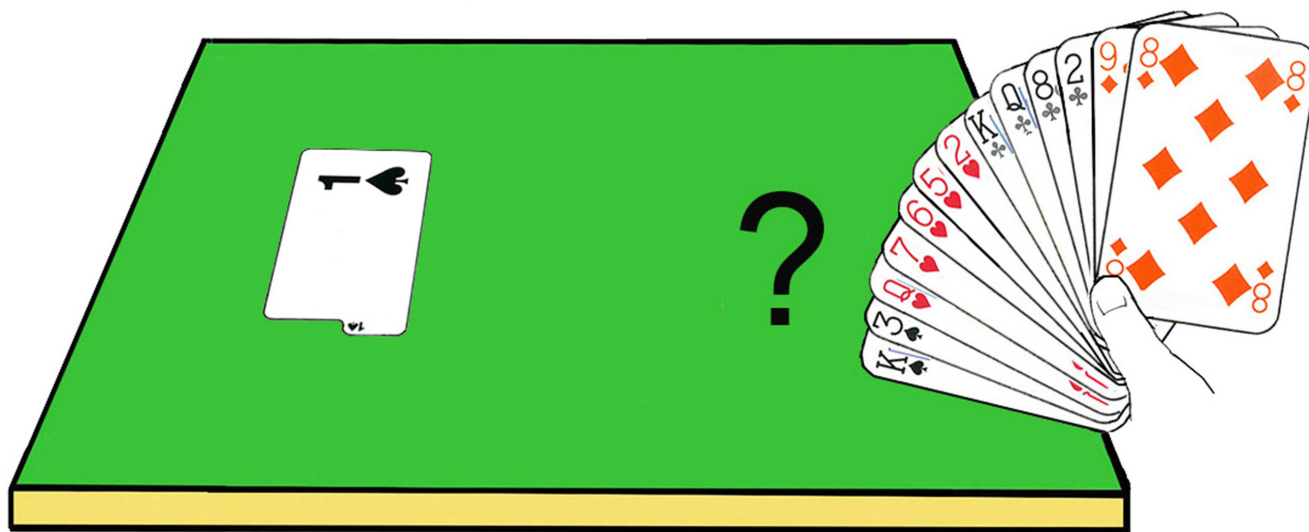
When responder has bid 2-over-1, both players know that the bidding must proceed to game. Every bid below game is used to investigate the best contract, often by looking for a trump suit. Neither player is allowed to pass below game level, and they must trust each other not to do this.



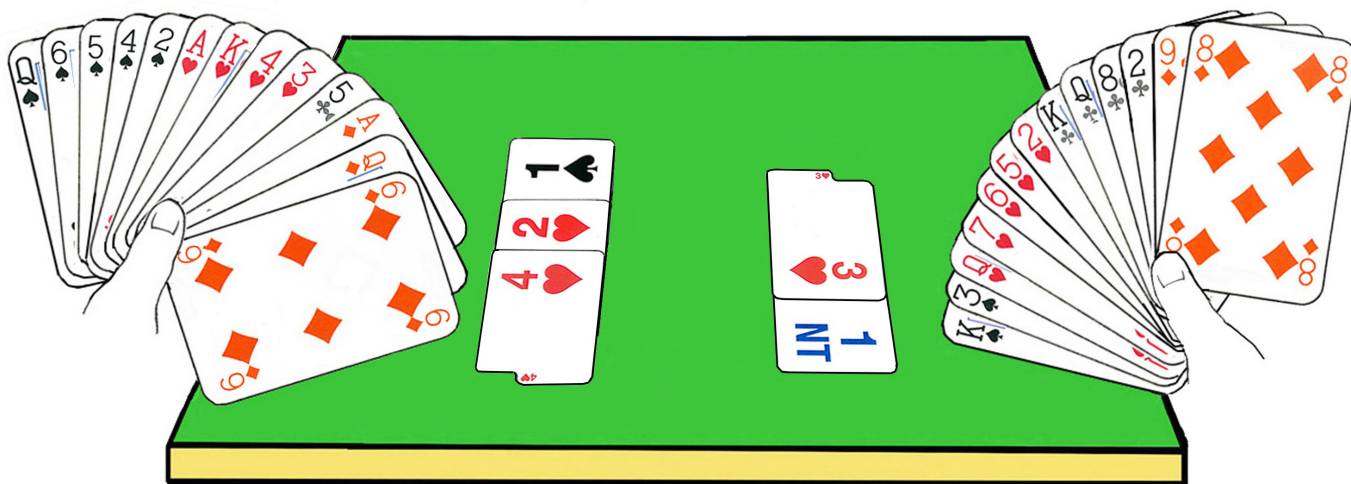
In the example above, opener must continue to bid when partner bids 2♣. Just as before, West starts by checking for support of partner's suit. West has no support for clubs, and he has already shown five hearts. Does he have something else to tell? Yes, West also has four diamonds, and they are not yet shown. So West bids 2♦. West has told East about hearts and diamonds, but no support for clubs. East will now add up the point ranges and conclude the bidding with a notrump bid on the appropriate level, 6NT. There is no joint trump suit.

1NT-over-1

You may already have realized that we have problems with hands in a specific point interval. When we have 6-11 hcp but no suit that we can bid on the one level, we are in trouble. We cannot pass with 6+ hcp, but 2-over-1 shows 12+. For example, partner has opened 1♠:



We have 10 hcp and hearts is our longest suit. But we do not have hcp enough to bid 2♥, so we must bid something else. The correct bid is 1NT, which shows 6-11 hp, without trump support in spades.



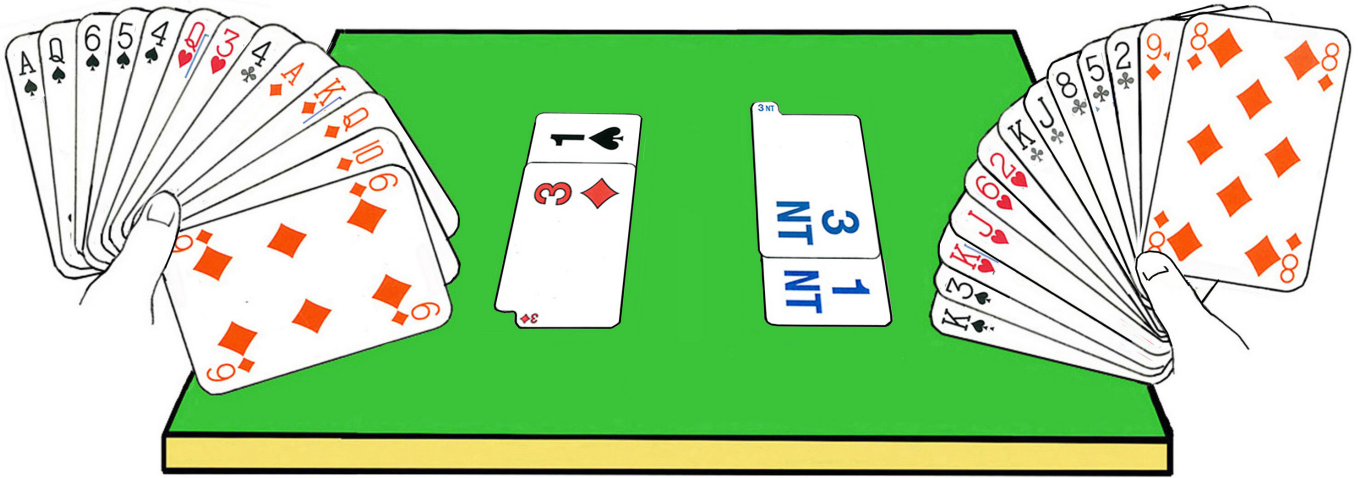
- 1♠ "I have 12+ hcp and 5+ spades."
 1NT "I have 6-11 hcp but no support for spades (less than three)."
 2♥ "I also have hearts, 4+ hearts and 12-17 hcp."
 3♥ "Good, I have 4+ support in hearts and 9-11 hcp (with 6-8 hcp, I would have passed)."
 4♥ "I have a bit more than the 12 hp I have shown, so I bid game."

Responder's 1NT-over-1

1NT-over-1	6-11 hcp	No trump support	All hands that cannot bid 1-over-1 in a suit
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Two-Suited Hands

Here is another example of a two-suited hand. Let us assume that we have:

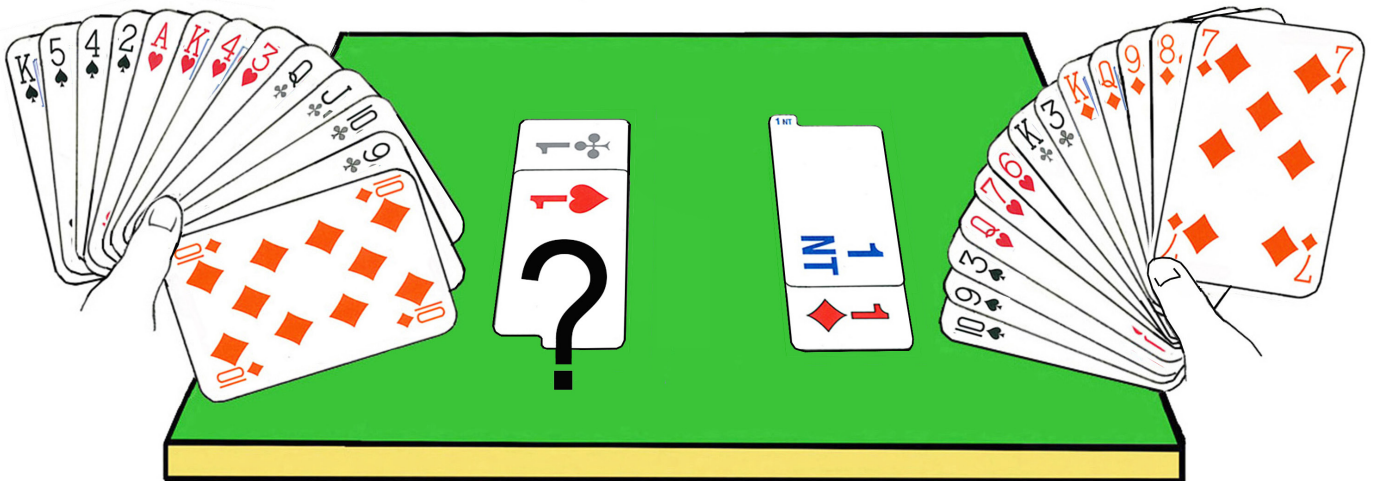


West opens 1♠. Partner, who cannot bid 2-over-1 (2♣) holding only 11 hcp, responds 1NT. West could now have bid 2♦ over 1NT, to show his second suit, but chooses the jump to 3♦ showing a stronger hand, 18+ hcp. The opening bid promised 12 hcp, and West shows his extra values by bidding higher, as in other bidding sequences. This means that East knows that the pair should bid a game, and without a trump suit, East decides on 3NT.

Opener's second bid after 1-over-1 and 1NT-over-1			
2 in new suit	12-17 hcp	4+ in the suit	
3 in new suit	18+ hcp	4+ in the suit	Forcing to game

Yet Another Observation

If we try to summarize what the goal of bidding is, it may be something like this: "Try to describe your hands to each other, to find a trump suit, while at the same time, also finding out the combined strength, so you know how high a contract you can play." Here is an example:

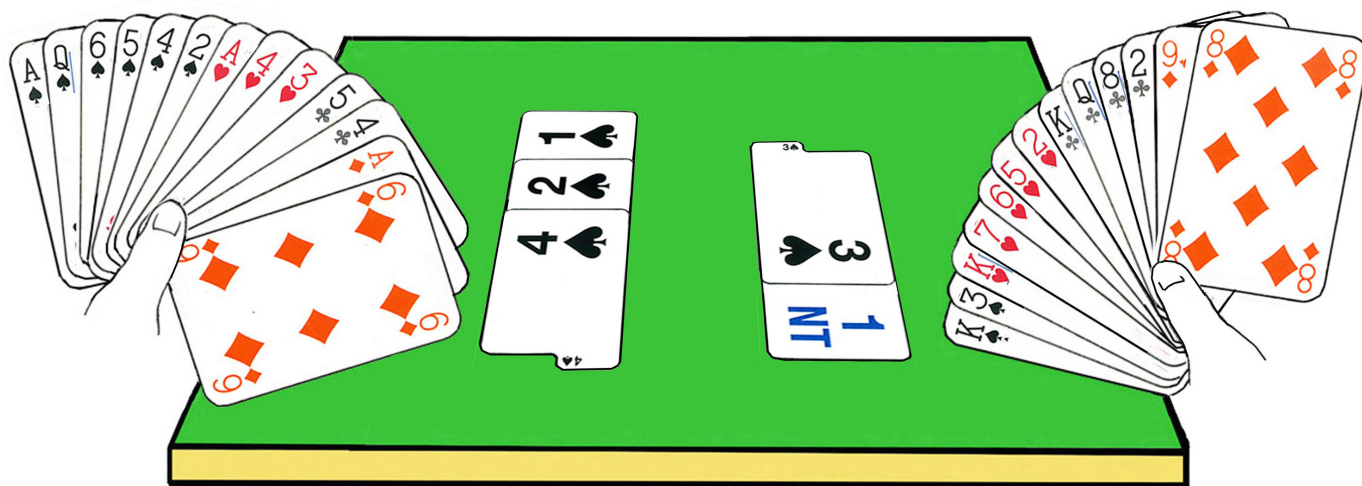


West's bidding is a bit different from previous examples. He cannot open 1♥/♠ so he starts with 1♣. East responds 1♦ (6+ hcp, 4+ diamonds, but not 5+ clubs) and West has no diamond support. Instead he bids one of his other suits, 1♥. East has no support for hearts so he continues 1NT. West now knows that the pair does not have enough strength to bid a game, since East limited himself to 11 hcp by bidding 1NT. 11+13 is maximum 24. West also knows that East does not have four spades, since he bypassed 1♠ and bid 1NT. There is no reason to bid any further, trying to find out if there is a joint spade suit. West's next call will be pass.

If East had had the jack of spades instead of one of the low cards, he would not have bid 1NT. Instead he would bid 2NT, inviting game. Like other invitations, 2NT asks whether partner has a minimum or some extra strength, given the bidding so far, and asks partner to bid game with extra values. If we change the jack of spades to the ace of spades, East will have 14 hcp. In this case, East should jump directly to 3NT, since he knows that game should be played, but there is no trump suit.

One-Suited Hands

We have seen how the bidding develops when opener has two suits, a so-called two-suited hand. Let us now look at the following example:



What happened here is that West told about an opening hand and 5+ spades. East, with no support and less than 12+ hcp (needed for 2-over-1) bids 1NT. Now it is again West's turn, but he has no new suit to show. However, West has an extra card in spades and can *rebid* spades. Rebidding a suit shows (at least) one more card in the suit. The opening bid promised at least five spades, so the rebid 2♠ shows at least six spades. East did not know that he had support in the first round, but now he suddenly knows that he has support for spades. He can bid 3♠. This shows support for spades and invites game. West has a bit extra strength and decides to bid game with 4♠.

Responder's bid without trump support			
Pass	0-5 hcp		
1-over-1	6+ hcp	4+ in suit	Forcing one round
1NT-over-1	6-11 hcp		
2-over-1	12+ hcp	4+ in suit	Forcing to game
2♥-over-1♠	12+ hcp	5+ in suit	Forcing to game

To Re-iterate

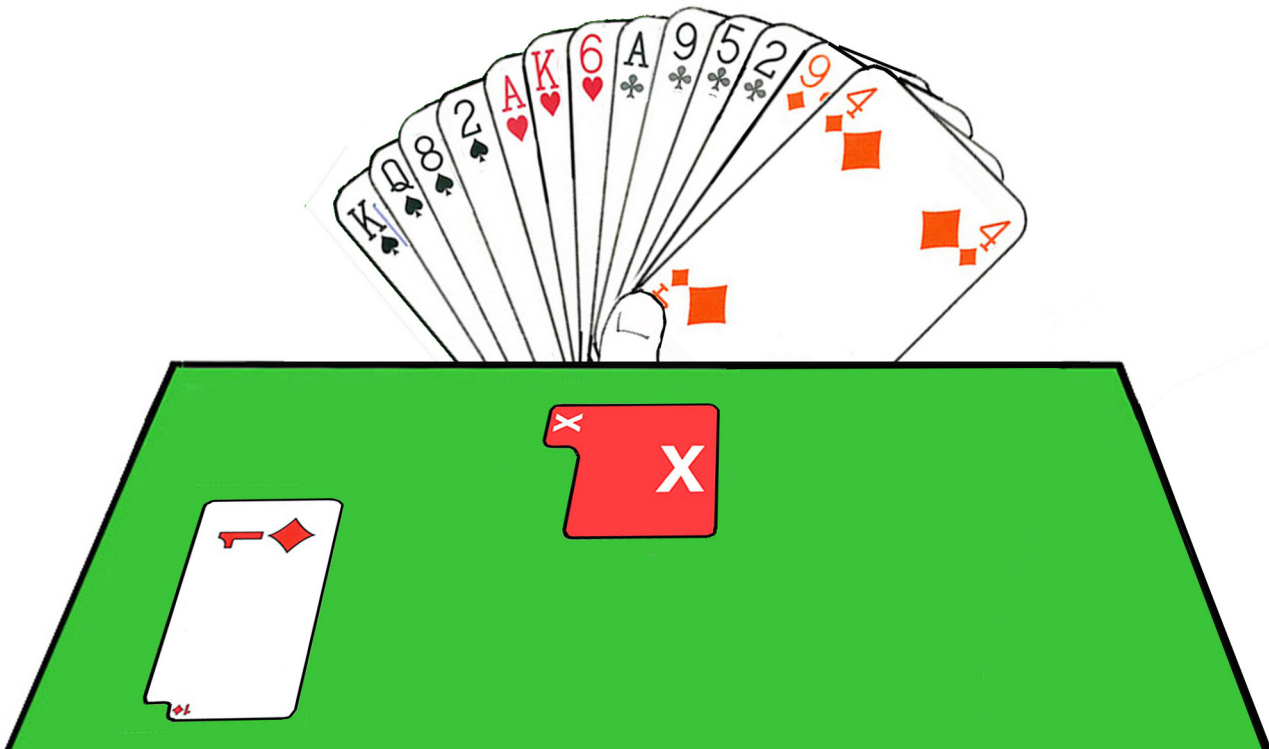
The goal of the bidding is to describe your hand to partner, to find a trump suit, and at the same time to find out how many points we have together, so we know how high we can bid.

6. Doubles

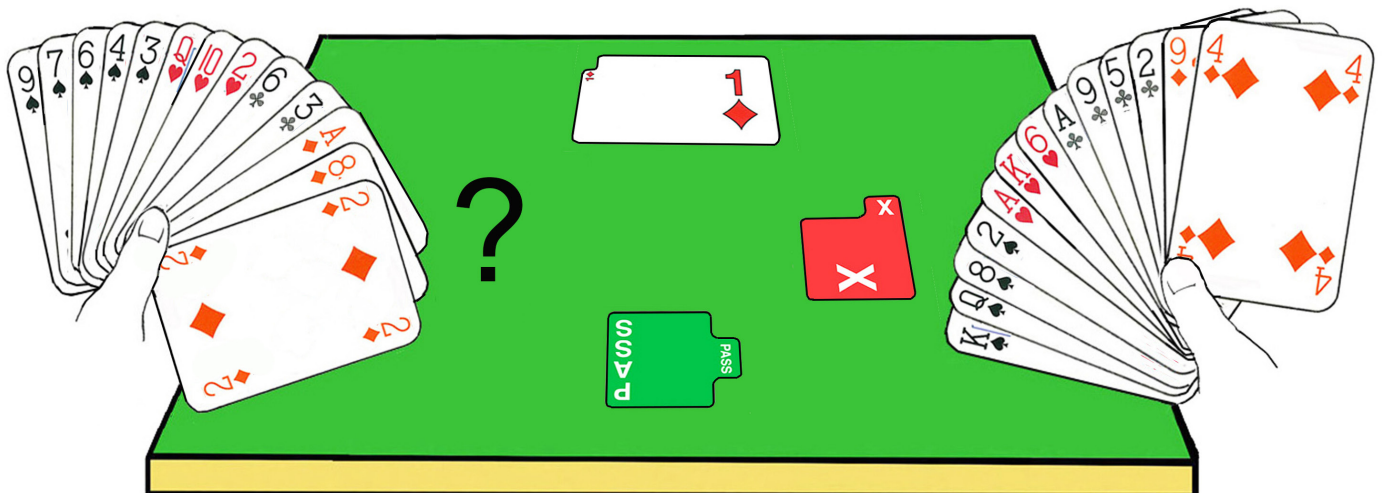
When the opponents have opened the bidding, there are situations where we want to bid, but we do not have the tools for it yet. For an overcall, we need a 5+ card suit, and sometimes we have a strong hand but no five-card suit. There is another bid we can use, the red "X" bid, which is called *double*. To double an opening bid is to make a "take out double" of the bid, and it tells partner that a) we have at least three cards in all the unbid suits, and b) we have 12+ hcp, that is, the strength of a standard opening bid in one of a suit. In bridge terms, a double is a call but not a bid.

