



U3A Intermediate Bridge 2016-17



While waiting for 2pm

U3A Intermediate Bridge Tournament

We will hold another "tournament" on the 3rd Friday in April, 21st.

Please form yourselves into pairs and then group the pairs into fours (just so the tables are all full). We will start on the dot of 13:45, so please ensure that you arrive early enough to help put out the equipment and to shuffle the cards.

Please (as pairs) bring a system card explaining your choice of options.

Please let me know your fours as soon as possible.

If you can't find a partner, use u3aib@stocton.org to ask for one and if that doesn't work – with enough notice – we should be able to find you an "expert" to play with.

The prize will be a pair of silvered plastic party trophies (40p each) from Sainsbury's. (*They don't look bad really.*)

There is also the team event at Basingstoke in May to consider.

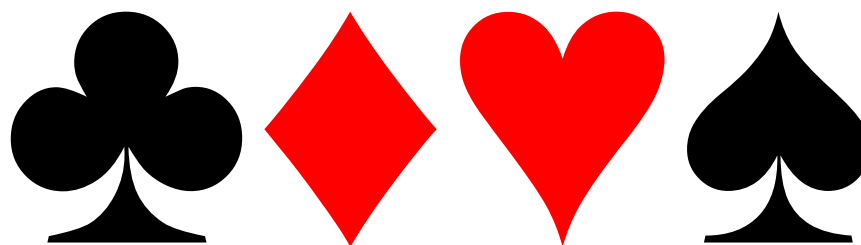
The second Friday in April is Good Friday, so no session.



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Week 10 Opening Balanced Hands Finale



Steve Bailey



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Week 10 DVD

Responding to 1NT DVD

We watched the last 10 minutes of the Mr Bridge / Bernard Magee DVD "Responding to 1NT", which we tried to watch last time, but an equipment failure prevented us finishing the Stayman second half.



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Week 10 Opening Balanced Hands Finale

Overview

We have been looking at opening with a balanced hand – and many (most?) (but not all) of the followups to it, as unopposed declarer.

Recall you if possible, you want to play in a joint L8+ major suit fit.

If you can't do that then playing in NT is a second priority (and can occasionally score better than the major suit contract).

Lastly play in a joint L8+ minor suit fit. *Note that the dislike of minor suit contracts no longer applies once at the slam level.*

What do we bid as opener with a balanced hand and ...

0..11 HCP ?



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Week 10 Opening Balanced Hands Finale

What do we bid as opener with a balanced hand and ...

0..11 HCP Pass

12..14 HCP ?



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Week 10 Opening Balanced Hands Finale

What do we bid as opener with a balanced hand and ...

0..11 HCP

Pass

12..14 HCP

1NT (or 1Major with a good L5Major – see system card)
Partner announces (says clearly without prompting)
"Twelve to Fourteen" *or whatever range you are using.*

15..16 HCP

?



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Week 10 Opening Balanced Hands Finale

What do we bid as opener with a balanced hand and ...

0..11 HCP

Pass

12..14 HCP

1NT Announce "Twelve to Fourteen" *or whatever.*

15..16 HCP

1LongestSuit. (If 4432, say Hearts else say WEAKER minor.) Plan to rebid NT with a simple raise. *If you get another bid when partner passes because someone overcalled, reduce your bidding one rung, here pass.*

17..18 HCP

?



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Week 10 Opening Balanced Hands Finale

What do we bid as opener with a balanced hand and ...

0..11 HCP

Pass

12..14 HCP

1NT Announce "Twelve to Fourteen" *or whatever.*

15..16 HCP

1LongestSuit. Plan to rebid NT with a simple raise.

17..18 HCP

1LongestSuit. (If 4432, say Hearts else say WEAKER minor.) Plan to rebid NT with a jump. *If you get another bid when partner passes because someone overcalled, reduce your bidding one rung, here only raise.*

19 HCP

?



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Week 10 Opening Balanced Hands Finale

What do we bid as opener with a balanced hand and ...

0..11 HCP

Pass

12..14 HCP

1NT Announce "Twelve to Fourteen" *or whatever.*

15..16 HCP

1LongestSuit. Plan to rebid NT with a simple raise.

17..18 HCP

1LongestSuit. Plan to rebid NT with a jump.

19 HCP

1LongestSuit. (If 4432, say Hearts else say WEAKER minor.) Plan to rebid 3NT game. *If you get another bid when partner passes because someone overcalled, reduce your bidding one rung, here only jump.*

20..22 HCP

?



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Week 10 Opening Balanced Hands Finale

What do we bid as opener with a balanced hand and ...

0..11 HCP

Pass

12..14 HCP

1NT Announce "Twelve to Fourteen" *or whatever.*

15..16 HCP

1LongestSuit. Plan to rebid NT with a simple raise.

17..18 HCP

1LongestSuit. Plan to rebid NT with a jump.