The Take-Out Double

Here are some examples:

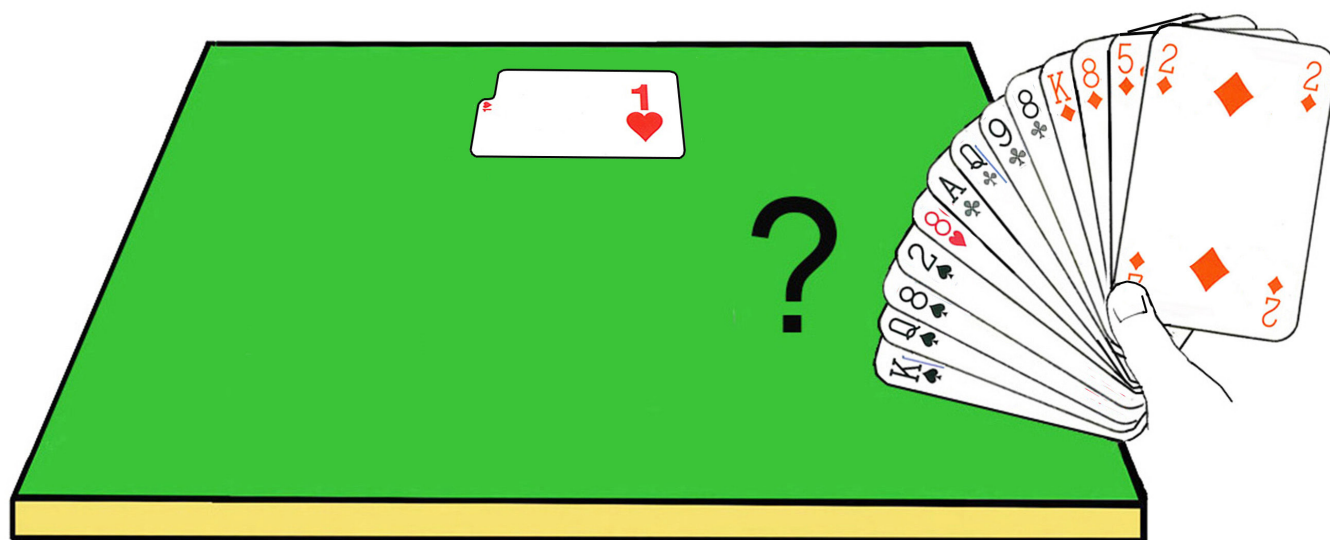


We have 16 hcp, but without a stopper in diamonds, we cannot bid 1NT. We cannot overcall, because we have no 5+ suit. This is a perfect situation for using the X to make a take-out double. In this way, we tell partner that we have at least three cards in all the other suits, and the strength of an opening hand, that is, 12+ hcp. West, our partner has:

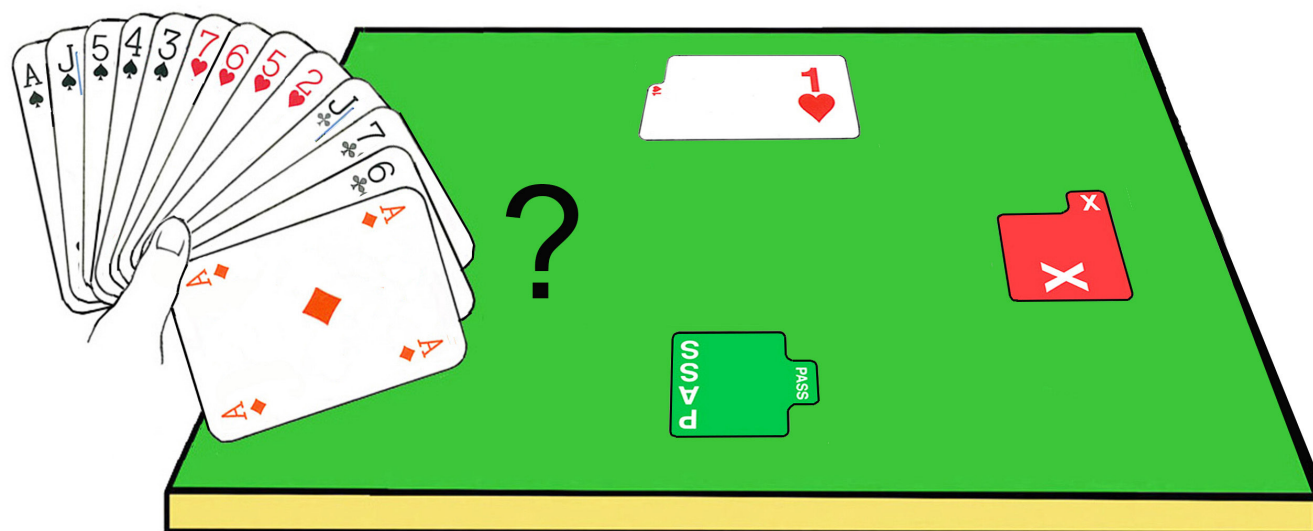


West bids his longest suit, 1♠, and we have found our best trump suit.

Another example. North opens 1♥ and East faces the following problem:



East has 14 hcp and wants to bid, but has no five-card suit. East doubles, since the hand has at least three cards in each of the unbid suits. Now West has:



Responding to a take-out double is quite similar to responding to an opening bid. With a five-card spade, West knows that spades must be an acceptable trump suit (the double promised at least three cards in each unbid suit). With 11 hcp, West jumps to 3♠. This shows 11-12 hcp and invites East to bid a game. East can add up to 25-26 hcp together with West, and bids the game, 4♠.

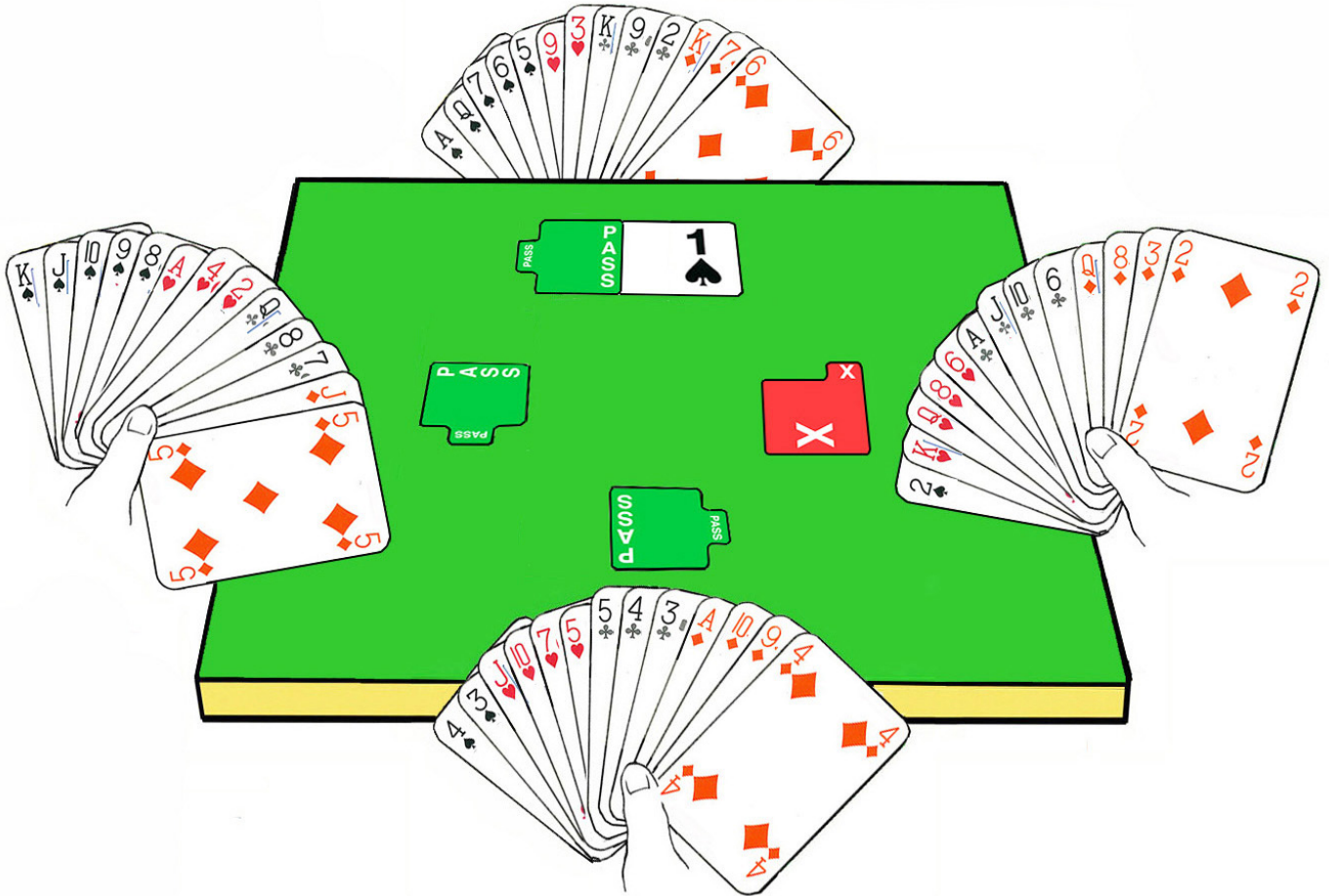
Doubles		
TO, take-out double	12+ hcp	3+ in all unbid suits
PD, penalty double	All strengths	All hands

Opponents open 1X and partner doubles			
1Y	0-5 hcp	4+ suit	
2Y (jump)	6-10 hcp	4+ suit	
3Y (jump)	11-12 hcp	4+ suit	
4Y (jump)	13+ hcp	4+ suit	

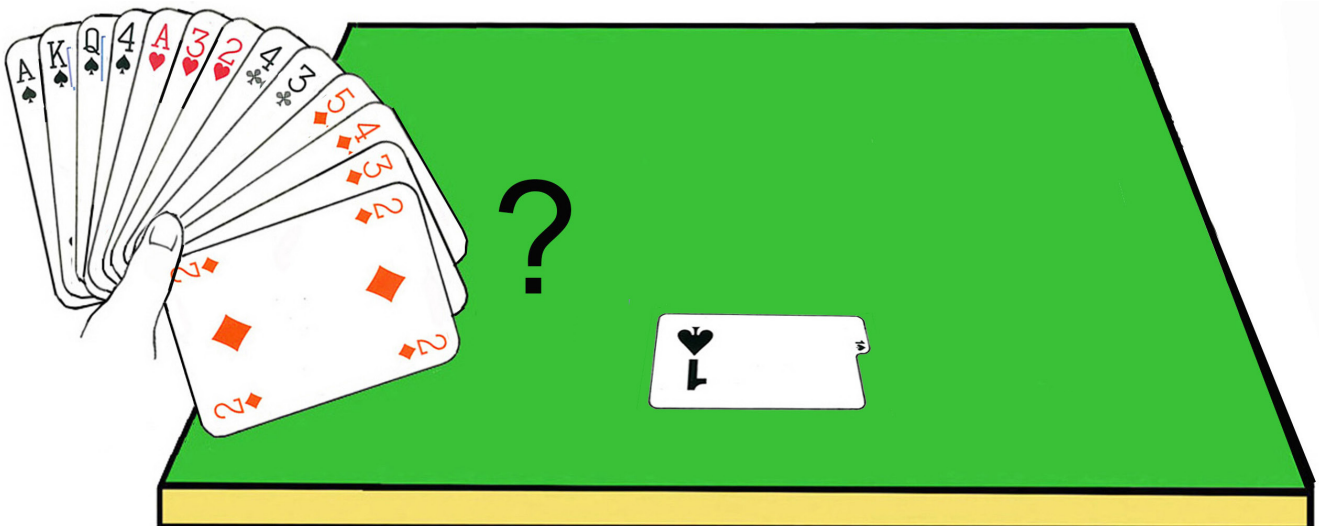
When we jump to three or four in a suit, as a response to partner's double, we usually have five cards in the suit. However, the bid only *promises* four cards.

Penalty Doubles

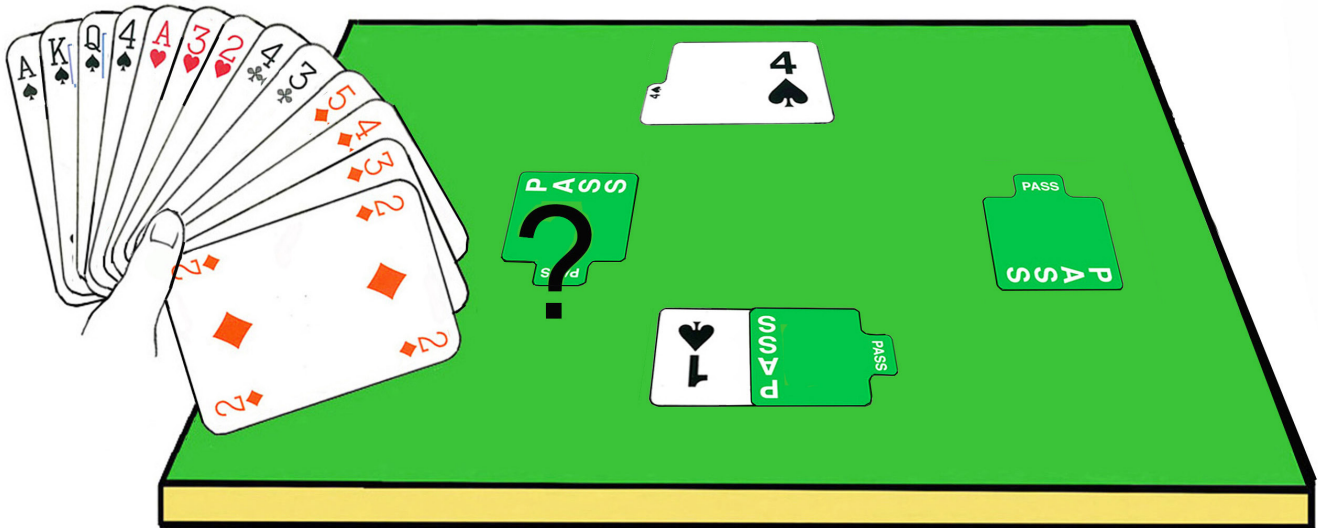
The take-out double primarily asks partner to bid a suit, but there are situations when he may want to pass instead. A doubled contract gives more points to the defenders if declarer fails to make it (but it also gives more points to declarer's side when the contract makes). We can pass a take-out double when we have long and strong trumps, but only then.



NS are vulnerable and North opens 1♠. East wants to bid, but without a five-card suit of his own and with four cards in all the unbid suits, he doubles instead of bidding. West's longest suit is spades, and he chooses to pass, hoping for doubled undertricks rather than his own side making a contract. In 1♠ North will win two diamonds and two or three spade tricks. The contract will be two or three down, which gives EW 500 or 800 points. If West takes a chance in 3NT, NS, with good defense, can beat the contract. Even if 3NT was to make, it only gives 400 points (non-vulnerable). West turned his partner's take-out double into a penalty double by passing. Another example:



We pass (we could not overcall, and not double with only two cards in clubs) and the left-hand opponent raises to 4♠. After two passes, it is our turn again:



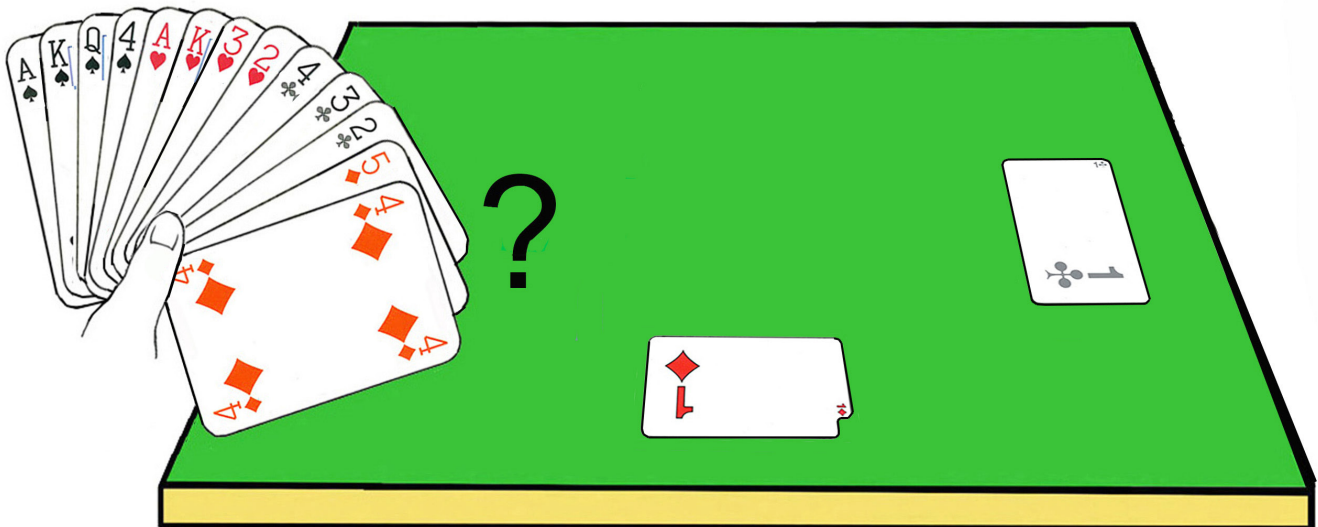
This is the time to double. We can see that the contract most probably will not make. The opponents cannot win ten tricks when we have three certain winners in spades and the ace of hearts. The double is not a take-out double, but a penalty double, and doubling will bring in more points when the contract fails.

Rule of Memory

A double in the first round, when the opponents have opened in a suit, is for take-out. After a take-out double, partner is expected to bid his longest suit. At all other times, a double is for penalties, and partner is expected to pass. If the opponents open 1NT, our double shows 15 hcp or more and is a proposition to penalize the opponents, rather than a take-out double.

A Very Useful Bid

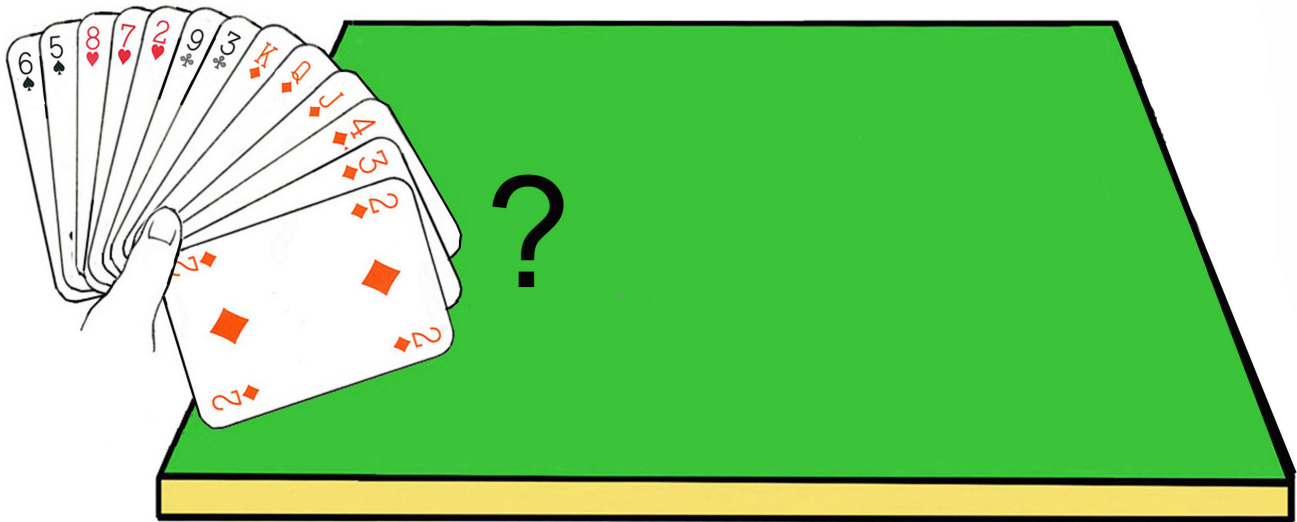
The double can also be used in our bidding when the opponents overcall. Assume that we have the following hand, that partner has opened 1♣, and that South overcalled 1♦. West knows that EW should play a game, but not yet which one. West could bid 1♥ to start looking for the correct contract. A better bid is to double,



which shows exactly 4-4 in the majors. Partner can then look at his cards and decide whether to play in a major, notrump, or clubs. This double is a kind of take-out double, which gives information about the *unbid suits*. In this case, double shows at least four cards each in hearts and spades, that is, it informs about eight cards in our hand, rather than four only, if we would bid 1♥.

7. Weak Two's and Preempts

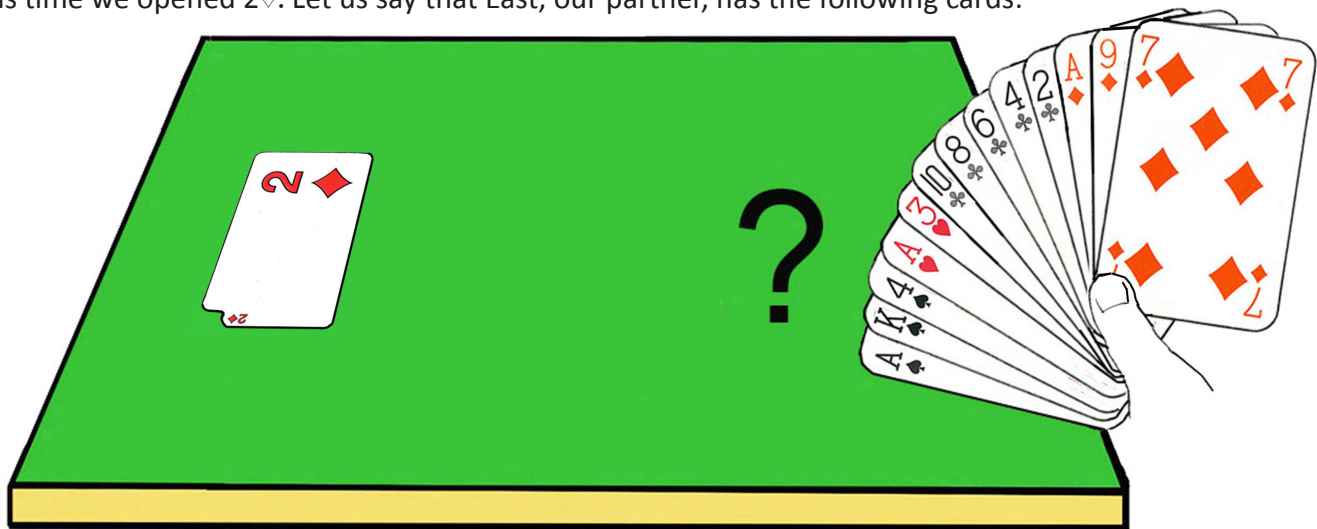
We can also open above the one level. Since these opening bids are higher, they take away *bidding space* from the opponents, and makes it more difficult for them to investigate what contract to play. We can also bid at a higher level than necessary when we overcall. Bidding at a higher level is called to *preempt*. Pre-emptive bids are basically destructive and are used to make life more difficult for the opponents, but they can also be good for our own bidding. We will now look at two types of preempts:



When we open 2♦, 2♥, or 2♠, it shows six cards in the suit and 6-11 hcp. These bids are called *weak two openings*, since they show less strength than openings at the one level. An opening 2♦ is perfect with the hand in the example. Apart from the strength interval 6-11 and the suit length, it is also good to have most of the high-card points in the opening suit. For example, K-Q-10-9-7-4 or A-J-10-8-7-6 are good suits. There are no strict rules, but rather it is up to our own judgment, but there should be at least a few high cards in the opened suit.

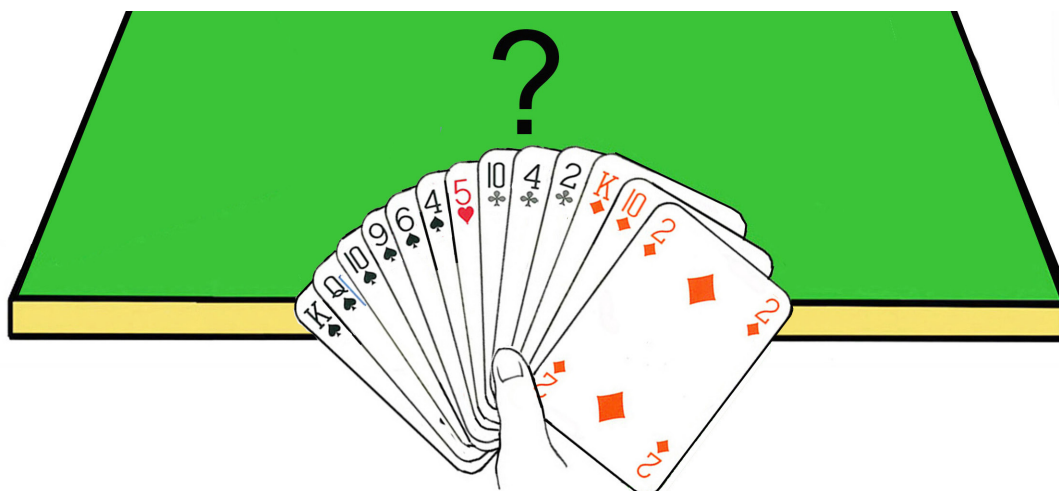
Weak two openings		
2♦ / 2♥ / 2♠	6-11 hcp	6-card suit

This time we opened 2♦. Let us say that East, our partner, has the following cards:

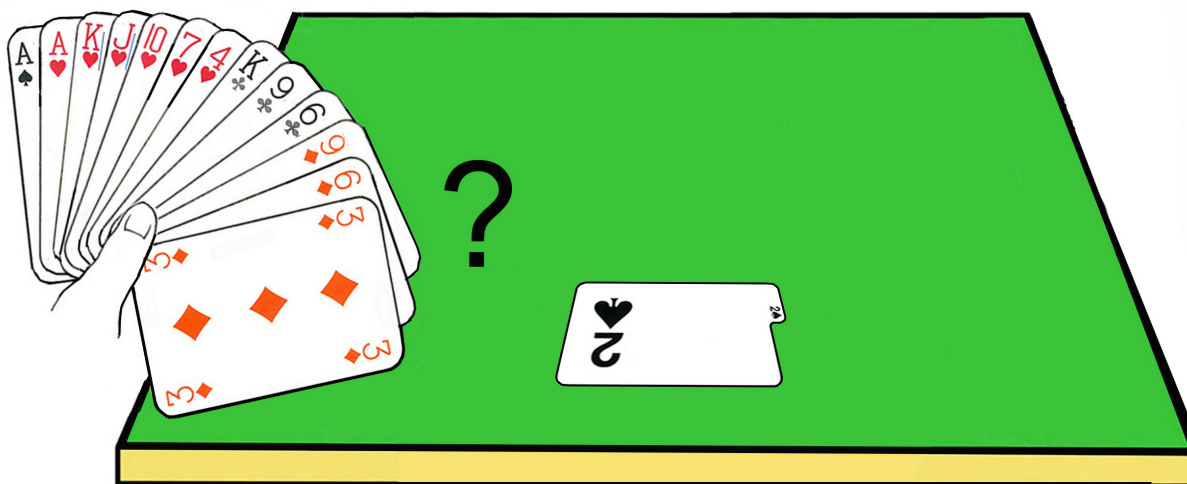


What should East bid after our 2♦? Holding 15 hcp facing our 6-11, East knows that we probably do not have the 26 hcp needed for a game. However, East should count tricks rather than hcp. If West has K-Q and four small cards, we will often win six tricks in diamonds. Together with the East hand, with two tricks in spades and one in hearts, it makes nine! The opponents may start by winning the ace, king, queen, and jack of clubs, but those are only four tricks, and the remaining nine will go to us. Our side will have use of the opening bid, although it is primarily bid to mess up the opponents.

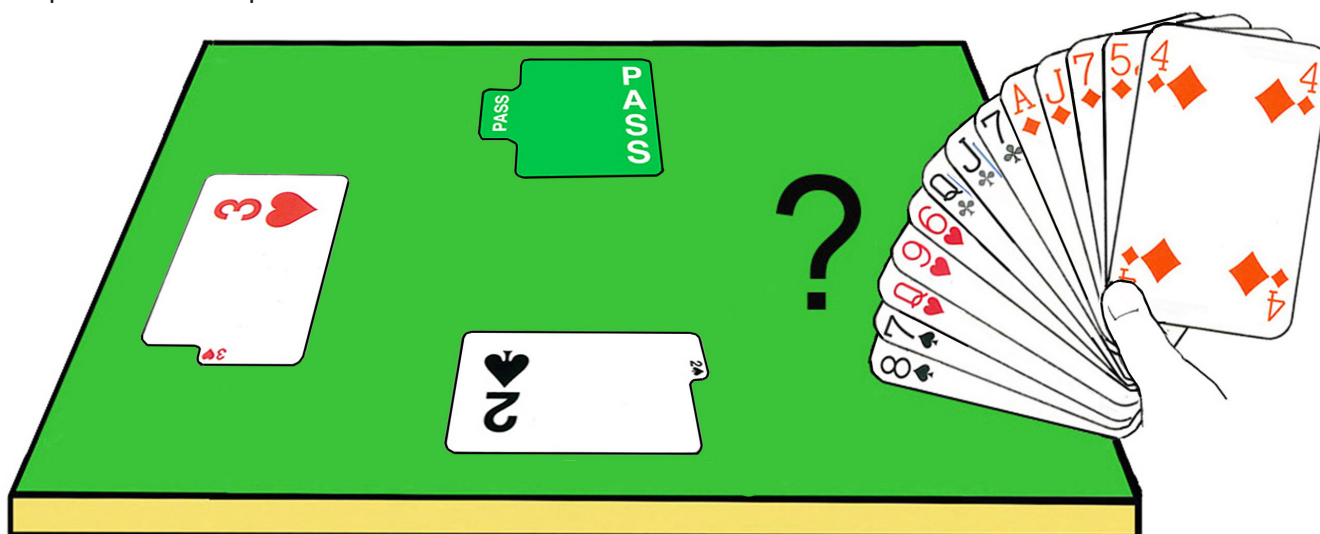
Let us look at another example. With EW vulnerable, you, as South, hold:



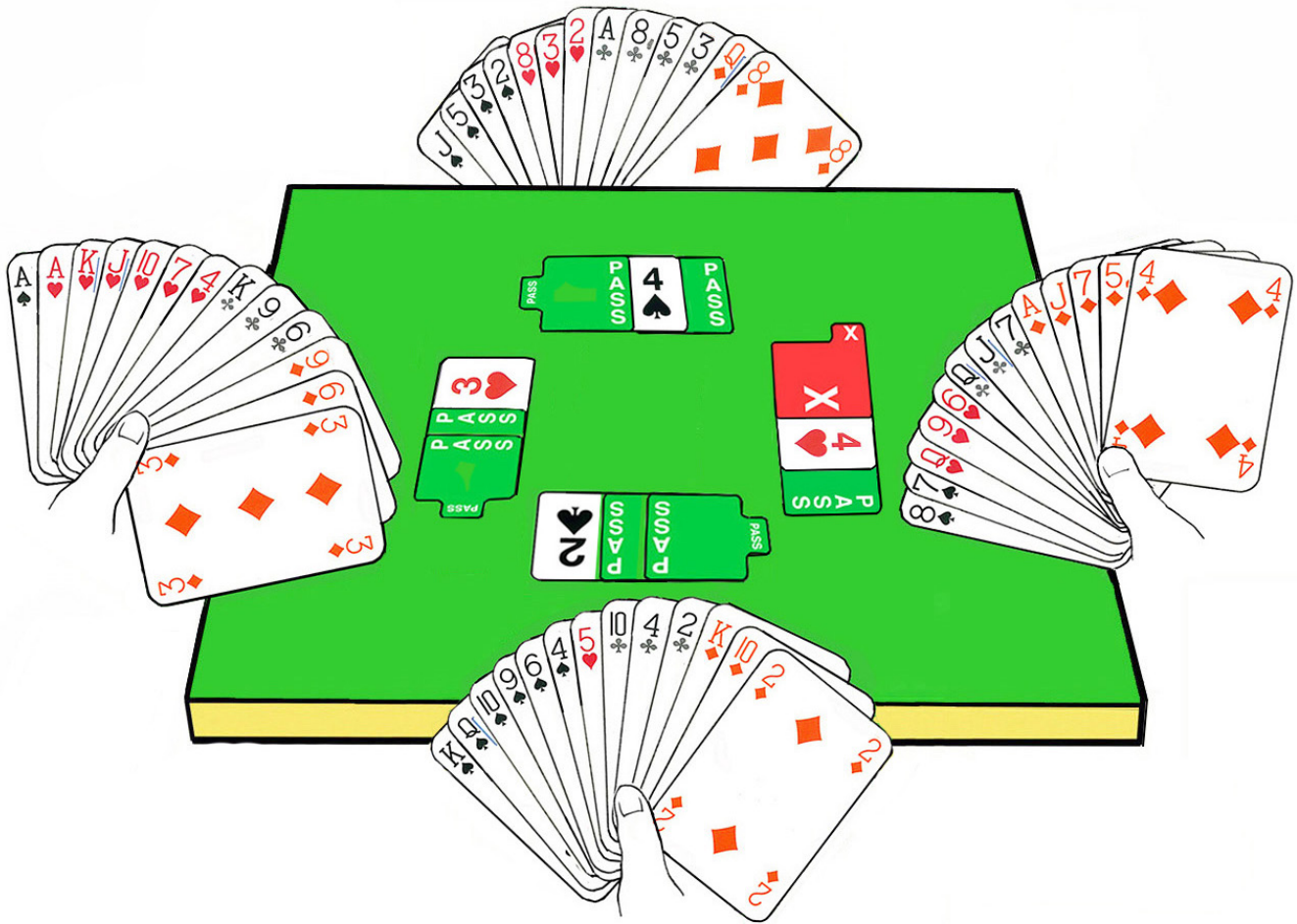
We do not have a standard opening (some hcp are lacking), but the hand is well worth a weak two opening, 2♠, and West, whose turn it is to bid after us, has the following situation:



If we had passed, West could have opened 1♥ but after our bid 2♠, West must begin the investigation for the correct contract on the three level. We have removed two bidding levels for EW. When you have been preempted, you must simply do the best you can, and with West's cards, the best bet is an overcall with 3♥. North passes and the pressure is on East who must decide what to do:



East has seen 2♠ (6-11 hcp, six-card suit) from South, 3♥ from West, and a pass from North. A reasonable action is to raise to 4♥ and hope that game is on. Here is the full deal:



East raises to the game $4\heartsuit$, which is passed around to North, who now must do some math. EW are vulnerable. This means that if EW can win ten tricks in hearts, they will get 620 points. North also knows that South has a six-card spade. North can see that NS probably will lose six tricks. Three doubled undertricks is 500 to EW. Thus, it pays to bid $4\spadesuit$, which most probably will be doubled, since it leads to a smaller loss. In bridge terms, this is called “sacrificing.”

Let us look at the actual deal. If West plays $4\heartsuit$, he will lose one trick in clubs and two in diamonds, winning 620 points. If NS plays $4\spadesuit$ doubled, NS will lose one trick in spades, one in hearts, one in diamonds, and two in clubs. South will win the remaining eight tricks and end with two undertricks, which is only 300 points to EW.

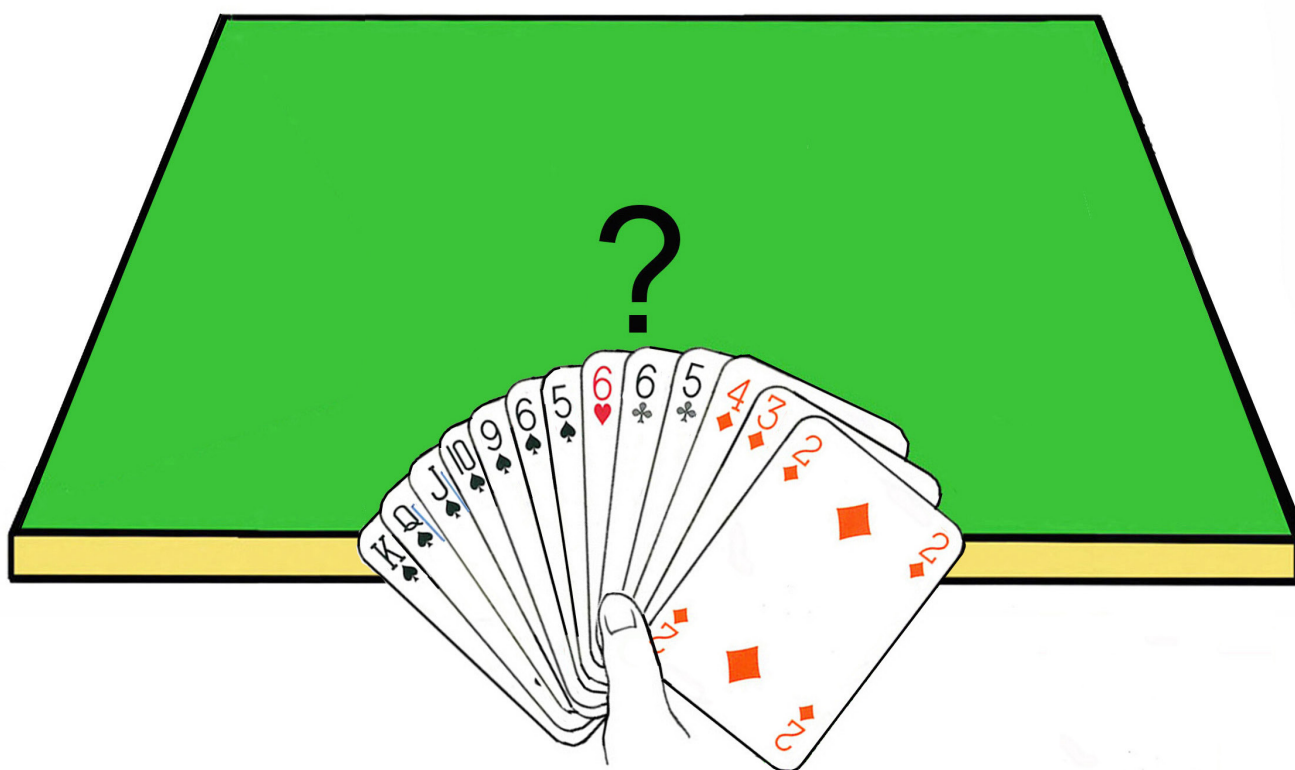
The idea of the game is to win as many points as possible, or to pay out as few points as possible. Thus, it may sometimes be a good idea to sacrifice, or to try and push the opponents up to too high a contract, which they do not make.

You will learn that this is somewhat of a lottery, since it is quite difficult to know who is making what contract. Maybe the opponents have already bid higher than what they can make when you (in this case erroneously) take a sacrifice.

Higher Preempts

In the same way that we open 2♦/♥/♠, we can also preempt on even higher levels. All suit opening bids on the three and four levels are preempts, weaker than 12+ hcp, and preferably have some of the high-card points in the opening suit. The difference is that we show one or two more cards in the suit. Here is a summary of the preemptive openings:

Weak two openings and preempts		
2♦/2♥/2♠	6-11 hcp	6-card suit
3♣/3♦/3♥/3♠	6-11 hcp	7-card suit
4♣/4♦/4♥/4♠	6-11 hcp	8-card suit



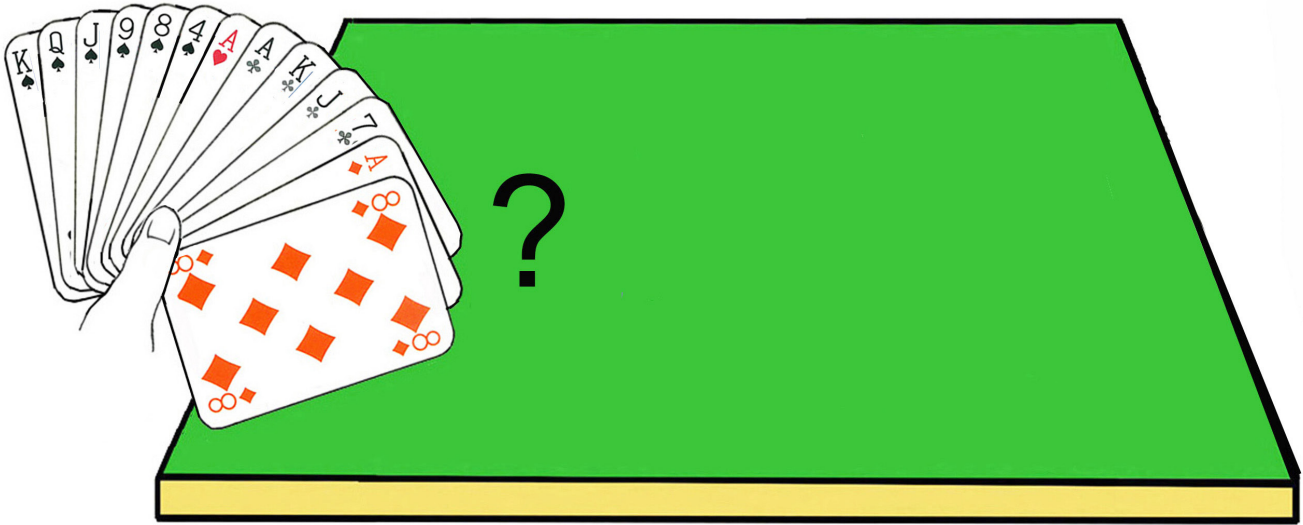
The correct opening bid in this concluding example would be 3♠. With one more spade (and therefore one card less in one of the other suits) we would open 4♠. Both these preemptive bids put a lot of pressure on the opponents, to find the right final contract.

To Think About

It may very well happen that we preempt partner rather than the opponents. For this reason, a new suit (below game) in response from partner is *forcing* and shows 5+ cards. The weakest continuation after this is that you rebid your own suit on the lowest possible level.

8. Strong Hands

So far, we have not mentioned how to bid with very strong hands. We may have such a strong hand that it makes sense to bid a game, no matter how weak partner is. This is the topic for the current lesson. We will learn the first artificial* bid, which is useful in our bidding system.

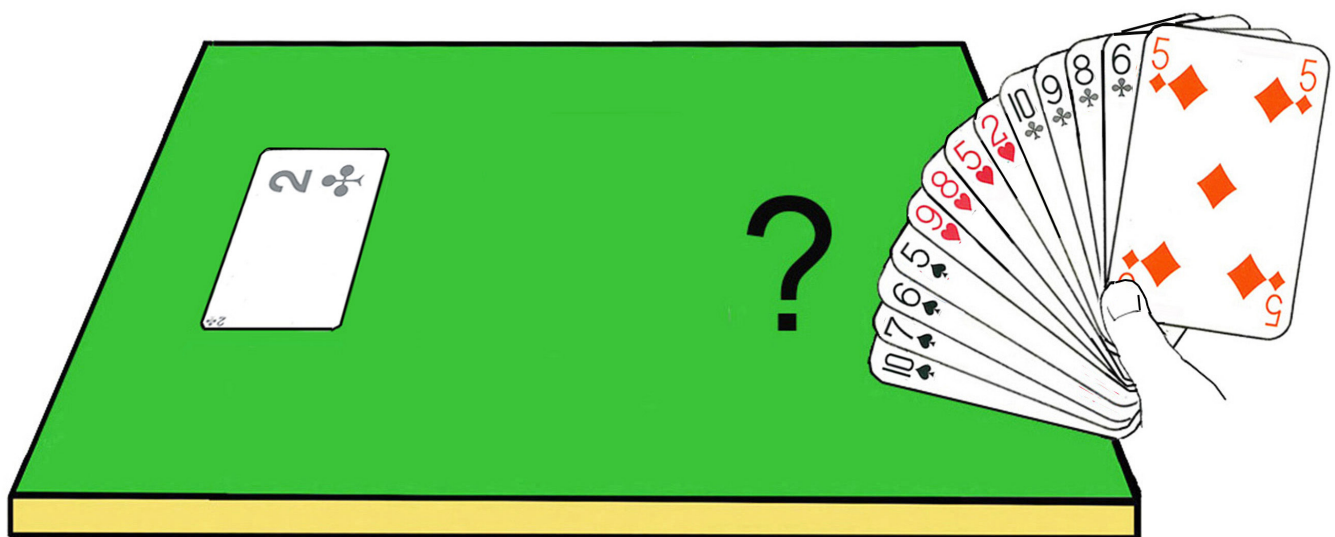


Here, we have 22 hcp and a hand that will win a lot of tricks. We may have one loser in spades, one in diamonds, and one or two in clubs. Thus, we are very close to being able to make 4♠ on our own. Opening this hand with 1♠ is risky. Our opening bid may be followed by three passes, and we have missed a game.

All suit opening bids on the two level are weak and preemptive, except 2♣, which we left out. 2♣ is the only really strong opening bid. It says that we should play game (with one exception).

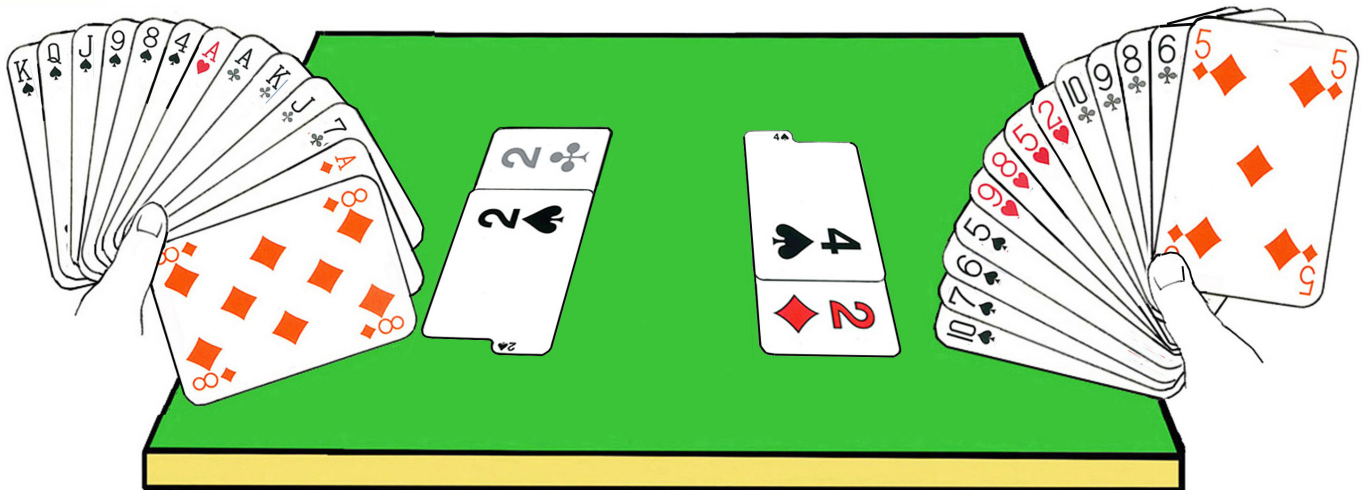
As partner, we have to respond, no matter how weak we are. The goal is to look for a trump suit. In most cases, responder bids 2♦, which simply asks for more information from opener. If we have 6+ hcp and a good 5+ suit, we bid that suit instead of 2♦. This implies that if we have 6+ hcp and good diamonds, we must bid 3♦ to describe our hand.