19 HCP

1LongestSuit. Plan to rebid 3NT game.

20..22 HCP

(Stop) 2NT. Partner announces (or possibly alerts?)

"Twenty to Twenty-two".

No planned rebid – work it out from response.

23..24 HCP

?



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Week 10 Opening Balanced Hands Finale

What do we bid as opener with a balanced hand and ...

0..11 HCP

Pass

12..14 HCP

1NT Announce "Twelve to Fourteen" *or whatever*.

15..16 HCP

1LongestSuit. Plan to rebid NT with a simple raise.

17..18 HCP

1LongestSuit. Plan to rebid NT with a jump.

19 HCP

1LongestSuit. Plan to rebid 3NT game.

20..22 HCP

(Stop) 2NT.

23..24 HCP

2C (Partner alerts), then rebid 2NT.

25..27 HCP

?



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Week 10 Opening Balanced Hands Finale

What do we bid as opener with a balanced hand and ...

0..11 HCP	Pass
12..14 HCP	1NT Announce "Twelve to Fourteen" <i>or whatever</i> .
15..16 HCP	1LongestSuit. Plan to rebid NT with a simple raise.
17..18 HCP	1LongestSuit. Plan to rebid NT with a jump.
19 HCP	1LongestSuit. Plan to rebid 3NT game.
20..22 HCP	(Stop) 2NT.
23..24 HCP	2C, then rebid 2NT.
25..27 HCP	2C (Partner alerts), then rebid 3NT.

There are schemes for even stronger hands, but I've never seen one dealt.



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Week 10 Opening Balanced Hands Finale

Responding to 1NT (1)

1NT is a pre-emptive bid. Opposite "nothing" from partner, it is likely to go down and possibly badly down.

The weaker responder is, the more he needs to do something.

With a balanced hand, Opener is bound to have at least 2 cards in any suit. Therefore if responder has five, the partnership has the majority of that suit.

Even if the 5 cards are 65432, life will be better played with them as trumps than in NoTrumps.

Do you play Weak Take Outs or Transfers?

(You can't do both – they use the same bids)



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Week 10 Opening Balanced Hands Finale

Responding to 1NT (2)

Weak Take Out *The table in RWPB on page 28 is good.*

0..10 HCP no L5+ suit	Pass (<i>also with L5♣</i>)
0..10 HCP L5+♦♥♠	2♦♥♠ a Weak Take Out. Opener passes.
0..10 HCP L6+♣	2♣ Stayman followed by 3♣ WTO.
11..12 HCP balanced or L5+Minor	2NT (game invitational)
13..18 HCP balanced or L5+Minor	3NT (game)
19..20 HCP balanced	4NT (small slam invite, quantitative)
21..22 HCP balanced	6NT (to play)
23+ HCP balanced	5NT (Select a slam: Grand or Small)
16+ Pts L5+ Minor	3Minor (game force , slam interest)

Note the order of the 6NT & 5NT responses



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Week 10 Opening Balanced Hands Finale

Responding to 1NT (3)

With an unbalanced hand:

0..10 HCP

See previous page

11+ Points unbalanced

L6+Major

Bid 4Major

L5Major

Bid 3Major

L4Major

Bid 2♣ Stayman.

With 19+ Points unbalanced, seek a slam after finding a fit.

But if you use transfers...



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Week 10 Opening Balanced Hands Finale

Responding to 1NT (4) *From B Magee DVD.*

Transfers

Systems used by the partnership:

2C	Stayman (1+L4Major) <i>Announce</i>
2D	Transfer to Hearts (L5+H, 0 .. 28 Pts) <i>Announce</i>
2H	Transfer to Spades (L5+S, 0 .. 28 Pts) <i>Announce</i>
2S	Transfer to Minor <i>Announce</i>
2NT	Natural (11..12 Pts, Game invite)
3any	Natural and strong, Game force , Slam invite

A rhyme:

"Use Stayman for four, Transfers for five or more." *in the majors.*

If you have L3-both_majors then NT is the target.

Responder's strength:

10-	Weak	Cannot have a joint total of 25 Pts
11..12	Intermediate	May have 25 Pts if Opener has 14
13+	Strong	Must have a joint total of 25+ Pts



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Week 10 Opening Balanced Hands Finale

Responding to 1NT (5) *From B Magee DVD.*

With transfers, Opener should normally complete them "without looking at the hand".

If Responder transfers to a major suit, then he rebids as:

Weak	Transfer then Pass.	
Intermediate	Transfer then 2NT	L5major, Game invite.
	Transfer then 3Major	L6+major, Invite.
Strong	Transfer then 3NT	L5major, Game
	Transfer then 4major	L6+major, Game
	Transfer then new suit	L5major, L4+ second suit, Forcing .

Often after Responder's Transfer and rebid, opener has questions to ask:

Part score or Game? *Do you have a joint 25+ Pts?*

No trumps or suit? *Do you have a joint L8+Major?*

Just because Responder bids 3NT, don't assume bidding has ended. It may be right to correct to 4Major.