Let us assume we are responder:



Partner opens 2♣ and we bid 2♦, because partner has shown that we should play game. We have to bid, in spite of having zero hcp and a very weak hand.

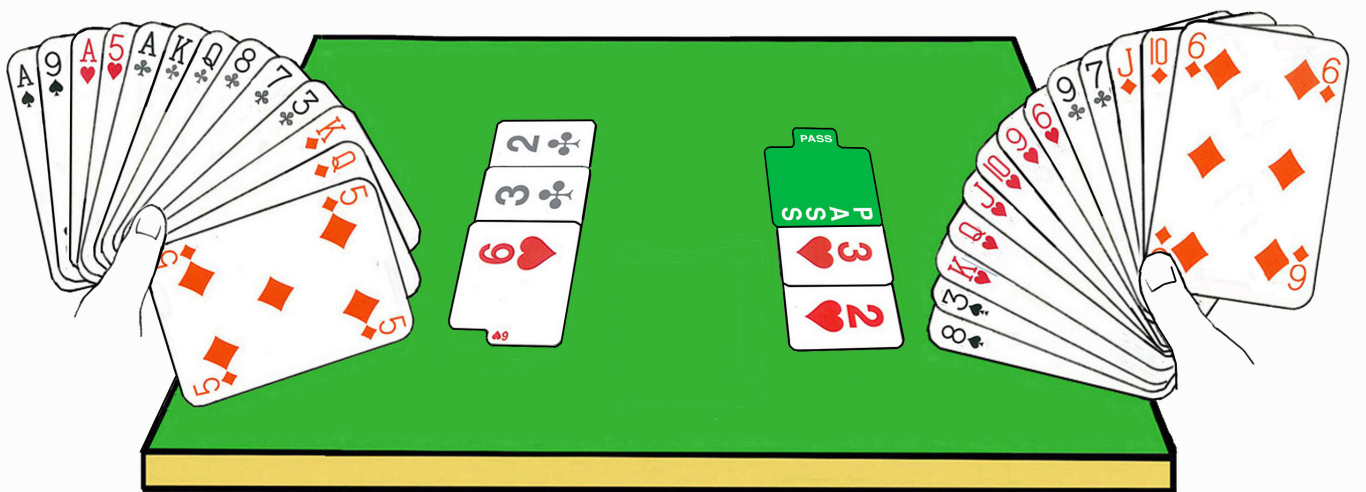
*Artificial means human made, unnatural, or unreal. In bridge it means a bid that does not promise the suit mentioned, but instead has some other meaning.



West opens 2♣ and East responds 2♦, which is just a relay bid. West now bids 2♠ telling about an unbalanced hand, wanting to play game, and the longest suit being spades. This suits East very well. He has trump support and jumps to 4♠, where the bidding probably will end. In fact, 3♠ would have been a *stronger* bid than 4♠. The reason is that when opener has forced to game, the lower bid 3♠ shows that there is some strength in responder's hand (for example, an ace or king), which may be useful in playing a slam.

Look at the two hands. We will lose one spade. The small diamond in West can be ruffed in East's hand. There may also be a club loser. If we can finesse for the queen of clubs, we will win twelve tricks and we can make a small slam.

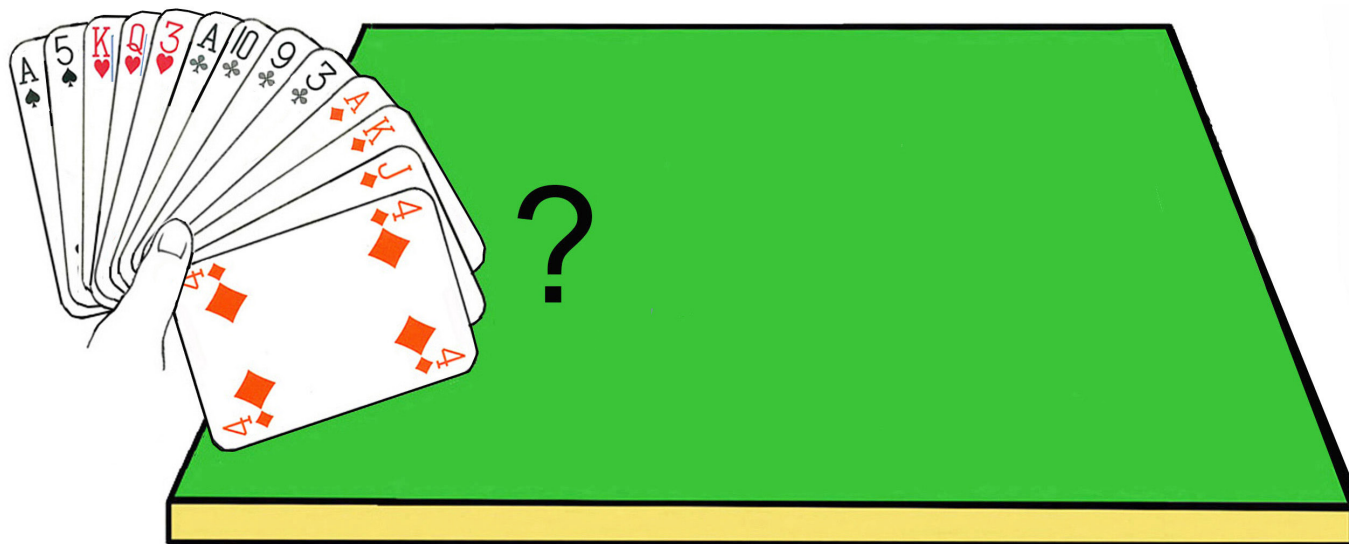
Another example:



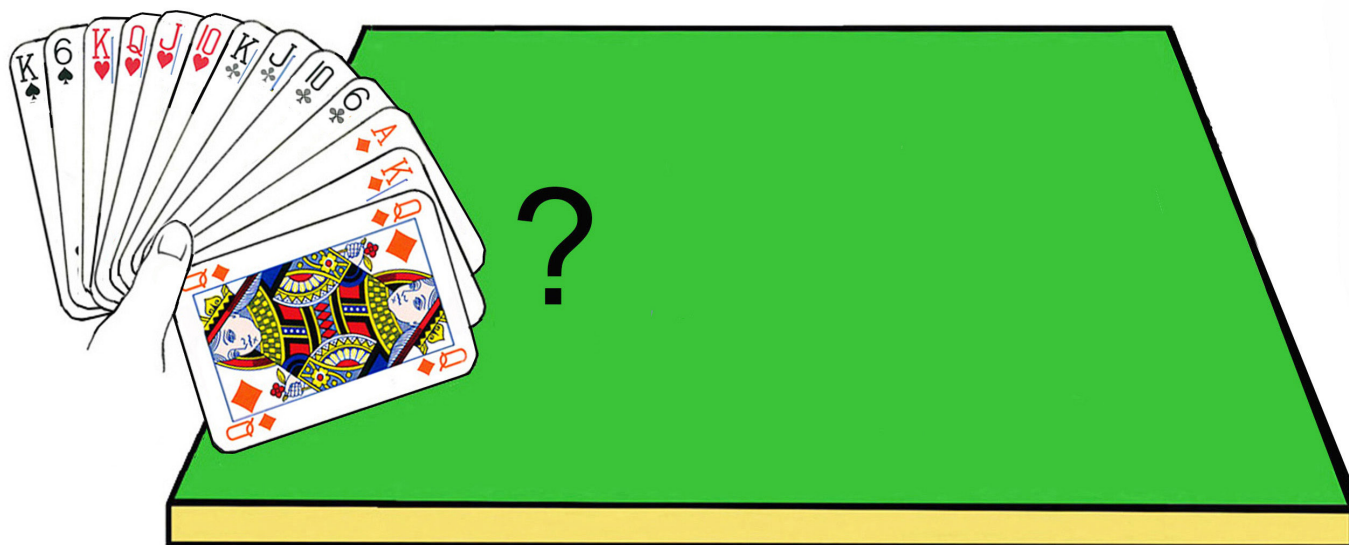
In this case, East has a good heart suit and 7 hcp. 2♣ tells about a very strong hand, 2♥ is natural (5+ suit and 6+ hcp), 3♣ denies three-card heart support and shows a club suit, and 3♥ shows extra length in hearts. Now West has support for hearts. West can count on 12 probable tricks and takes his chances bidding the small slam.

The Exception

When we open one of a suit and rebid 1NT, we show 12-14 hcp in a balanced hand. When we open 1NT we show 15-17 and a balanced hand. When we open one of a suit and jump in notrump on the next round, we show 18-19 hcp and a balanced hand.



Here we have 21 hcp and we open 2NT, which shows 20-21 hcp and a balanced hand. The continued bidding is similar to that after 1NT. Here it is allowed to pass after 2NT.



We have 22 hcp, so we open 2♣ and in the next round we bid 2NT, showing 22-24 hcp and a balanced hand. The continued bidding is similar to that after 1NT. Thus, the exception is that after 2♣ followed by 2NT, the 2NT bid is not forcing. All other second-round bids from opener after 2♣ are forcing to game. In these cases, responder must not pass.

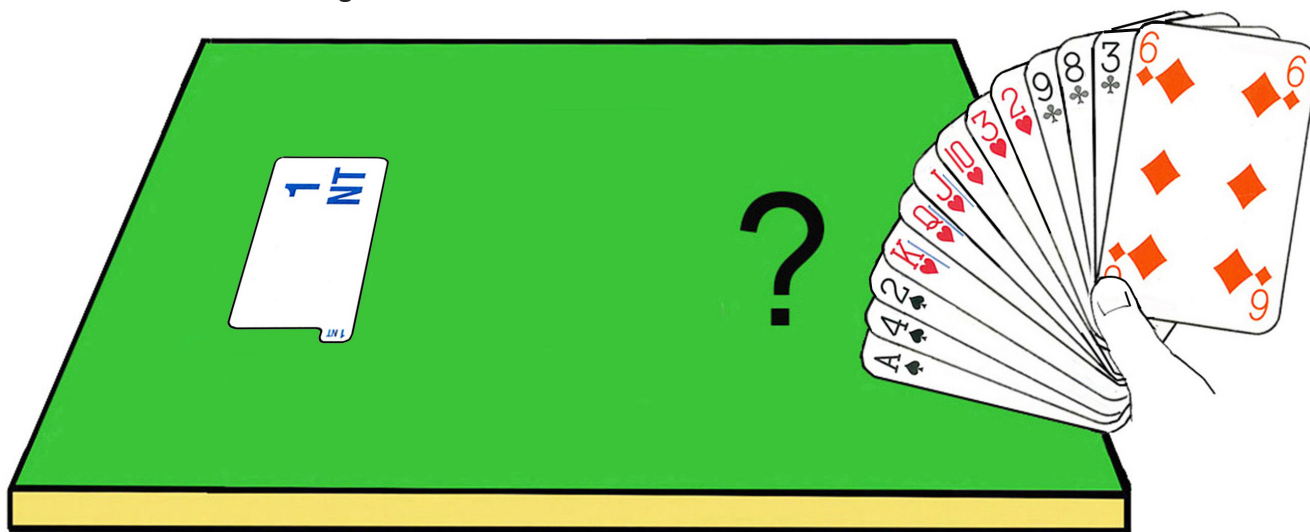
We are ready with learning our bidding system. All opening bids and hand types have been covered. Let us look at a summary of all that we learned so far:

Opening bids			
1♣ / 1♦	12+ hcp	3+ suit	
1♥ / 1♠	12+ hcp	5+ suit	
1NT	15-17 hcp	Balanced hand	
2♣	22+ hcp	Forcing to game	Unless 22-24 NT

2♦ / 2♥ / 2♠	6-11 hcp	6-card suit	
2NT	20-21 hcp	Balanced hand	
3♣ / 3♦ / 3♥ / 3♠	6-11 hcp	7-card suit	
4♣ / 4♦ / 4♥ / 4♠	6-11 hcp	8-card suit	

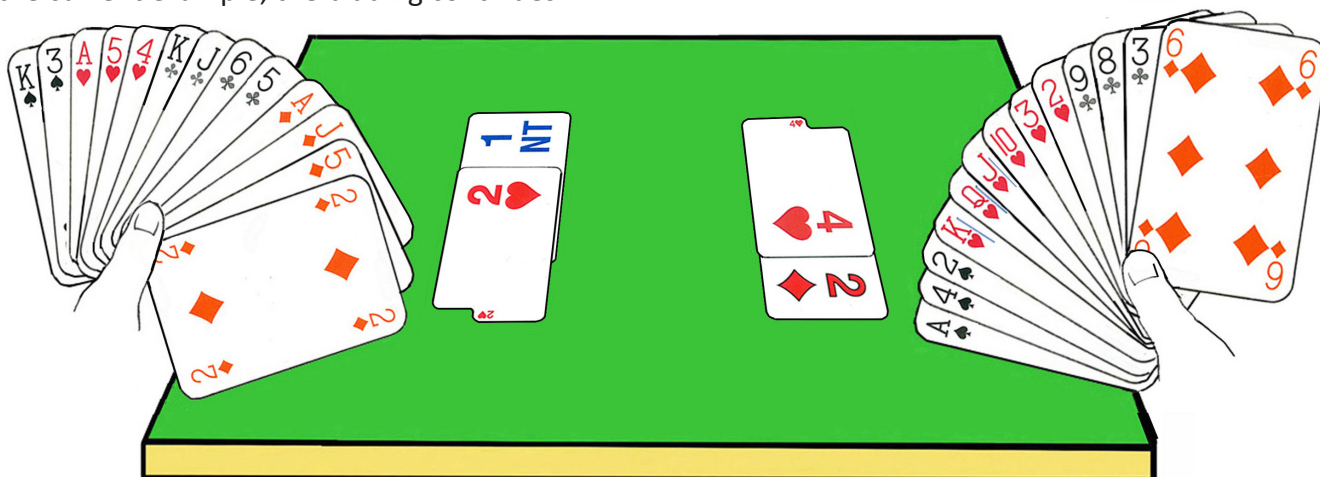
9. More on Notrump Bidding

In Lesson 3, we learned about the 1NT opening and how to continue after it. In this lesson, we will introduce some *artificial* bids that are useful when partner has opened 1NT. Let us assume that partner opens 1NT and we face the following situation:



We have 10 hcp and West has shown 15-17 hcp and a balanced hand. We have a six-card suit and we know that hearts are a good trump suit, since partner has promised at least two cards in every suit. Instead of bidding 4♥, we bid 2♦. This bid is a *transfer* bid and commands West to bid 2♥. The reason for doing this is to we want the stronger hand to be declarer, and to be protected from the opening lead. The transfer also makes the continued bidding easier, but we will not look into that in this course.

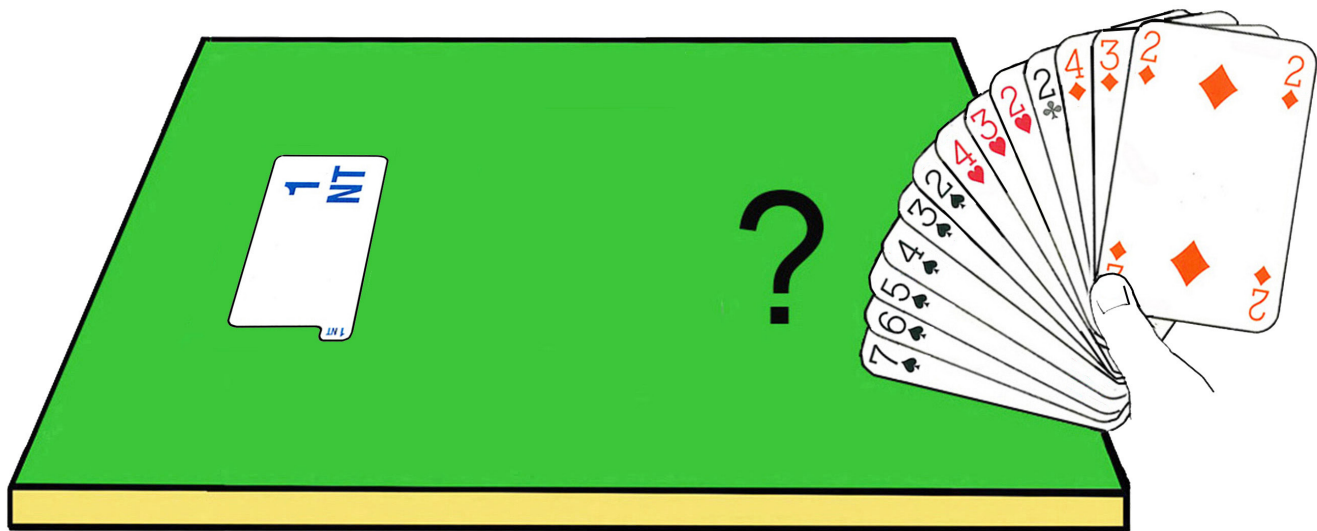
In the current example, the bidding continues:



If East had been a bit weaker, he could have invited game with 3♥, asking opener for extra values. We bid in a similar way with spades, but then the transfer bid is 2♠.

Transfers are also used when partner opens 2NT (20-21 hcp), and when partner opens 2♣ and rebids 2NT (22-24 hcp), but in these cases the transfer is done one level higher. We can also use transfers after an overcall with 1NT.

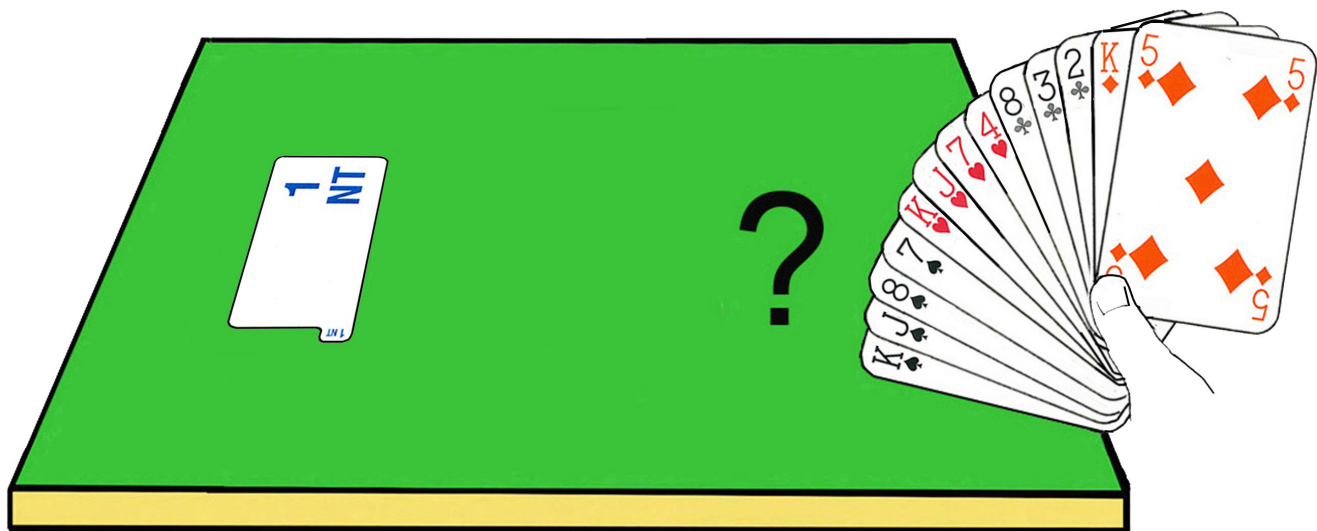
Responder transfers with 5+ in a major, when opener has shown NT and 15-17 hcp, 20-21 hcp, or 22-24 hcp			
2♦	0+ hcp	5+ suit	Partner must bid 2♥
2♥	0+ hcp	5+ suit	Partner must bid 2♠



West opens 1NT. We have a weak hand indeed, and the future of the contract 1NT looks very bleak. However, with spades as trump, we may win a few tricks in our hand (thanks to the trump length), and it may be enough for the contract 2♠ to make. So we bid 2♥ to transfer to 2♠. In the next round we pass, because we are too weak to hope for a game in spades.

Asking for Majors (Stayman 2♣)

Here is another new bidding tool for our system. Stayman's 2♣ is a very useful, artificial bid, which can be used to ask for partner's distribution in the majors. Let us assume that partner opens 1NT, and that we hold the following hand:



We have 11 hcp and want to play a game when partner has 15-17 hcp. However, the question is, which game should we bid? We may or may not have a good trump suit in either hearts or spades. If not, we should play 3NT. How can we find this out?

The answer is that 2♣ asks West for four (or five) cards in the majors, hearts and spades. Opener answers in the following way:

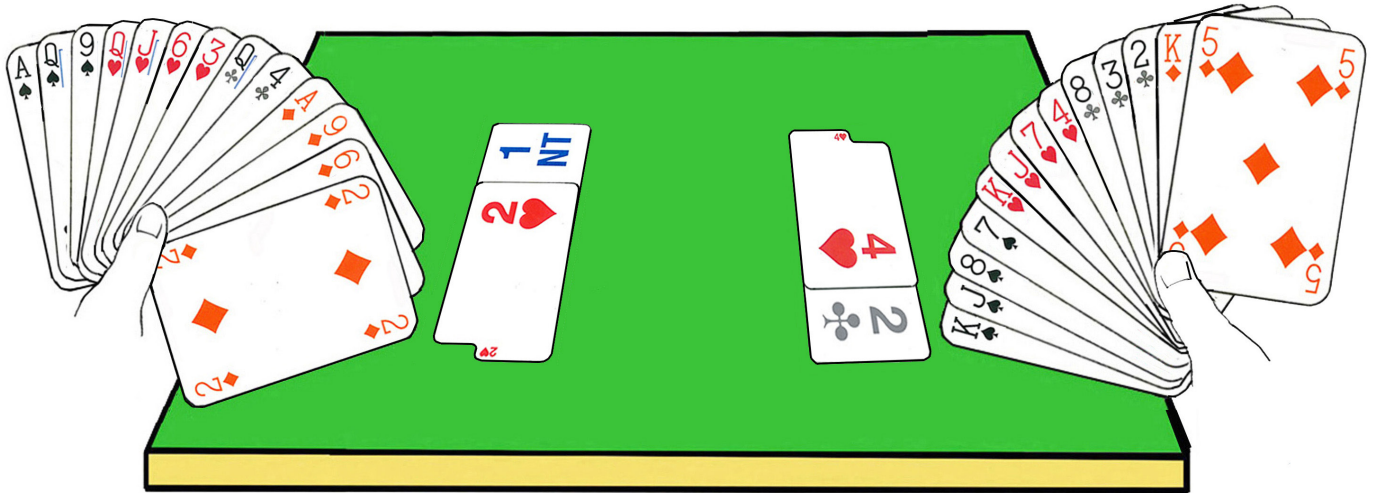
Answers to Stayman's 2♣	
2♦	No 4+ card major
2♥	Four hearts (may have five), may or may not have four spades
2♠	Four spades (may have five)

Stayman and transfers can be used every time opener opens with 1NT, 2NT, or 2♣ followed by 2NT, and after an overcall 1NT. The bids are made on the two-level after 1NT, and otherwise on the three-level.

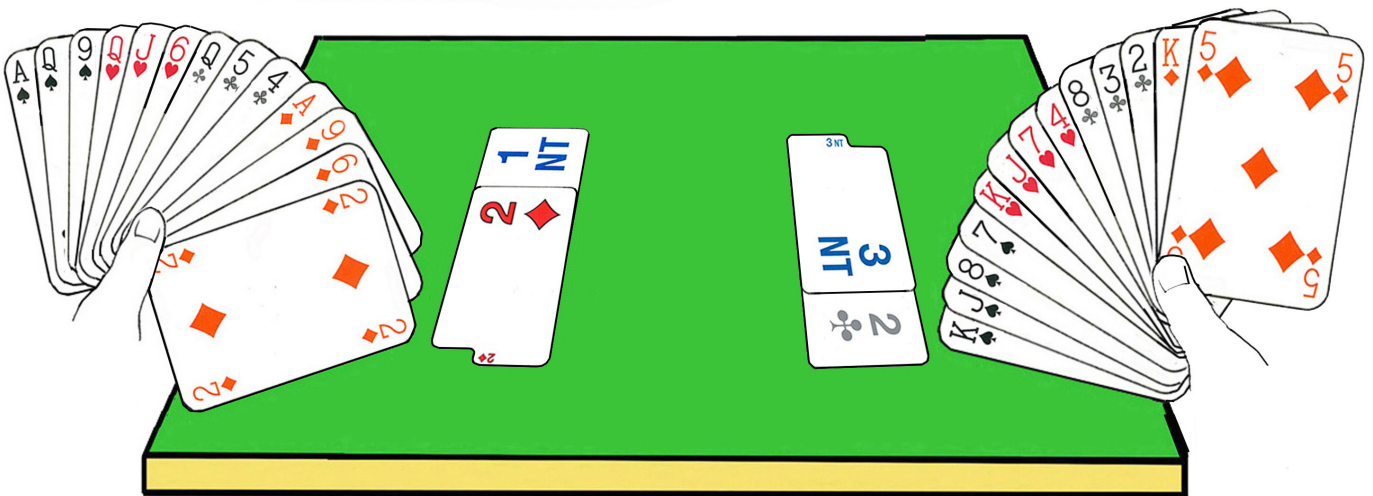
If opener has four cards in *both* majors, he answers 2♥. If responder has hearts, he can then bid 3♥ or 4♥ depending on his hand's strength. Otherwise, responder bids 2NT/3NT, which shows four spades. Re-

sponder, who used Stayman, has a least one four-card major, so when he bids notrump and not hearts, the conclusion is that he must have spades. If opener also has a four-card spade suit, he can correct to 3♠/4♠ (again depending on strength).

Let us look at the previous example:



West showed 15-17 hcp and a balanced hand. 2♣ asked for majors, and 2♥ told about four or five hearts (and possibly four spades). East, who also has four hearts, knows that there is a good trump suit. East adds up the points. West must have at least 15 hcp and East's 11 hcp should be enough for game, so East simply jumps to game in hearts, 4♥. If, instead, we have the following situation:



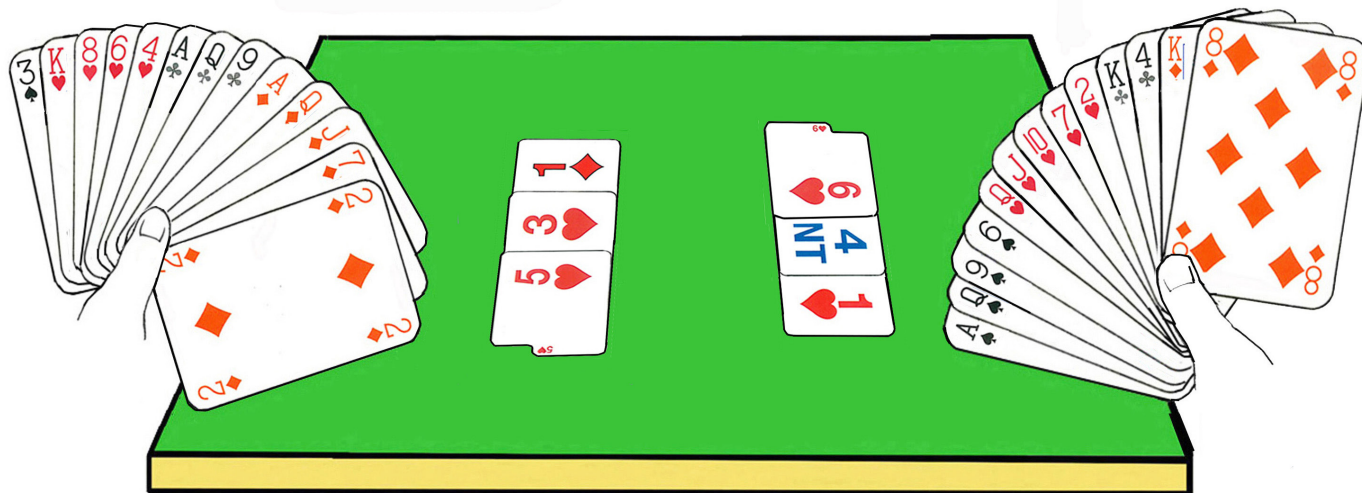
West has 15-17 hcp and a balanced hand. 2♣ asks for majors, but West denies four-card majors with 2♦. East jumps to 3NT, since the combined strength should be enough for game. A weaker East could have bid 2NT to invite game. In the same way, East could have invited game in hearts in the previous example (by bidding 3♥).

Responder's bids after the opening 1NT			
Pass	Maximum 8 hcp	No 5+ ♡/♠	
2♣	9+ hcp	Stayman	Forcing
2♦	0+ hcp	Transfer, 5+ ♡	Forcing
2♡	0+ hcp	Transfer, 5+ ♠	Forcing
2NT	9-10 hcp	No 4+ ♡/♠	Invitational

3NT	11-15 hcp	No 4+♥/♠	Final contract
4NT	16-17 hcp	No 4+♥/♠	Invitational
6NT	18-20 hcp	No 4+♥/♠	Final contract
7NT	21+ hcp	No 4+♥/♠	Final contract

10. Asking for Aces

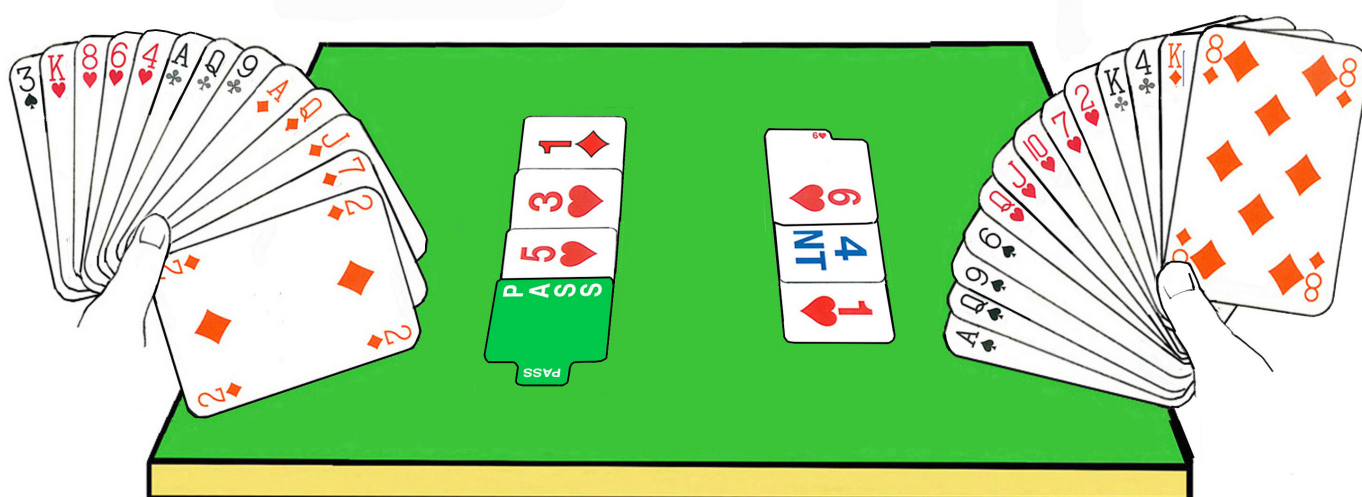
We have reached the tenth and final lesson! So far, we have gained a lot of knowledge useful for playing and competing in bridge. We have saved a final artificial convention for last. It is a method for asking partner about how many aces he has, so we can judge whether to bid a slam or not. Let us look at an example, where it is useful to ask for aces.



West opens 1♦, East responds 1♥, and West jumps to 3♥ showing 15-17 hcp. East, with a strong hand, asks for aces with the bid 4NT. In bridge terms, this is called an *asking bid for aces* or *Blackwood*, after the inventor of the convention, Easley Blackwood, from Indianapolis, Indiana, USA.

Ace Ask - Blackwood 4NT	
5♣	0 or 4 aces
5♦	1 ace
5♥	2 aces
5♠	3 aces

In our example, the bidding continues:



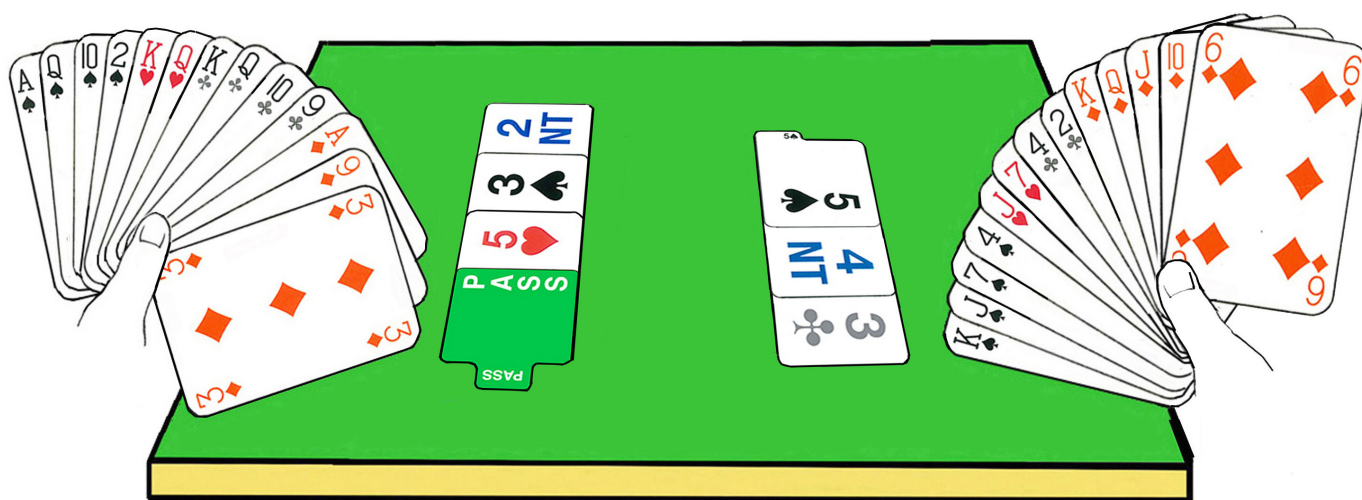
The bid 4NT asks how many aces opener has, 5♥ tells about two aces, and East concludes the bidding by jumping to a small slam, 6♥, since exactly one ace is missing.

Let us draw some conclusions from the deal above. West has described his hand to East. He has an unbalanced hand (he did not open 1NT) with 3+ diamonds and four hearts, and 15-17 hcp, and two aces. East has only shown 6+ hcp and 4+ hearts. This is what the opponents know when it is time for them to lead.

If we have asked for aces with Blackwood 4NT, and we have all four aces, the asker can continue with 5NT, which asks for the number of kings in partner's hand. This can only be used when the asker is interested in bidding a *grand slam*, given that there are enough kings. The answers are:

King ask 5NT – continuation of Blackwood 4NT	
6♣	0 or 4 kings
6♦	1 king
6♥	2 kings
6♠	3 kings

Here is a final example:



West opens 2NT showing 20-21 hcp and a balanced hand. East asks for majors with 3♣ and West denies hearts but shows spades. East wants to know how many aces West has and asks using Blackwood 4NT. When West shows only two aces, East knows that the opponents have two aces, and avoids the slam.

Conclusions

You have now learned quite a lot about bridge and you can participate in competitions if you want. You will soon discover that there are many more conventions and artificial bids, and that your opponents use some of them. Our goal has been to teach you the basics, so that you can continue to develop on your own. There is a large bridge literature if you want to learn more.

One important aspect of duplicate bridge is that you are required to declare what methods you are using. This is done by a *system card*, which you can see on the opposing page. In addition to this, every time you use an artificial bid, your partner must *alert* the opponents. This is done by showing the alert card in the bidding box. As soon as you make the artificial bid, partner should take the alert card from the bidding box and show it to both opponents.

When it is your turn to bid, you have the right to ask the opponents about what their bids mean. When you answer such questions yourself, you should tell what your bids *mean according to your system*, not what cards you actually hold in your hand. For example, if you open 1NT and your partner transfers with 2♥, you should alert 2♥. If an opponent asks what it means, you should answer that it shows 0+ hcp and 5+ spades.

This is what we wanted to teach you in this course. Good luck with the competitions!

System Card

Prickar	Bud	Ant kort	Beskrivning	Svar
0	1♣	3	12+, longest minor	Limit
0	1♦	3	12+, longest minor	Limit
0	1♥	5	12+	Limit
0	1♠	5	12+	Limit
0	1NT		15-17	Stayman, transfers
0	2♣	0	Forcing	2♦ relay
0	2♦	6	6-11, weak	Natural, New suit = forcing
0	2♥	6	6-11, weak	Natural, New suit = forcing
0	2♠	6	6-11, weak	Natural, New suit = forcing
0	2NT		20-21	Stayman, transfers
0	3♣♦	7	6-11, preemptive	
0	3♥♠	7	6-11, preemptive	
0	3NT			
0	4♣♦	8	6-11, preemptive	
0	4♥♠	8	6-11, preemptive	

Slamkonventioner

Blackwood

Övriga konventioner (se även andra sidan)

Positive invitations

Försvarsbud

1NT 15-17

2NT

Enkelt överbud

Dubbelt överbud

Hoppinkliv 6-11, 6+ card suit

Mot 1NT

Mot stark 1♣

Mot multi 2♦

Mot svaga 2♦♥♠

Mot 3♣♦

Mot 3♥♠

Övriga försvarskonventioner

Utspel

Mot färg 1-3-5

Mot sang 1-3-5

Vändor

Genom spelföraren 1-3-5

Genom träkarlen 1-3-5

I partnerns färg 1-3-5

Markeringar

Styrka Schneider

Längd Schneider

Övriga Schneider

Övriga konventioner

Take-out doubles

Öppningsbud som kan kräva speciella försvarsmetoder

Systemdeklaration

Spelare N/Ö

Klubb

Mid

Handikapp

Spelare S/V

Klubb

Mid

Handikapp

Grundsystem

Antal prickar



Glossary

A

ABC	A memory aid for declarer, to do things in the right order.
Ace	One of the cards in the deck. The highest ranked card. Also 'A.'
Ace Ask	Bidding 4NT to ask how many aces partner has. Also called "Blackwood."
Advancer	The partner of an overcaller.
Alert	In duplicate bridge, you must alert any bid that is not natural, for example, if your partner bids diamonds, which actually shows hearts.
Artificial Bid	A bid that does not show the suit or NT named in the bid.
Attitude Signal	Playing a low or high card shows strength or weakness in the suit.

B

Balanced	A hand with one of the distributions 4333, 4432, or 5332.
Bid	A commitment to win a certain number of tricks in a suit or notrump.
Bidding	Starts every deal and decides what contract should be played.
Bidding Box	Each player has a bidding box, which contains a card for each possible call.
Blackwood	Bidding 4NT to ask how many aces partner has. Also called ace ask.
Block	To delay winning with a high card, so that the defenders can no longer play the suit to each other. Also called a "hold up."
Board	Placed on the table and contains the cards and information on dealer and vulnerability.
Bonus	Extra points awarded for bidding and making game or slam.
Bridgemate	A small device to collect scores. Looks like a pocket calculator.

C

Card	One of the 52 cards in the deck.
Call	A bid, pass, double, or redouble.
Certain Tricks	Tricks that no one else can win; already established tricks. For example, ace, king, and queen in a suit are certain tricks in a notrump contract.
Clubs (♣)	One of the four suits in the deck.
Contract	When the bidding is over, the final bid, except for the three passes, decides the contract to be played.

Convention	A special agreement with your partner, for example, Stayman or Blackwood.
Cover	A higher card, played after another card, to produce tricks for oneself or partner.
Crossruff	Ruffing back and forth between two hands.

D

Deal	One game with bidding and play.
Deck	Consists of 52 cards.
Declarer	The player that "won" the bidding is the declarer.
Defender	There are four players at each table. When the bidding ends, one becomes opening leader, the next one dummy, and dummy's partner declarer. After the opening lead, the leader and his partner become defenders.
Defense	The plays made by the defenders.
Diamonds (♦)	One of the four suits in the deck.
Direction	North, East, South, or West. North and South play against East and West.
Discard	If you do not have any card in the suit that was lead, you may play any other card.
Double	A call that increases the value of making and failing to make a contract.
Dummy	Declarer's partner. Puts all cards face up on the table. Declarer plays both his own and dummy's cards.
Duplicate	Bridge with at least two tables, which makes it possible to compare results between the tables in a fair way.

E

East	One of the four directions and one of the four players.
Eliminate	To play so that the defenders' cards in one or several suits are all gone.
Establish	To force out the opponents' high cards in a suit, so that your own cards become winners.

F

Final Contract	The last bid before three passes.
Finesse	A technique which lets you win a lower honor in a suit, even though the opponents hold a higher honor.

Follow Suit You must play cards in the suit lead, as long as you have a card in that suit.

G

Game 3NT, 4♠, 4♥, 5♣, or 5♦. Gives a bonus – if you make the contract.

Grand Slam A bid on the seven level.

H

HCP Point count based on honors, which helps the players to evaluate their hands.

Hearts (♥) One of the four suits in the deck.

Holdup To delay winning with a high card, so that the defenders can no longer play the suit to each other. Also called “to block.”

Honor Ace, king, queen, or jack.

I

Invitation When you have agreed on a trump suit or to play notrump, some bids asks partner if we should play game or not.

J

Jack One of the cards in the deck. The fourth highest ranked card. Then follows all numbered cards from ten to two. Also ‘J.’

Junior Up to and including 25 years of age, you can play in the junior category.

K

Short Hand The hand (declarer or dummy), which has fewer cards in a particular suit.

Forcing A bid which partner is not allowed to pass.

King One of the cards in the deck. The second highest ranked card. Also ‘K.’

King Ask A part of Blackwood. When you have asked for aces with 4NT, you can ask for kings with 5NT.

L

Lead The first card played in a trick. Decides which suit the others must follow.

Leader The player that plays the first card in each trick. The player that wins a trick leads to the next.

Limit When partner has bid, for example, 1♥ and you bid 2♥ which shows 6-10 hcp or 3♥ which shows 11-12 hcp.

Long Hand The hand (declarer or dummy), which has more cards in a particular suit.

M

Major Hearts and spades.

Marmic A three-suited hand, 4441.

Minibridge A simplified version of bridge, with a different kind of bidding.

Minor Clubs and diamonds.

N

Non-vulnerable In this mode, you win and lose less points in a contract.

North One of the four directions and one of the four players.

NT (notrump) A contract without a trump suit.

Notrump (NT) A contract without a trump suit.

O

One-Over-One When partner opens one of a suit, and you bid one of another suit.

One-Suited When you have one suit with at least six cards and the other suits have less than four cards.

Opening Bid The first bid in the bidding sequence.

Opening Hand The player that first bids something other than pass.

Opening Lead The first card played in the first trick.

Opening Leader The player to the left of declarer plays the first card in the first trick.

Opponent The players that you and your partner play against.

Overcall When the opponents have opened the bidding and you bid something other than pass or double.

Overcaller A player that makes an overcall.

P

Pair Two players playing together.

Part Score A contract less than game.

Penalty Double Points A double to increase the undertrick cost. Points awarded for each deal. The result in tricks is converted to points based on the contract and outcome.

Preempt A jumping opening bid or overcall, based on a weak hand and a long suit.

Q

Queen One of the cards in the deck. The third highest ranked card. Also 'Q.'

R

Rank All cards have a rank. The ace (A) is highest, followed by the king (K), the queen (Q), the jack (J), and then from the ten down to the two.

Relay Bid A bid which is bid just to keep the bidding going.

Responder The partner of the opener.

Ruff When you cannot follow suit, you can play a trump and win the trick.

S

Sacrifice When you bid higher than you think you can make, hoping that the undertricks will cost less than the contract of the opponents.

Score Sheet Results are written down with the following information: deal number, contract, declarer, won tricks and points awarded to each pair.

Scoring Table A table showing the points earned for different contracts and outcomes.

Semi-Balanced The distributions 5422 and 6322.

Sequence Three adjacent cards in a suit.

Singleton One card in a suit.

Small Slam A contract at the six level.

South One of the four directions and one of the four players.

Spades (♠) One of the four suits in the deck.

Stayman When partner has shown a balanced hand with 1NT or 2NT, 2♣ or 3♣ asks for four card major holdings.

Stopper When you have one or several high cards in a suit, stopping the opponents from winning all their tricks immediately.

Suit The deck consist of four suits: spades (♠), hearts (♥), diamonds (♦) and clubs (♣).

System Card A brief explanation of the agreements you have made with your partner.

T

Take-out double

When you double to look for partners best suit.

Team

Four players playing together.

Three-suited

The distribution 4441. Also called Marmic.

Top

Playing cards from the top, hoping that a missing honor will drop, instead of finessing.

Transfer

When you bid the suit directly below the suit you want to show. It is a command to partner to bid the next suit. For example, after the opening 1NT, 2♦ is a command to bid 2♥.

Trick

One card from each of the four players.

Trump

The bidding decides whether you play with or without a trump suit. The trump suit is higher than all other suits.

Trump Support The number of cards you have in a suit that partner has shown.

Two-Over-One When partner opens one of a suit and you bid two of a *lower* suit.

Two-Suited At least nine cards in two suits, and both suits have at least four cards.

U

Undertrick

Making fewer tricks than the contract.

V

Void

Zero cards in a suit.

Vulnerable

In this mode, you win and lose less points in a contract.

W

Weak Two

Opening 2♦, 2♥, or 2♠ showing 6-11 hcp and a six-card suit.

West

One of the four directions and one of the four players. West is best!

OTHER

1-3-5

An opening lead convention. You lead the highest card from a sequence. Otherwise you lead the first, third, or fifth card from the top of the suit.

1NT-Over-1


When partner opened one of a suit and you bid 1NT.

1X-1Y

The bidding goes one in a suit and one in another suit, for example, 1♥ - 1♠.

Deals - Lesson 1


1. North/None

North/None	♠A K 8 3 2	
	♥T 6 4	
	♦J 9 2	
	♣A T	
♠Q 6 4		♠7 5
♥A 8		♥Q J 7 3
♦K 6 3		♦8 7 5
♣Q J 9 4 2		♣K 6 5 3
	♠J T 9	
	♥K 9 5 2	
	♦A Q T 4	
	♣8 7	

West	North	East	South
	1♠	Pass	2♠
Pass	Pass	Pass	

With 6-10 hcp and at least three spades, South raises to 2♠. North has no extra values and knows that the combined strength is not enough for game, so he passes. After a club lead, declarer should try the diamond finesse. When it fails, the defenders probably win the king of clubs and continue with the queen of hearts, which gives the defenders two heart tricks. As the queen of spades can be finessed, the result is nine tricks. If the defenders lead the queen of hearts, they can manage two hearts, one heart ruff, one club and one diamond, for eight tricks to declarer.

2. East/NS


st/NS		♠8	
		♥Q 6 4	
		♦A 6 4 3 2	
		♣AT 9 5	
♠K J 3 2		♠QT 9 7 4	
♥A 8		♥T 9 5 3	
♦9 8 5		♦J	
♣Q 6 4 3		♣K J 2	
		♠A 6 5	
		♥K J 7 2	
		♦K Q T 7	
		♣8 7	

West	North	East	South
		Pass	1♦
Pass	2♦	Pass	Pass
Pass			

With 6-10 hcp and at least a five-card diamonds North raises to 2♦. South, without any extra values,

has to pass. The good lay of the cards means that with a bit of luck, declarer can make eleven tricks. He would have been able to score a game, losing only one club and one heart tricks.


3. South/EW

uth/EW	♠7 6 2		
	♥9 5 3		
	♦K Q 8 5 2		
	♣7 2		
♠Q 9		♠K J 8	
♥Q T 7 6		♥A K J 8 4	
♦J T 6		♦A 7	
♣K T 8 6		♣Q J 9	
	♠A T 5 4 3		
	♥2		
	♦9 4 3		
	♣A 5 4 3		

West	North	East	South
			Pass
Pass	Pass	1♥	Pass
2♥	Pass	4♥	Pass
Pass	Pass		

Once again a single raise showing three-card hearts and 6-10 hcp. East, who has 19 hcp, knows that the joint strength should be enough for game and bids it. There is one loser in each suit outside the trump suit, and the result will be ten tricks.

4. West/All

est/All	♠7 6		
	♥KT 7 6		
	♦A 8 3		
	♣8 4 3 2		
♠A J 8 4 2		♠K Q T 3	
♥9 3		♥A 5 4	
♦Q 7 5		♦K J T 6	
♣K Q 9		♣A 5	
	♠9 5		
	♥Q J 8 2		
	♦9 4 2		
	♣T 7 6		

West	North	East	South
1♠	Pass	4♠	Pass
Pass	Pass		


When West shows 12 hcp, East, who has 17 hcp,

knows that the strength is enough for game and quickly concludes the bidding with 4♠. If the defenders lead hearts, declarer makes eleven tricks. With any other lead, declarer can draw trumps and establish diamonds to discard the heart loser, resulting in twelve tricks.

5. North/NS

♠9 7 5
♥6
♦Q J 9 6 4
♣A K J 4

♠J T 3
♥K Q 8 3
♦3 2
♣Q 8 7 5



♠K Q 8 4
♥A 9 7
♦A K 8 7 5
♣6

♠A 6 2
♥J T 5 4 2
♦T
♣T 9 3 2


West	North	East	South
	Pass	1♦	Pass
3♦	Pass	5♦	Pass
Pass	Pass		

West jumps to 3♦ inviting game with 5+ diamonds and 11-12 hcp. East has extra values and takes a chance on game. Declarer will probably lose two tricks in spades. But theoretically, he can play the suit for only one loser, finessing twice over North's jack-ten.

6. East/EW

♠9 6 4
♥J 3 2
♦A 8 6 3
♣K T 4

♠Q T 3
♥K 9 8 6 4
♦T 7 5
♣Q 8



♠J 2
♥A Q 5
♦K 4 2
♣J 7 6 5 2

♠A K 8 7 5
♥T 7
♦Q J 9
♣A 9 3

West	North	East	South
		Pass	1♠
Pass	2♠	Pass	Pass
Pass			


With 6-10 hcp, North cards are enough for a single raise. South passes with a limited hand. West has no

safe lead, so he chooses a trump. Declarer probably will lose one club, two diamonds, and two hearts, making eight tricks.

7. South/All

♠K J 8
♥A K 9 4 3
♦Q
♣Q T 8 7

♠A T 7 5 2
♥J 7 6
♦J T 2
♣K 5



♠6
♥Q 8 5 2
♦A 9 6 4 3
♣A 9 6

♠Q 9 4 3
♥T
♦K 8 7 5
♣J 4 3 2

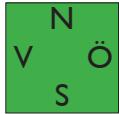
West	North	East	South
	Pass	2♥	Pass
1♥	Pass	4♥	Pass
3♥	Pass		
Pass	Pass		

East has a maximum for his single raise to 2♥ and continues to game when partner invites with 3♥. North will probably lead diamonds, for lack of something better, and the defenders have to settle for one spade and one club trick.

8. West/None

♠6 4 2
♥5 3
♦K 8 7 4
♣Q T 8 2

♠K 9
♥A K T 9 4 2
♦A J T
♣7 6



♠A T 5 3
♥J
♦Q 5 3 2
♣J 5 4 3


♠Q J 8 7
♥Q 8 7 6
♦9 6
♣A K 9

West	North	East	South
Pass	1♥	Pass	3♥
Pass	4♥	Pass	Pass
Pass			

Holding 11-12 hcp, South jumps to 3♥. North has extra values and raises to game, and only a diamond lead can prevent declarer from making twelve tricks, when he can establish the spades and discard the diamond loser.


Deals - Lesson 2

1. North/None

orth/None		♠K 9 6 2		
		♥K J T 9 7		
		♦A Q 2		
		♣2		
♠7 4		♠5 3		
♥Q 3		♥A 6 4 2		
♦T 7 5 4		♦K J 6 3		
♣A K 8 7 4		♣Q T 3		
		♠A Q J T 8		
		♥8 5		
		♦9 8		
		♣J 9 6 5		
<u>West</u>	<u>North</u>	<u>East</u>	<u>South</u>	
	1♥	Pass	1♠	
Pass	2♠	Pass	Pass	
Pass				

North opens 1♥. With no heart support, South bids 1♠, showing at least 6 hcp and at least four spades. North, who has trump support and 12-14 hcp, shows this with a single raise. Declarer loses one club and one diamond trick and by finessing the queen of hearts, he loses only one trick in the suit, for ten tricks. Or eleven, if the defenders do not win their diamond trick before hearts are established.

2. East/NS

st/NS		♠Q 6 3			
		♥K 7 5 3			
		♦7			
		♣KT 8 5 3			
♠K J 8 2		♠A 9 5 4			
♥Q J 6		♥A 9			
♦T 4		♦K Q J 3 2			
♣A J 9 7		♣Q 2			
		♠T 7			
		♥T 8 4 2			
		♦A 9 8 6 5			
		♣6 4			
<u>West</u>	<u>North</u>	<u>East</u>	<u>South</u>		
		1♦	Pass		
1♠	Pass	3♠	Pass		
4♠	Pass	Pass	Pass		

With 16 hcp and a semi-balanced hand, East opens his longest suit, diamonds. West, with no trump support, suggests spades instead. East, who also has spades, jumps to invite game, with 3♠. West, who has opening strength, raises to game. North should lead his diamond singleton and then South wins with the ace and gives partner a ruff in diamonds. If declarer

then wins the trump ace and king, he can discard his clubs on the established diamonds and end with finessing in hearts for twelve tricks. Discarding hearts only gives eleven tricks, when the club finesse fails.

3. South/EW


uth/EW

♠Q 8 3
♥KT 7 5 2
♦9 2
♣Q 6 4

♠J T
♥A
♦AT 8 7
♣AK J 8 7 5

♠K 9 5
♥6 4 3
♦K Q J 5 4
♣T 9

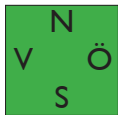
♠A 7 6 4 2
♥Q J 9 8
♦6 3
♣3 2



West	North	East	South
			Pass
1♣	Pass	1♦	Pass
3♦	Pass	5♦	Pass
Pass	Pass		

With no support in clubs, East suggests diamonds as trump with his 9 hcp. West who has extra values jumps to 3♦, since he has support. With extra values, East raises to game. Playing 3NT is risky since there is only a single stopper in hearts, and if the suit is lead there are only eight tricks, when the club finesse fails. With East as declarer, there is a slam when the minors behave. If the defenders do not take the ace of spades they do not get any tricks.

4. West/All

est/All		♠A K			
		♥AT 9 4			
		♦K Q 5 4 2			
		♣5 3			
♠Q J T 7				♠6 4 3 2	
♥J 3				♥K 8 6	
♦T 9 8				♦A J 7	
♣A 9 7 6				♣J T 4	
		♠9 8 5			
		♥Q 7 5 2			
		♦6 3			
		♣K Q 8 2			
West	North	East	South		
Pass	1♦	Pass	1♥		
Pass	3♥	Pass	Pass		
Pass					

North opens with his longest suit, diamonds. South suggests hearts and then North with support and extra values jumps to 3♥. With a minimum, South passes and does not accept the invitation to game. The defenders probably will get one heart, one diamond, and one club trick. The result should be nine or ten tricks depending on the game plan, which will revolve around whether to draw trumps or not.

5. North/NS

	♠K T 7 4 2	
	♥T 8	
	♦J T 9 8	
	♣6 5	
♠A Q 8 5		♠9 3
♥A K 6 5 2		♥J 9 7 3
♦Q 7 2		♦A 4
♣9		♣A K J T 8

	♠J 6	
	♥Q 4	
	♦K 6 5 3	
	♣Q 7 4 3 2	

West	North	East	South
	Pass	1♣	Pass
1♥	Pass	2♥	Pass
4♥	Pass	Pass	Pass

East opens 1♣ and West with no support suggests hearts, which is his longest suit. With 13 hcp there is no extra strength and the hand is only worth a single raise. West, however, is strong enough to bid game. If declarer wins the ace and king in hearts, he can then establish his clubs to discard the diamond loser and make twelve tricks.

6. East/EW

	♠Q J T 9 6 2	
	♥A 9 4	
	♦2	
	♣A J 2	
♠5		♠K 3
♥5 3 2		♥Q J T 8
♦Q J T 7 5		♦A 9 8 4 3
♣Q 6 5 4		♣8 3

	♠A 8 7 4	
	♥K 7 6	
	♦K 6	
	♣K T 9 7	

West	North	East	South
		Pass	1♣
Pass	1♠	Pass	2♠
Pass	4♠	Pass	Pass
Pass			

South opens 1♣ and North suggests spades when

he lacks support. South with support and minimum raises to 2♠ and then North jumps to game. With ten trumps, a good plan is to play the suit from the top. The king does not drop and there is a loser in the suit. Declarer plays diamonds towards the king, and East wins the ace. The king of diamonds allows declarer to discard the losing heart, and to make ten tricks (or eleven, if he finds the club queen).

7. South/All

	♠A K 2	
	♥A 8 4 3	
	♦T 8 4	
	♣K 8 4	
♠Q J 5 4		♠T 8 7 6
♥K 7		♥T 6 5
♦7 5		♦J 9 3
♣J T 9 6 3		♣A 5 2

	♠9 3	
	♥Q J 9 2	
	♦A K Q 6 2	
	♣Q 7	

West	North	East	South
			1♦
Pass	1♥	Pass	2♥
Pass	4♥	Pass	Pass
Pass			

South opens 1♦. North, with no support, bids 1♥ and South, with a heart side suit and a minimum, raises to 2♥. North jumps to game. When the trump finesse is on, there are 12 tricks for declarer.

8. West/None

	♠T 8	
	♥A Q 5	
	♦K 8 5 2	
	♣J 8 4 3	
♠Q 6 4 2		♠A K J 9 3
♥J 9 4 3 2		♥8 7
♦A J 9		♦T 6 3
♣A		♣T 9 5

	♠7 5	
	♥K T 6	
	♦Q 7 4	
	♣K Q 7 6 2	

West	North	East	South
1♥	Pass	1♠	Pass
2♠	Pass	Pass	Pass

West opens 1♥. East with no support suggests spades, and West with support raises to two, with his minimum hand. East has no extra values and passes. A successful double finesse in diamonds gives ten tricks to declarer.

Deals - Lesson 3

1. North/None

♠6 4 3
 ♥A 9 4
 ♦K Q 8 7 4
 ♣T 5

♠K 2
 ♥K 5 2
 ♦T 5 3
 ♣A K 9 8 7

♠A Q 9
 ♥Q J 6 3
 ♦A 9 6 2
 ♣Q 4

♠J T 8 7 5
 ♥T 8 7
 ♦J
 ♣J 6 3 2

West	North	East	South
	Pass	INT	Pass
3NT	Pass	Pass	Pass

With 13 hcp, West knows that the pair has at least 28 hcp, and jumps to game. South probably leads spades and declarer establishes his hearts, making ten or eleven tricks.

2. East/NS

♠K Q J
 ♥T 7 2
 ♦A T 9 8
 ♣Q 9 5

♠8 4 3 2
 ♥A K 9 6 5
 ♦6 4
 ♣T 3

♠9 7 6 5
 ♥4 3
 ♦Q 2
 ♣A 8 7 4 2

♠A T
 ♥Q J 8
 ♦K J 7 5 3
 ♣K J 6

West	North	East	South
		Pass	INT
Pass	3NT	Pass	Pass
Pass			

When South opens INT, North has no problems bidding 3NT with 13 hcp. West leads the five of hearts, which poses the most problems for declarer. He must now guess diamonds to make his contract. With nine cards in the suit, the odds are for playing from the top, and this time, it gives declarer his nine tricks.

3. South/EW

♠A K 3
 ♥A T 4 2
 ♦Q T
 ♣A 9 8 2

♠J 4
 ♥J 8
 ♦5 4 3 2
 ♣J T 6 5 4

♠Q T 8 7 5
 ♥Q 9 7 5
 ♦A 8
 ♣K 3

♠9 6 2
 ♥K 6 3
 ♦K J 9 7 6
 ♣Q 7

West	North	East	South
			Pass
Pass	INT	Pass	2NT
Pass	3NT	Pass	Pass
Pass			

With only 9 hcp South cannot bid game, so he invites game with 2NT, asking opener for extra values. With a minimum, opener would have passed, but North has a maximum and raises to game. East will probably lead spades and then declarer establishes his diamonds making nine tricks.

4. West/All

♠9 6 4 3
 ♥7 3 2
 ♦8 7 2
 ♣8 5 4

♠K Q 2
 ♥Q 8
 ♦K Q 4 3
 ♣A T 6 3

♠A J 5
 ♥A K J
 ♦J T 6 5
 ♣Q J 2

♠T 8 7
 ♥T 9 6 5 4
 ♦A 9
 ♣K 9 7

West	North	East	South
INT	Pass	4NT	Pass
6NT	Pass	Pass	Pass

With 17 hcp responder knows that the combined strength is very close to the 33 hcp needed for a small slam. 4NT is an invitation to 6NT, just as 2NT invites 3NT. Opener is not minimum, so he accepts the invitation and bids 6NT. North probably leads spades and declarer must establish his diamonds and finesse in clubs to make twelve tricks.

5. North/NS

♠A K J 9		
♥Q 3 2		
♦7 3		
♣A K T 7		
♠8 7 5		♠4 3 2
♥A 8 5		♥J T 9 4
♦K Q 8 6		♦J 5
♣J 8 2		♣Q 9 6 3
	♠Q T 6	
	♥K 7 6	
	♦A T 9 4 2	
	♣5 4	

West	North	East	South
	INT	Pass	2NT
Pass	3NT	Pass	Pass
Pass			

Again South has 9 hcp and invites game with 2NT. North, with a maximal hand, accepts and raises to 3NT. East will probably lead the jack of hearts. If the defenders play passively and cover honors with honors, declarer cannot make his contract, since there are only eight tricks available.

6. East/EW

♠K J 9 7 2		
♥9 8 2		
♦9 6		
♣T 3 2		
♠A T 6		♠8 5
♥J 5		♥K 6 3
♦A K 4 3 2		♦Q J T
♣A 5 4		♣K J 9 8 6
	♠Q 4 3	
	♥A Q T 7 4	
	♦8 7 5	
	♣Q 7	

West	North	East	South
		Pass	Pass
INT	Pass	2NT	Pass
3NT	Pass	Pass	Pass

10 hcp is on the limit to bid 3NT directly. East would have liked to bid 2½NT if that had been allowed. East chooses to invite and West accepts, raising to 3NT. Norths leads spades, and declarer will only make eight tricks if he wins the lead and finesses in clubs. However, there is another way. Assuming that South has the ace of hearts and only three spades, declarer ducks spades twice and then finesses in clubs. In this way, he will make the contract. If North switches to hearts after two rounds of spades, declarer can play low from dummy. South wins the

queen and has no good return. If he wins the ace of hearts, the king of hearts becomes declarer's ninth trick. If he plays clubs, declarer gets a certain finesse in clubs. Finally, if he switches to diamonds, declarer wins and plays hearts to establish the ninth trick.

7. South/All

♠A T 9		
♥Q 6		
♦K T 8 7 6 4		
♣5 4		
♠J 5 4		♠K Q 8 6 2
♥T 4 3 2		♥9 8 5
♦J 9		♦A 2
♣Q 9 6 3		♣J 8 2
	♠7 3	
	♥A K J 7	
	♦Q 5 3	
	♣A K T 7	

West	North	East	South
			INT
Pass	2NT	Pass	3NT
Pass	Pass	Pass	

North invites game and South accepts with a maximum. West probably leads from "longest and strongest," clubs. South wins and establishes his diamond suit, which gives twelve tricks. Note that if West finds the spade lead instead, declarer has no chance to make his contract.

8. West/None

♠Q 5 4		
♥T 9		
♦T 9 6 2		
♣Q J T 6		
♠K J 7		♠A T 9 6
♥K 5		♥A 7 6 4
♦K J 7 4		♦A Q
♣9 8 3 2		♣K 7 4
	♠8 3 2	
	♥Q J 8 3 2	
	♦8 5 3	
	♣A 5	

West	North	East	South
Pass	Pass	INT	Pass
3NT	Pass	Pass	Pass

West with 11 hcp raises directly to game. The danger for declarer is if he mis-guesses spades. North will then continue with the queen of clubs and the contract fails. On the other hand, a successful finesse in spades gives ten tricks!

Deals - Lesson 4

1. North/None

	♠K 7		
	♥A Q 9 4 2		
	♦J T 5		
	♣K 8 6		
♠J 9 3 2			♠T 8 4
♥K J T 8			♥7 3
♦7 3 2			♦K Q 6
♣A 7			♣J T 9 4 2
	♠A Q 6 5		
	♥6 5		
	♦A 9 8 4		
	♣Q 5 3		

West	North	East	South
	1♥	Pass	1♠
Pass	1NT	Pass	3NT
Pass	Pass	Pass	

North opens 1♥. South has no support and bids spades, showing at least a four-card suit and 6+ hcp. With a balanced hand and no spade support, opener bids 1NT, showing 12-14 hcp. The reason is that with a stronger hand, he would have opened 1NT instead of 1♥, to show 15-17 hcp. Responder has opening strength and raises to game. When East leads the jack of clubs, declarer has a lot of work to do. He should finesse twice in diamonds, once in hearts, and also guess the clubs. The latter is easy, though, since the jack of clubs must be from the top of a sequence. The ace must be with West and it will fall in the second club round, giving declarer two club tricks. Ten tricks to declarer!

2. East/NS

	♠7 4		
	♥6 3 2		
	♦Q 8		
	♣A K T 7 6 2		
♠A K 9 6 5 2			♠Q T 8
♥A T 4			♥K 9 5
♦J			♦A K 9 6 3
♣Q 5 4			♣J 8
	♠J 3		
	♥Q J 8 7		
	♦T 7 5 4 2		
	♣9 3		

West	North	East	South
		1♦	Pass
1♠	Pass	1NT	Pass
4♠	Pass	Pass	Pass

East promises 12+ hcp and at least three-card diamonds. West, with no support, suggests spades, and then East with no other suit, bids 1NT, which limits the hand to 12-14 hcp, and also tells that it is balanced. Knowing that East has at least two spades, West has found a trump suit, and with 14 hcp in his own hand, he can jump to 4♠. When North starts with ace and king in clubs, declarer must watch out on the third round of clubs. He must ruff high in dummy, to prevent South from winning the trick by over-ruffing. As spades are 2-2, declarer can draw trumps and claim eleven tricks.

3. South/EW

	♠K 4		
	♥6 5 4 3		
	♦K 8 3		
	♣A Q J 4		
♠J 8 6 2			♠A Q T 9 5 3
♥A K T			♥Q 8
♦T 9 2			♦Q
♣K 7 2			♣9 6 5 3
	♠7		
	♥J 9 7 2		
	♦A J 7 6 5 4		
	♣T 8		

West	North	East	South
			Pass
Pass	1♣	1♠	Pass
2♠	Pass	Pass	Pass

After North opens 1♣, showing at least three clubs and 12+ hcp, East has an interesting hand. Instead of pass he can step into the struggle for the highest contract by bidding 1♠. This overcall shows at least 10 hcp and a 5+ suit. In addition, the suit should be reasonably strong, typically containing two of the top honors. South, without a stopper in spades and unable to bid at the two level, has to pass, and the bidding goes to West. With 11 hcp and support, West raises, to see if overcaller can invite to game. In this case, East is minimum and three passes follow. Declarer will probably lose two or three clubs, and one diamond trick. He should finesse in spades. If he finds out that South has the ace of diamonds, he knows that the spade finesse is a certainty. It is not likely that North could have opened if he does not have the king of spades.

4. West/All

	♠Q J 4 2	
	♥A	
	♦J 7 5 4 3	
	♣A K 8	
♠T 3		♠K 6
♥7 5 2		♥K Q J 9 6
♦Q 9 8		♦K T 6
♣Q T 6 5 3		♣J 9 2
	♠A 9 8 7 5	
	♥T 8 4 3	
	♦A 2	
	♣7 4	

West	North	East	South
Pass	1♦	1♥	1♠
Pass	3♠	Pass	4♠
Pass	Pass	Pass	

North has 15 hcp but not a balanced hand so he must open 1♦. East overcalls 1♥ to compete for the contract. South shows his spades and West, who does not have enough strength to bid, passes. North jumps to 3♠ and shows 15-17 hcp and support for spades. South has a difficult guess, but chooses to raise to game. K-6 in spades with East can be finessed and after a heart lead, declarer will make eleven tricks, since the cards are favorably located and there are no wasted values.

5. North/NS

	♠K 7 5	
	♥Q 6 2	
	♦K 8 7 2	
	♣J 8 3	
♠Q J T 2		♠A 9 6
♥8 7		♥A J T 4 3
♦Q J T 9		♦A 4 3
♣A Q 4		♣7 6
	♠8 4 3	
	♥K 9 5	
	♦6 5	
	♣K T 9 5 2	

West	North	East	South
	Pass	1♥	Pass
1♠	Pass	INT	Pass
2NT	Pass	3NT	Pass
Pass	Pass		

With 12+ hcp East opens 1♥. West with no support suggests spades in the search for a trump suit. East has no spade support and no other suit, so he bids notrump and limits his hand to 12-14 hcp. West holding 12 hcp invites game with 2NT and East with a jack to spare bids 3NT.

6. East/EW

	♠K T 9	
	♥Q T 6 5	
	♦A K 3	
	♣K 7 4	
♠7 6 4 2		♠Q 5 3
♥4 3		♥A K J 9 7
♦J 7 6 5 2		♦Q T 4
♣T 5		♣6 3
	♠A J 8	
	♥8 2	
	♦9 8	
	♣A Q J 9 8 2	

West	North	East	South
		1♥	2♣
Pass	3NT	Pass	Pass
Pass			

East opens 1♥. South, who also has opening strength, overcalls 2♣. West has no support for hearts and not enough strength to bid anything but pass, and then North, with a heart stopper and 15 hcp, bids game. North knows that West has no more than a jack, when East could open the bidding. He should place the queen of spades with East. Three spades, two diamonds, and six club tricks is a total of eleven tricks.

7. South/All

		♠A J 7 5	
	♥Q 9 8		
	♦7 5		
	♣Q J 9 2		
♠K 9 2		♠Q T 6 3	
♥J T 6 3		♥A 7 2	
♦A 6 4 2		♦9 3	
♣K 5		♣8 7 6 3	
	♠8 4		
	♥K 5 4		
	♦K Q J T 8		
	♣A T 4		

West	North	East	South
			1♦
Pass	1♠	Pass	INT
Pass	Pass	Pass	

South opens 1♦. North with no support, but holding 6+ hcp, suggests spades as trump. South, with no support and no side suits, rebids INT. Now North knows that South's hand is limited to 12-14 hcp and with only 10 hcp in his own hand, he must pass. There is no point in inviting. If East manages to lead spades, the defenders will limit declarer to seven tricks. But leading spades is not easy. North has bid the suit. Other leads give declarer more tricks.

8. West/None

♠6 4

♥QT 6

♦QJT

♣AQJ 9 5

♠KJ 9 3 2

♥K

♦A 8 4

♣K 8 7 2

♠T 5

♥J 9 8 7 5 3

♦K 3 2

♣6 3

♠AQ 8 7

♥A 4 2

♦9 7 6 5

♣T 4

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West	North	East	South
1♠	2♣	3♠	Pass
4♠	Pass	Pass	Pass

After West’s spade opening, North overcalls 2♣. East has spade support and 10 hcp and jumps to 3♠, inviting West to go to game. West should raise based on the good distribution. North leads the queen of diamonds, and declarer has some planning to do. The correct play is to win the lead in hand, unblock the king of hearts, and draw trumps, ending in dummy. Then cash the ace of hearts and discard a diamond loser from hand. Declarer loses two diamonds and one club trick, and makes the contract.

Deals - Lesson 5

1. North/None

♠Q J 6 3 2
 ♥A K Q 9
 ♦3 2
 ♣7 2

♠A T 9
 ♥5 3
 ♦A 8 6 5
 ♣Q J T 3

♠K 8 7 5
 ♥7 4 2
 ♦J T 9 7
 ♣5 4

♠4
 ♥J T 8 6
 ♦K Q 4
 ♣A K 9 8 6

West	North	East	South
	1♠	Pass	2♣
Pass	2♥	Pass	4♥
Pass	Pass	Pass	

North opens 1♠. With no spade support but holding 12+ hcp, South can bid 2♣. Bidding 2-over-1 is forcing to at least game. Now both North and South know that they must not pass below game, so they can move slowly to find the right contract. North cannot support clubs, but has another suit, hearts, and bids 2♥. This limits his hand to 12-17 hcp. A stronger hand would have jumped to 3♥ (18-21 hcp). South with 13 hcp sees that there is no real reason to look for a slam, and jumps to game in the trump suit that has now been located.

After the jack of diamonds lead, declarer must do some thinking and count his tricks before he starts to play. Two clubs, one diamond, and three hearts are six tricks, and ruffing twice gives two extra tricks, but this is still only eight tricks. Instead, declarer must try a crossruff. He must lose one spade trick, and then start ruffing spades and clubs. If the defenders do not play trumps, this will give two clubs, one diamond, and eight heart tricks, since declarer has all the high hearts and cannot be over-ruffed. However, an alert West can try to stop declarer by playing trumps when he gains the lead with the ace of diamonds. Declarer wins and must now win the ace and king of clubs, ruff a club, return to dummy in diamonds, and ruff another club. In this way, he establishes the last club in dummy, and the defenders will have to satisfy themselves with one spade and two club tricks.

We would like to congratulate you on learning how complex a deal can be and how many ways to play a

contract that must be analyzed, both by the declarer and by the defenders.

2. East/NS

♠T 9 8 4 3
 ♥A 2
 ♦8 4 2
 ♣J 8 3

♠J 5 2
 ♥T 9
 ♦K Q 7
 ♣A K 5 4 2

♠K Q 7
 ♥K J 8 7 5 3
 ♦A 6
 ♣7 6

♠A 6
 ♥Q 6 4
 ♦J T 9 5 3
 ♣Q T 9

West	North	East	South
		1♥	Pass
2♣	Pass	2♥	Pass
4♥	Pass	Pass	Pass

With 13 hcp East opens 1♥. West is without heart support but has a club suit and 12+ hcp, and responds 2-over-1, also setting a game force. East re-bids hearts and shows that he has at least a six-card suit. Now West knows that hearts should be trumps. East is limited to 12-14 hcp and there is no strength for slam, so West simply jumps to game. After the jack of diamonds lead, declarer will probably lose one spade and two hearts, making ten tricks and the contract.

3. South/EW

♠T 7 6 2
 ♥T 3 2
 ♦8 4
 ♣A K 6 2

♠Q J 9 8 4
 ♥A K Q 9 4
 ♦7 3
 ♣4

♠A K
 ♥J 7 6
 ♦K J T 9 5
 ♣Q J T

♠5 3
 ♥8 5
 ♦A Q 6 2
 ♣9 8 7 5 3

West	North	East	South
			Pass
1♠	Pass	2♦	Pass
2♥	Pass	2NT	Pass
3♥	Pass	4♥	Pass
Pass	Pass		

West has a nice two-suited hand with 5-5 in the majors (hearts and spades). He starts by opening the higher suit first, planning to bid the second suit twice, to show his distribution. After 1♠, East bids diamonds (no spade support). West now bids 2♥, showing at least 5-4 in the majors and 12-14 hcp. East has neither support nor extra suit lengths, so he bids 2NT, to see if opener has anything else to show, and now the heart suit is located. A West holding five spades, four hearts, and two clubs and two diamonds would have bid 3NT instead.

Against 4♥ North probably leads the ace of clubs. When he sees the dummy, and knows that declarer has ten cards in the majors, he realizes that declarer may ruff if he continues clubs. Thus, North switches to diamonds to South's queen or ace, depending on what declarer plays from dummy. When South wins a second diamond and continues the suit, declarer must ruff high to avoid one down on an overruff.

4. West/All

	♠A Q J 8 3	
	♥J 9 8 4	
	♦A 5 4	
	♣A	
♠T 6 2		♠K 9 7
♥A 7		♥6 5
♦Q J 9		♦T 6 3 2
♣9 8 6 5 3		♣Q T 7 4
	♠5 4	
	♥K Q T 3 2	
	♦K 8 7	
	♣K J 2	

West	North	East	South
Pass	1♠	Pass	2♥
Pass	3♥	Pass	4♥
Pass	Pass	Pass	

Without support in spades, South shows his heart suit. Since 2♥ is forcing to game, North should bid 3♥, to tell his partner about the extra strength. A hand with a minimal 12-14 hcp would have jumped to 4♥. This time, South has a minimum and is happy to only raise to game. West has no obvious lead, but probably tries the queen of diamonds, hoping to establish a trick or two. Initially, declarer has one heart loser and maybe one in spades, because the king of clubs can be used to discard a diamond, once the ace of clubs has been unblocked. Declarer should win the ace of diamonds, unblock the ace of clubs,

and force out the ace of hearts to draw trumps. With the ace of hearts gone, declarer draws trumps, discards the losing diamond on the king of clubs, and finesses in spades. The finesse is not on, so the final result is eleven tricks.

5. North/NS

	♠7 2	
	♥9 8 7 3	
	♦J 9 3	
	♣Q 4 3 2	
♠Q 8		♠A K J 5 3
♥Q J T 6		♥A 4
♦A K 6		♦Q 10 8 2
♣A K J 7		♣9 5
	♠T 9 6 4	
	♥K 5 2	
	♦7 5 4	
	♣T 8 6	

West	North	East	South
	Pass	1♠	Pass
2♣	Pass	2♦	Pass
2NT	Pass	3NT	Pass
6NT	Pass	Pass	Pass

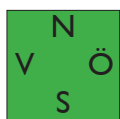
East opens 1♠. West holding 20 hcp already knows that there is strength for a small slam, but in what denomination? West bids 2♣ showing 12+ hcp and at least four clubs. East has a diamond suit and bids it. West has no support for anything yet, and bids 2NT to get more information about opener's distribution. When East goes to 3NT, West knows that East does not have six spades, not five diamonds, and not four clubs. East seems to have 12-14 hcp in a balanced hand. West ends the bidding in notrump, since there is no joint trump suit.

North has listened to the bidding and should lead a safe top of a sequence, so his choice is the nine of hearts. Declarer counts his certain tricks. There are at least ten and he can afford to finesse in hearts. South wins the king, but now declarer has established two heart tricks for twelve tricks in total. If the finesse had been on, declarer would have checked if diamonds were 3-3 and won all thirteen tricks.

If spades had been worse (5-1), declarer would have been forced to finesse in either clubs or diamonds. He should check which opponent had the long spades, and finesse over the other hand, improving the odds of the finesse to work.

6. East/EW

♠J 8
 ♥A K Q 9 5 4
 ♦K 7
 ♣Q 8 7
 ♠T 6
 ♥7 6 3 2
 ♦A 6 5 4 3
 ♣K T



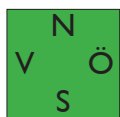
♠A K 9 5 3
 ♥J T
 ♦T
 ♣A J 9 3 2

West	North	East	South
		Pass	1♠
Pass	2♥	Pass	3♣
Pass	3♥	Pass	4♥
Pass	Pass	Pass	

North has no support for spades and bids 2♥, and sets a game force with 2-over-1. The bid 2♥ promises at least five hearts (not four). South suggests his second suit, clubs. North rebids hearts to show extra length. Now South can support hearts and the pair lands in the correct contract. When the club finesse fails, the result is eleven tricks to North after a probable queen of diamonds lead by East.

7. South/All

♠A T 9 8
 ♥Q J 4
 ♦T 9
 ♣K 7 3 2
 ♠K Q J 7 6 2
 ♥K T
 ♦K J 4
 ♣5 4



♠4 3
 ♥8 7 6 5
 ♦A 6 5 3 2
 ♣T 9

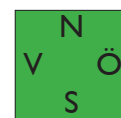
West	North	East	South
			Pass
1♠	Pass	2♣	Pass
2♠	Pass	2NT	Pass
3NT	Pass	Pass	Pass

East can bid 2-over-1 in clubs because he has no spade support, but strength to force to game. Note that when East would have 6-1-1 hcp he could not bid 2♣, but must settle for 1NT. On 2♣ West rebids spades. East is still without support and waits in 2NT to see if West has anything more to tell about his distribution. This is not the case and West raises to 3NT. South probably leads a low diamond, de-

clarer wins in dummy, and tries to establish spades. North gains the lead and continues diamonds, which South wins and continues to establish that suit. When spades fail to deliver all tricks, declarer turns to the club finesse. It works and East wins three clubs, two diamonds, two hearts, and two spade tricks, for a total of nine, since North has no more diamonds to play.

8. West/None

♠A K Q 8 2
 ♥A Q 9 8 4
 ♦6 4
 ♣9
 ♠J 9 6 5 3
 ♥J 5
 ♦J 2
 ♣A 8 7 6



♠T 4
 ♥T 7 6 2
 ♦A K Q T 3
 ♣Q J

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

North opens his highest five-card suit, spades, planning to show his hearts later on in the bidding. When South bids 2-over-1, 2♦, North knows that a game is on. The pair has at least 27 hcp together. North shows the heart suit and when South shows support, North raises to game. After a club lead, declarer tries the trump finesse. The finesse fails and the result is eleven tricks.

Deals - Lesson 6

1. North/None

♠A J 5
 ♥9 8
 ♦K Q J T 6 5
 ♣K 4

♠9 7 6 4 3
 ♥Q T 2
 ♦A 8 2
 ♣6 3

♠K Q 8 2
 ♥A K 6
 ♦9 4
 ♣A 9 5 2

♠T
 ♥J 7 5 4 3
 ♦7 3
 ♣Q J T 8 7

West	North	East	South
	1♦	Dbl	Pass
1♠	Pass	2♠	Pass
Pass	Pass		

North opens 1♦. East has 16 hcp and must bid something. Without a stopper in diamonds he cannot bid 1NT (with 15-17 hcp and a stopper, he would overcall 1NT). East has no five-card suit, so he cannot overcall in a suit. The solution is to use a take-out double ("X"). This shows the strength of an opening bid (12+ hcp) and at least three cards in each of the unbid suits. It asks partner to bid, in order to find a playable trump suit. It is called a "take-out" double because it asks partner to "take out" the current bid, not to pass it. South passes and West bids his longest suit. He bids according to similar principles as after an ordinary opening bid, that is, one in a suit shows 0-8 hcp, a jump to two 9-10 hcp, to three 11-12 hcp, and with 13+ hcp, he should bid a game. In this case, West is satisfied with 1♠. East invites 2♠ since he has some extra values above 12 hcp. West passes with a minimum. By playing up towards strength in the trump suit, West loses one spade, one diamond, and one club tricks, given that West wins the ace of diamonds and immediately plays a trump. If North plays low, West wins the queen of spades and continues with hearts to the queen, and yet another trump towards dummy, playing the trump suit for one loser.

2. East/NS

♠J T 8
 ♥A J T 8
 ♦A T 8
 ♣Q 9 7

♠Q 4 2
 ♥7 2
 ♦9 7 4 3
 ♣T 8 4 3

♠K 5 3
 ♥K Q 9 6 5
 ♦Q J
 ♣J 6 2

♠A 9 7 6
 ♥4 3
 ♦K 6 5 2
 ♣A K 5

West	North	East	South
		1♥	Dbl
Pass	2NT	Pass	3NT
Pass	Pass	Pass	

With 14 hcp and no five-card suit, South's best bid is to double. North has no four-card suit of his own, but he has very good stoppers in hearts and jumps to 2NT, showing 11-12 hcp and inviting game. With some extra values, South raises to 3NT. East probably leads hearts. Declarer knows that West has a maximum of two points, and can finesse in spades without worries. He wins three spades, two hearts, three diamonds, and three club tricks, thanks to the lucky diamond distribution.

3. South/EW

♠T 9
 ♥Q 9 3
 ♦J 7 6 4 3
 ♣T 3 2

♠K Q 8 2
 ♥8
 ♦K 8 5 2
 ♣A J 9 8

♠A J 5 4 3
 ♥7 6 5 2
 ♦A
 ♣Q 7 6

♠7 6
 ♥A K J T 4
 ♦Q T 9
 ♣K 5 4

West	North	East	South
			1♥
Dbl	Pass	2♠	Pass
4♠	Pass	Pass	Pass

South opens 1♥ and West doubles for take-out. East jumps to 2♠ to invite game and West raises to 4♠ on his good hand. After the lead of the ace of hearts, the defenders cannot do much more. De-

clarer wins the lead and finesses in clubs, discards a club on the king of diamonds, and cashes all side-suit winners, and then a crossruff gives twelve tricks. If declarer ruffs the last diamond low, he may lose another trick, but the game is never in doubt.

4. West/All

est/All		♠A J 9 3	
		♥A 9 6 2	
		♦5	
		♣A Q T 7	
♠T 7			♠Q 4
♥K Q J			♥T 8 3
♦K J 8 7 4			♦Q T 6 2
♣K 9 3			♣8 6 5 2
		♠K 8 6 5 2	
		♥7 5 4	
		♦A 9 3	
		♣J 4	
West	North	East	South
1♦	Dbl	Pass	1♠
Pass	2♠	Pass	Pass
Pass			

This time, North has an excellent hand for a double, and South shows spades. With 15 hcp North is close in strength to making a strong invitation with a jump to 3♠. In that case, South should raise to game. When North is satisfied with the less strong invitation 2♠, South is a bit too weak and must pass. West leads the king of hearts. With trumps 2-2 declarer, makes eleven tricks, when the club finesse also succeeds.

5. North/NS

orth/NS

♠5 4
♥K 9 6 4 3
♦Q 9 8
♣A K 2

♠A K T 9
♥8 5
♦A J 2
♣J T 7 5

♠J 8 7 6 2
♥A
♦K T 6 5 3
♣Q 8

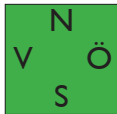
♠Q 3
♥Q J T 7 2
♦7 4
♣9 6 4 3

West	North	East	South
	1♥	Pass	Pass
Dbl	Pass	3♠	Pass
4♠	Pass	Pass	Pass

North opens 1♥. East is too weak to bid anything, and so is South. West, with no five-card suit of his own, but with the strength of an opening bid, doubles for take-out. East re-evaluates his hand and sees that it matches West very well. He makes the strong invitation 3♠ and West accepts with 4♠.

South probably leads the queen of hearts, the highest card from a sequence. After the ace and king of spades, South plays the queen. Declarer knows that North has the queen of diamonds, since he must have all the missing high-card points. The result should be five diamonds, five spades, and the ace of hearts. Eleven tricks in total.

6. East/EW

st/EW	♠T 8 5 2		
	♥K Q J		
	♦Q J 8		
	♣K Q 6		
♠A K Q		♠6	
♥9 7 4 2		♥6 5	
♦A 2		♦T 9 7 6 4 3	
♣9 8 5 4		♣J T 3 2	
	♠J 9 7 4 3		
	♥A T 8 3		
	♦K 5		
	♣A 7		
			
West	North	East	South
		Pass	1♠
Pass	4♠	Pass	Pass
Dbl	Pass	Pass	Pass

South opens 1♠. West has opening strength, but cannot bid a suit nor can he double, so he passes. North raises to game. With four winners, West knows that the contract cannot be made - and doubles. This is a penalty double.

7. South/All

	♠4 3		
	♥J T 7 5		
	♦A T 9 4		
	♣5 4 3		
♠K J T 9 8		♠2	
♥A 4 2		♥K Q 8 6	
♦J 8		♦Q 5 3 2	
♣Q 8 7		♣A J T 6	
	♠A Q 7 6 5		
	♥9 3		
	♦K 7 6		
	♣K 9 2		
West	North	East	South
			1♠
Pass	Pass	Dbl	Pass
Pass	Pass		

When East opens 1♥ South doubles. North has 10 hcp and a five-card spade and should jump to 2♠ to invite game, in case partner has extra values. With 16 hcp South has no problem raising to game, 4♠. West leads the four of hearts and declarer loses one heart and one spade tricks for eleven tricks in total.

South opens 1♠. After two passes East has a typical take-out double. However, West should turn the take-out double into a penalty double by passing. West has five good trumps sitting behind opener. When West passes, declarer knows that the contract will be difficult. South must try to ruff with all his low trumps if possible. In the best case, South can make six tricks. If West plays trumps every time he gains the lead, it is impossible for declarer to get more than five tricks. If EW tries to play 3NT, NS can beat the contract by establishing three diamond tricks and also winning the ace of spades and the king of clubs or the jack of hearts, depending on how the play develops.

8. West/None

	♠Q T 6 5 2		
	♥A 7		
	♦K 9		
	♣J T 9 3		
♠4 3		♠A 7	
♥Q 5 4 2		♥K 9 8 6 3	
♦T 7 6 5		♦Q J 4 2	
♣7 4 2		♣Q 5	
	♠K J 9 8		
	♥J T		
	♦A 8 3		
	♣A K 8 6		
West	North	East	South
Pass	Pass	1♥	Dbl
Pass	2♠	Pass	4♠
Pass	Pass	Pass	

Deals - Lesson 7

1. North/None ♠9 7 6
♥K Q T 9 6 5
♦A 8 7
♣6

♠A T 3
♥A 2
♦J 9 2
♣J T 8 4 3



♠8 4 2
♥4 3
♦K Q T 5
♣Q 9 7 2

♠K Q J 5
♥J 8 7
♦6 4 3
♣A K 5

West	North	East	South
	2♥	Pass	3♥
Pass	4♥	Pass	Pass
Pass			

With 6-11 hcp and a six-card suit in diamonds, hearts, or spades, we open on the two level. The main goal is to preempt the opponents. In this case, however, the preempt helps in the constructive bidding. In addition to showing 6-11 hcp, the opening bid also shows a six-card suit with honors in the top. The principle is to have at least two of the honors. With this information, South has a natural invitation to game. He can almost count ten tricks. NS should win two or three spades, five or six hearts, and two club tricks. North has a maximum and raises to game. Declarer will lose one spade, one heart, and one diamond trick after the lead of the king of diamonds. The second diamond loser can be discarded on the king of clubs, before declarer starts drawing the trumps.

2. East/NS ♠9 8 7 2
♥K Q J 5
♦T 6
♣A Q J

♠A K 4
♥A 3
♦A 9 7
♣T 8 6 4 2



♠6 5
♥8 7 2
♦K Q J 4 3 2
♣9 3

♠Q J T 3
♥T 9 6 4
♦8 5
♣K 7 5

West	North	East	South
		2♦	Pass
3NT	Pass	Pass	Pass

In this deal, East opens 2♦. With 6-11 hcp and a reasonable suit, the hand is good for a weak two opening. West can count tricks in the bidding. Six diamonds, two spades, and one heart trick, makes a total of nine. If partner does not have the queen of diamonds, in the worst case it is a question of a finesse to make the contract. When North leads the king of hearts, declarer can show the hands and claim his nine tricks.

3. South/EW ♠J 5 3 2
♥8 3 2
♦Q 8
♣A 8 5 3

♠A
♥A K J T 7 4
♦9 6 3
♣K 9 6



♠8 7
♥Q 9 6
♦A J 7 5 4
♣Q J 7

♠K Q T 9 6 4
♥5
♦K T 2
♣T 4 2


West	North	East	South
			2♠
3♥	Pass	4♥	Pass
Pass	4♠	Dbl	Pass
Pass	Pass		

Here is one of the toughest deals of the entire course. South opens a weak 2♠, and West is forced to overcall on the three level. It is North who is put to the test, and he must know his scoring table. If EW bids 4♥ and makes ten tricks, they get 620 p. If EW bid and make 3♥ winning ten tricks, they get 170 p. If NS play 4♠ doubled, EW get 100 p for one down, 300 p for two down, and 500 p for three down. North can see that more than three down is not likely. This means that first, North should pass, in case EW stop in 3♥. However, in this case, East raises to game, and then North should bid, to pay out less points. How will the different contracts fare? Against 4♥ the defenders win two diamonds and one club. Against 4♠ the defenders win one spade, one heart, one diamond, and two club tricks. 4♠ will be two down and the loss is 300 p instead

of 620 p. North passed 3♥ to have the chance of losing even less (170 p). If North bids the excellent 4♠, East must double, to stop partner from bidding again. EW must play defense instead. If EW bid 5♥, their side will go down and pay out points, which would be an even worse result for them.

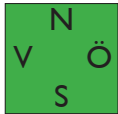
To bid a contract knowing that it will be beaten, is called a sacrifice.

4. West/All

est/All		♠J T 7 4 3		
		♥5 3		
		♦Q 8 6		
		♣Q T 5		
♠6 2			♠K 9 8	
♥T 6 2			♥A K Q J 4	
♦A K J T 4 2			♦9 5	
♣9 4			♣A 6 2	
		♠A Q 5		
		♥9 8 7		
		♦7 3		
		♣K J 8 7 3		
<u>West</u>	<u>North</u>	<u>East</u>	<u>South</u>	
2♦	Pass	2♥	Pass	
3♥	Pass	4♥	Pass	
Pass	Pass			

Now it is West who has a weak two opening, this time in diamonds. East has a strong hand and must investigate whether there may be a game, so he bids his longest suit, hearts. 2♥ is forcing for one round and shows a hand with at least invitational strength and a five-card suit. West has three-card support and raises to 3♥, and East should raise to game. South probably leads the three of clubs and declarer wins the ace. East must play his contract very carefully to make it. He should play ace and king in diamonds and ruff a diamond high. When the queen of diamonds falls, there are five diamond tricks. Declarer plays two high trumps and then uses the carefully saved four of hearts to cross to dummy's ten and collect the established diamond. East wins five hearts and five diamond tricks (he ruffed the sixth one) and the ace of clubs, for 11 tricks in total. If declarer finesses in diamonds, the defenders win one club, one diamond, and two spade tricks, and the contract is one down.

5. North/NS

North/NS		♠K Q J T 9 6 5			
		♥6			
		♦4 3 2			
		♣6 5			
♠8 7 4			♠—		
♥K T 9 8 3			♥Q J 7 5		
♦A			♦T 9 8 7 6		
♣A 8 7 2			♣K Q J 3		
		♠A 3 2			
		♥A 4 2			
		♦K Q J 5			
		♣T 9 4			
West	North	East	South		
	3♠	Pass	4♠		
Pass	Pass	Pass			

With 6-11 hcp and a seven-card suit North opens 3♠. Just like a weak two opening, this bid shows two of the top honors. South can count seven spades, one heart, and at least two diamond tricks, and should bid a game. If they play well, the defenders can beat the contract. East should lead diamonds to West's ace, and if West cashes the ace of clubs and then continues clubs, Est can give West a ruff in diamonds for four quick tricks. The risk is obviously that East leads the king of clubs. In this case, West must overtake with the ace of clubs, win the ace of diamonds, and continue clubs to East's queen, to enable the ruff. Other defenses lets declarer win his available tricks and make the contract. EW can take many tricks with hearts as trump, but they were preempted away from hearts by NS.

6. East/EW

st/EW

♠4 2
♥A K J 6
♦J 5 2
♣A K Q 6

♠7 5
♥Q T 9 3
♦4 3
♣J 9 8 4 3

♠K Q 9 8 6 3
♥8 5 4
♦K 8 6
♣7

♠A J T
♥7 2
♦A Q T 9 7
♣T 5 2

West	North	East	South
		2♠	Pass
Pass	Dbl	Pass	3NT
Pass	6NT	Pass	Pass
Pass			

East opens 2♠. Neither South nor West can bid, because they are too weak. North cannot bid a suit

either, but he needs to act. His choice is a take-out double, showing 12+ hcp and at least three cards in all other suits. Holding good values, 11-13 hcp and spade stoppers, South jumps to 3NT. North has lots of extra values and bids a small slam. After a spade lead to the king and ace, declarer has to hope for the diamond finesse. Three clubs, five diamonds, two hearts, and two spade tricks is twelve tricks. The heart finesse also works. As an aside, we can mention that if declarer wins the ace of spades, the ace of hearts, finesses in diamonds, enters dummy in clubs, finesses in diamonds, wins the king and queen of clubs, and cashes all his diamonds, West has a hopeless choice. He will be squeezed* in hearts and clubs, and cannot maintain both stoppers. Thus, declarer wins all tricks. Look at the West hand and decide what card to save after one spade, one heart, five diamonds, and three clubs.

If 2♠ is doubled, the best defense is to lead hearts to the jack, spades through declarer, and when North gains the lead, he plays more trumps, and declarer will only win four spade tricks, meaning four down, which is 1100. This is more than a slam.

* A squeeze play is when a player is forced to discard one or several stopper cards, and establish tricks for the opponents, since he simply has to play some of the cards.

7. South/All

	♠K 5		
	♥J 8		
	♦7 4 3 2		
	♣7 6 5 3 2		
♠Q 9 8		♠A J T 3 2	
♥A K T 9 5 2		♥6	
♦6 5		♦K Q T 9	
♣J 9		♣A Q 8	
	♠7 6 4		
	♥Q 7 4 3		
	♦A J 8		
	♣K T 4		
West	North	East	South
			Pass
2♥	Pass	2♠	Pass
3♠	Pass	4♠	Pass
Pass	Pass		

West opens 2♥. East has 16 hcp and sees that there is a chance to play a game. The question is which

game? East forces with 2♠, which shows at least five cards. West supports with three spades, and East raises to game.

South has a difficult lead, and we guess that he will choose one of the black suits. If South leads clubs or diamonds, the defenders only win one trick. Other leads give two tricks for the defenders, if declarer plays correctly.

8. West/None

	♠2		
	♥K Q J 6		
	♦K Q 5 2		
	♣A J 9 4		
♠Q J T 9 5 4		♠K 8 7 6	
♥T 7 3		♥9	
♦8		♦J 9 6 4	
♣K 6 3		♣Q 8 5 2	
	♠A 3		
	♥A 8 5 4 2		
	♦A T 7 3		
	♣T 7		
West	North	East	South
2♠	Dbl	Pass	4♥
Pass	Pass	Pass	

West opens 2♠. North doubles and South, with opening strength and five-card hearts, jumps directly to game, since partner must have at least three hearts for his double. If South draw trumps and finesses through the jack of diamonds, a spade lead results in twelve tricks, since the only loser is a club trick.

Deals - Lesson 8

I. North/None

♠A K T 2
♥K J 5
♦A Q 7 6
♣A 4

♠6 5
♥8 6
♦J 9 8 4 2
♣Q J 6 5



♠Q 9 7 4
♥A 7 3
♦T 5 3
♣T 8 7

♠J 8 3
♥Q T 9 4 2
♦K
♣K 9 3 2

West	North	East	South
	2NT	Pass	3♦
Pass	3♥	Pass	3NT
Pass	4♥	Pass	Pass
Pass			

With 20-21 hcp and a balanced hand North opens 2NT. South knows that a game is to be played, but the chances of a slam are slim. The question is what game to bid. South transfers to 3♥ with 3♦ and then bids 3NT. Now North can pass or correct to 4♥, depending on his holdings. A hand with two hearts should pass 3NT. With short clubs and a three-card heart suit, North bids 4♥. East has no obvious lead. The best lead is probably clubs. With a club, declarer wins in dummy, wins the king of diamonds, enters the hand in clubs, and plays ace and queen in diamonds, discarding one spade and one club. Declarer can then execute a crossruff, making sure not to ruff spades too low. This leads to twelve tricks, while other plans give only eleven.

2. East/NS

♠K 8 2
♥T 6 5 2
♦J 7
♣J T 4 3

♠5 4 3
♥9 4 3
♦6 5 3 2
♣A 7 2



♠A T
♥A K J
♦A K Q T 9
♣K Q 5

♠Q J 9 7 6
♥Q 8 7
♦8 4
♣9 8 6

West	North	East	South
		2♣	Pass
2♦	Pass	3NT	Pass
Pass	Pass		

3NT from East shows a balanced hand with 25-26 hcp, strong enough to bid game by itself. After the lead of the queen of spades, declarer wins his tricks, before the defenders can cash their established spades. This results in declarer winning the first eleven tricks.

3. South/EW

♠8 6 5
♥J T 7 6
♦T 6
♣T 8 7 5

♠A 7 2
♥9 4
♦K 9 7 5 4
♣J 6 4



♠K J T 4 3
♥8 5
♦Q J 3 2
♣9 2

♠Q 9
♥A K Q 3 2
♦A 8
♣A K Q 3

West	North	East	South
			2♣
Pass	2♦	Pass	2♥
Pass	4♥	Pass	Pass
Pass			

South can see two losers in spades and one in diamonds. It does not take more than a jack or some suit length to play a game. Thus, South forces to game with 2♣. When partner bids the 2♦ relay bid, South bids 2♥ to show an unbalanced hand. North with a minimum jumps to 4♥, since he has nothing to contribute except trump support. With a few hcp North would bid 3♥ instead. After a diamond lead, declarer will only win ten tricks. It is more or less impossible to make anything else in normal play, as long as declarer draw trumps when he gets the chance.

4. West/All

♠Q 5 4		
♥8 3 2		
♦A 7 2		
♣A 9 6 2		
♠A K J		♠8 3
♥A 5		♥K Q J T 9 6
♦K Q 5		♦9 8
♣K Q 8 7 3		♣J T 5
♠T 9 7 6 2		
♥7 4		
♦J T 6 4 3		
♣4		

West	North	East	South
2♣	Pass	2♥	Pass
2NT	Pass	3♥	Pass
4♥	Pass	Pass	Pass

West forces to game and East has a good suit of his own and bids 2♥. West with 22-24 and a balanced hand rebids 2NT. When East repeats hearts and shows a six-card suit, West raises to game. South should lead his singleton club hoping for a ruff. This time it works excellently, since North has the ace of clubs. The defenders start with a club to the ace and a club ruff. After a look at dummy, South sees that the only chance of beating the contract is a diamond switch, so that partner can regain the lead for another ruff. This time, NS hits the jackpot, since North has the ace and can give South a second club ruff, for one down. Any other defense means that declarer wins, draws trumps, and then will win ten or even eleven tricks.

5. North/NS

♠K Q J 9 8 4		
♥A		
♦A K J 7		
♣A 8		
♠3 2		♠A
♥J T 4		♥K Q 7 6 3
♦Q 5 4 2		♦3
♣K T 9 6		♣Q J 7 4 3 2
♠T 7 6 5		
♥9 8 5 2		
♦T 9 8 6		
♣5		

West	North	East	South
	2♣	Pass	2♦
Pass	2♠	Pass	4♠
Pass	Pass	Pass	

North forces to game and shows an unbalanced hand with spades as longest suit. South has trump support but nothing else and jumps to game, to show a minimum. Assume that East leads the king of hearts. Declarer drives out the ace of spades and then draw trumps as soon as he can. Declarer wins the ace of diamonds, ruffs the low club and ends with finessing for the queen of diamonds. When everything goes well, he can write down twelve tricks in the score sheet.

6. East/EW

♠K 9 4 2		
♥T 2		
♦9 7 3		
♣K J 4 2		
♠Q 7 5		♠A J T
♥Q 9 6 4		♥A K J 7 5
♦J 8		♦A K Q 4
♣A 9 7 3		♣6
♠8 6 3		
♥8 3		
♦T 6 5 2		
♣Q T 8 5		

West	North	East	South
		2♣	Pass
2♦	Pass	2♥	Pass
3♥	Pass	4♥	Pass
6♥	Pass	Pass	Pass

It is East's turn to force to game, and then to show a heart suit after West's relay 2♦. Here, West has extra values, such as the queen of spades, queen-fourth in trumps, and the ace of clubs, so he bids 3♥. This denies a minimum and shows trump support. East has not got any extras and is happy to raise to game. But West continues to slam, since he has 9 hcp, and partner has at least 22 hcp. After a club lead from South and drawing trumps, it is a question about twelve or thirteen tricks. Trumps are 2-2, and declarer cashes his diamonds, discarding spades and ending with a crossruff in spades and clubs. The result is 13 tricks.

7. South/All

	♠K J T 9 8 6	
	♥6	
	♦T 7 4	
	♣K Q 6	
♠3 2		♠7
♥J 8 4		♥T 7 3 2
♦K J 8 5 3 2		♦Q 6
♣J 4		♣T 8 7 5 3 2
	♠A Q 5 4	
	♥A K Q 9 5	
	♦A 9	
	♣A 9	

West	North	East	South
			2♣
Pass	2♠	Pass	3♠
Pass	6♠	Pass	7♠
Pass	Pass	Pass	

clubs, three diamonds, four hearts, and maybe one spade trick. Declarer should cash the ace, king, and queen in diamonds to see whether the jack drops. When this does not happen, he plays a club to the ace and a club to the king. When the queen of clubs does not drop, declarer cashes all his hearts, ending in dummy, to finally play spades towards the king. When North has the ace, EW makes ten tricks.

South forces to game with a very nice hand. North has a strong hand and a good spade suit and bids 2♠. South, who has extra strength, moves slowly with 3♠ (the same principle as for responder, where 4♠ would show a minimum), and then North bids a slam. South raises to a grand slam, 7♠, knowing that there must be a couple of extra tricks in hearts. No matter what the lead is, declarer wins and draws trumps, and can easily take thirteen tricks.

8. West/None


	♠A Q 7 2	
	♥7 3 2	
	♦6 2	
	♣Q 9 3 2	
♠K 6		♠T 9 5
♥K Q J T		♥A 9 8
♦A K Q		♦T 9 8 7
♣K J T 6		♣A 8 7
	♠J 8 4 3	
	♥6 5 4	
	♦J 5 4 3	
	♣5 4	

West	North	East	South
2♣	Pass	2♦	Pass
2NT	Pass	3NT	Pass
Pass	Pass	Pass	

With 22-24 hcp and a balanced hand, West goes via 2♣ to tell. East has 8 hcp and knows that the combined values are not enough for a slam, since both hands are balanced, and satisfies himself with game, 3NT. After a probable club lead, declarer plays low from dummy, and then he can count three


Deals - Lesson 9

1. North/None

	♠K 3		
	♥A 5 4		
	♦A J 5 2		
	♣K J 6 5		
♠Q 9 8 7 6 5		♠J T	
♥6		♥9 8 7	
♦Q 7 3		♦K T 9 8 4	
♣A Q 4		♣T 7 2	
	♠A 4 2		
	♥K Q J T 3 2		
	♦6		
	♣9 8 3		
West	North	East	South
	INT	Pass	2♦
Pass	2♥	Pass	4♥
Pass	Pass	Pass	

South transfers to 2♥, which shows 0+ hcp and at least five-card hearts. North accepts the transfer, and then South with 10 hcp knows that the pair has both points and trumps to go for a game, and bids 4♥. East probably leads the four of diamonds. If declarer wins the lead, draws trumps, and plays clubs to the jack, the result is twelve tricks.

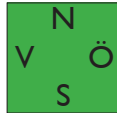
2. East/NS

	♠8		
	♥J T 7 5 4 2		
	♦K 8 6		
	♣K 4 2		
♠A Q T 9		♠K J 5 4 2	
♥8 6 3		♥K Q	
♦A Q 2		♦J 5 4	
♣J 5 3		♣A Q 6	
	♠7 6 3		
	♥A 9		
	♦T 9 7 3		
	♣T 9 8 7		
West	North	East	South
		INT	Pass
2♣	Pass	2♠	Pass
4♠	Pass	Pass	Pass

2♣ asks for East's distribution in the majors. 2♠ shows four or five spades and denies hearts. When responder also has spades and 13 hcp, the game is easy to bid. There is a loser in each side suit. After a heart lead, declarer has to settle for ten tricks. Even with the club and diamond finesses on, declarer


still has his losers, and none of the finesses can be repeated.

3. South/EW

	♠A J 9 7 5 4		
	♥7 6		
	♦8 5		
	♣Q 9 3		
♠6		♠Q T 8 3	
♥Q 8 5 4		♥J T 9 3	
♦K Q T 6 4		♦J 9	
♣K 8 7		♣A 6 4	
	♠K 2		
	♥A K 2		
	♦A 7 3 2		
	♣J T 5 2		
West	North	East	South
			INT
Pass	2♥	Pass	2♠
Pass	Pass	Pass	

Here, North has a problem. How much is this hand worth? Strictly counting, it is only seven 7 hcp. North elects to pass 2♠, but it is a close decision. North's hand is stronger than 7 hcp, but the unlucky trump distribution, and a maximal misfit, means that eight tricks is the maximum. There are two club, one diamond, and two trump losers.

4. West/All

	♠K Q T 3 2		
	♥K 6		
	♦9 8		
	♣J T 8 4		
♠A 7 6		♠9 8 5 4	
♥J 7 4 2		♥A Q 9 3	
♦A Q 7 2		♦6 4	
♣A 6		♣K 7 5	
	♠J		
	♥T 8 5		
	♦K J T 5 3		
	♣Q 9 3 2		
West	North	East	South
INT	Pass	2♣	Pass
2♥	Pass	3♥	Pass
Pass	Pass		

West	North	East	South
INT	Pass	2♣	Pass
2♥	Pass	3♥	Pass
Pass	Pass		

East asks for majors and locates the hearts. West should decline the invitation, with a minimum opening bid. On the lead of the king of spades, South plays the jack. Declarer has some work to do. West does best to win the ace of spades and try a trump finesse. This works and the king drops under the ace. Declarer can draw trumps, enter dummy with the king of clubs and finesse in diamonds. A successful diamond finesse and king-second in hearts with North means that declarer only loses two spades and one diamond trick for a total of ten tricks.

5. North/NS

	♠T 5		
	♥A K 8 6		
	♦K 7 3		
	♣K Q J 7		
♠A 6 4		♠9 8 3	
♥7 5 3		♥T 2	
♦Q J T 9 5		♦A 8 6	
♣A 6		♣T 9 8 4 2	
	♠K Q J 7 2		
	♥Q J 9 4		
	♦4 2		
	♣5 3		
West	North	East	South
	INT	Pass	2♣
Pass	2♥	Pass	3♥
Pass	4♥	Pass	Pass
Pass			

South has both majors and should use Stayman rather than a transfer. South finds hearts and invites to game, an invitation that North accepts. When East leads the ten of clubs, West should win the ace and immediately play the queen of diamonds. Declarer is helpless, since there are two diamonds, one club, and the ace of spades as losing tricks. Other defenses will let declarer win ten tricks.

6. East/EW

	♠A 9 2		
	♥T 5 4 3		
	♦7 6 5		
	♣Q T 3		
♠K J T 7 6		♠Q 4 3	
♥K 2		♥Q J 8	
♦A 4 3		♦K 9 8	
♣9 8 7		♣A K J 2	
	♠8 5		
	♥A 9 7 6		
	♦Q J T 2		
	♣6 5 4		

West	North	East	South
		INT	Pass
2♥	Pass	2♠	Pass
3NT	Pass	4♠	Pass
Pass	Pass		

West holding five-card spades and 11 hcp knows that game is to be played. The question is spades or notrump. West transfers to spades and jumps to game in notrump, and East gets to choose. With three-card spades the choice is to play a trump contract. South probably leads the queen of diamonds. Declarer wins the lead, drives out the ace of hearts, wins the diamond continuation, and cashes his two established hearts, discarding diamonds. Then he attacks trumps and a successful club finesse results in eleven tricks.

7. South/All

	♠Q 9 8 6		
	♥K 8		
	♦K J 4		
	♣T 8 7 4		
♠J 7 5		♠A 3 2	
♥Q 5 2		♥9 7 6 4	
♦A 9		♦T 6 5 3	
♣J 9 6 5 2		♣Q 3	
	♠K T 4		
	♥A J T 3		
	♦Q 8 7 2		
	♣A K		
West	North	East	South
			INT
Pass	2♣	Pass	2♥
Pass	2NT	Pass	3NT
Pass	Pass	Pass	

North uses Stayman and hopes to find spades. South has hearts, and North invites game in notrump. All players around the table know that North has shown a four-card spade and 9-10 hcp. South has a maximum and raises to game. West probably leads the two of clubs, which is won by declarer's king. Declarer has no easy task. He has a lot of work to do to make the contract. The first decision is whether to drive out the ace of diamonds or spades. Since declarer has better diamonds than spades, the choice should be diamonds. Declarer must hope that the player with the ace of diamonds also has the length in clubs. If declarer drives out the ace of diamonds, West continues with clubs. Declarer wins and attacks the spade suit. Here South must hope that West has the jack of spades, so he plays a spade to the eight!

Deals - Lesson 10

East can do whatever he wants when he gains the lead with the ace of spades. In fact, he may have held the jack of spades to, because as long as South wins two spade tricks, he has enough with two hearts, two clubs, two spades, and three diamonds. Why will South always win three diamonds? The answer is that he plays diamonds towards dummy's king-jack. If West plays low and the jack wins, declarer enters the hand and plays another round of diamonds towards dummy. West must win the ace and declarer has three tricks in the suit. He must enter the hand with the ace of hearts and not with a spade. The latter would let East win the ace and switch to his second club, and West still has the ace of diamonds as an entry to his established clubs.

Now you will play your first real competition. The deal collection will be provided by the tournament director after the competition. Good luck!

Isn't bridge unbelievably fascinating and difficult?

8. West/None

♠A Q J

♥J T 9

♦J 6 4

♣A K J 9

♠9 8 7

♥K 5 2

♦K Q T 9 8

♣7 5

♠K T 3

♥A 8 7 4 3

♦7 5

♣Q T 3

♠6 5 4 2

♥Q 6

♦A 3 2

♣8 6 4 2

West

North

East

South

INT

Pass

2♦

Pass

2♥

Pass

2NT

Pass

4♥

Pass

Pass

Pass

East transfers to hearts and invites to game in hearts or notrump. West should accept the invitation and jump to game in hearts with a maximum hand and three-card hearts. A repeated finesse in trumps leads to ten tricks. Note that if EW try to play notrump, the defenders will win the five first tricks in diamonds for one down.

Notes



“Bridge for Peace”