You cannot rebid an L5Major. A rebid shows L6+Major.



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Week 10 Opening Balanced Hands Finale

Responding to 1NT (6)

The WTO equivalent using transfers is for Responder to pass the completed transfer.

Minor Transfers

B Magee: 2S Announce transfer to minors
 2NT Opener "completes" transfer
 3♣♦ Responder selects suit. As a WTO

SGB: 1NT 2S(*Transfer to clubs*) 3C
 1NT 2C(*Stayman*) 2D/H/S 3C(*Transfer to diamonds*) 3D



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Week 10 Opening Balanced Hands Finale

Responding to 1NT (7)

Stayman

{R} 2C Promises to have at least 1 exactly L4Major.

{O} 2D L3- in both majors
 2H L4+H (S unknown)
 2S L4+S, L3-H

Make a plan **before** you use **any** convention.

Responder's plan:

0 .. 10 HCP	Weak	Can use Stayman with a PLAN for all 3 replies.
11 .. 12 HCP	Intermediate	Stayman then invite game in fit or in NT.
13+ HCP	Strong	Stayman then bid game in fit or in NT.

Without a plan, you need 11+ HCP to use Stayman – so that you can retire into 2NT.



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Week 10 Opening Balanced Hands Finale

Responding to 1NT (8)

If weak, with L5S & L4H, you can use Stayman to seek a Heart fit before retiring to a 2S WTO.

With a completely flat (4333, -1 Pt) 14+ HCP hand (no trumping potential), should Stayman be used?

With 2 weak L3 suits (no honours) use Stayman.

With only 1 weak suit cross fingers that partner has it covered, and bid 3NT.

Use Stayman over: *(Adjust points to reflect range of NT being Staymaned)*

1NT opening (12..14 HCP)

1NT overcall (15..18 HCP with a stop in opponent's suit.)

2NT opening (20..22 HCP)

2C/2D/2NT (23..24 HCP)

2NT overcall (if natural overcall, not unusual) (20..22 HCP)



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Week 10 Play

Play

Divide yourselves into pairs and then into tables.

This week I may ask you to move.

NS have the pair number of their table, N has his back to the screen.

EW have the pair number of their table plus 8.

When you have played a hand, pass it to the next numbered table in sequence. The highest numbered table passes to table 1.

And one last thing – **as part of the learning process** – I would like the partner of whoever has just bid to take whatever action is **standardly required** (announcing 1NT to be 12-14 points, ALERTing a conventional bid, ...) – **AND ALSO** to give a brief **description** to the other three players on **what the bid means**.

Any questions?

Tea / coffee & biscuit. (20p)

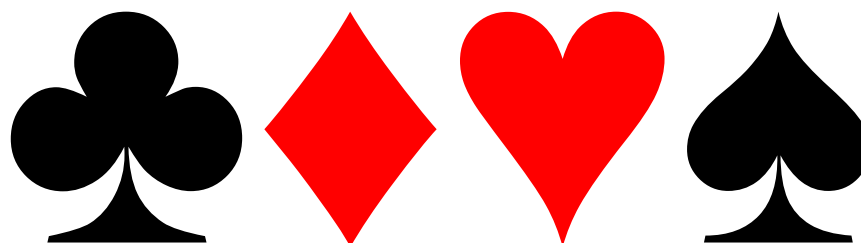
PLAY



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Week 10 Opening Balanced Hands Finale



The end

Week 10 set hand
references follow.



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Week 10 Set Hands

Set hand sources

RNT = B Magee DVD, "Respond to 1NT"

PCB = EBU, Practice Continuing Bridge

SLAM = A Robson, Better Bridge - Slam

===

Blue results from travellers

Red results are reference results.

Boards as played are rotated compared to the book presentation (which mostly make South dealer). Rotation defined by position of A♠.



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Week 10 Set Hands

Set hands

#	Dir	Vul	Source	Dir = Dealer, Vul = Vulnerability.		
1	N	None	<i>RNT#20 + N.E.W. Deal</i>			A♠=E
1	9	1NT-2	N 5	-	100	
3	11	1NT=	N 7	90	-	
Ref		1NT-1	N 6	-	50	

N S:Q76 H:AQ6 D:JT875 C:AJ
 E S:AT9 H:J832 D:K6 C:K852
 W S:J54 H:54 D:AQ92 C:Q974

1NT is a pre-emptive bid. In the event that partner has little, it is common to go down in the contract.



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Week 10 Set Hands

Set hands

#	Dir	Vul	Source	Dir = Dealer, Vul = Vulnerability.		
2	E	N/S	PCB#S1H2			A♠=E
1	9	3NT-2	E 7	100	-	
3	11	2NT+2	W 10	-	180	
Ref		1NT+1	E 8	-	120	



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Week 10 Set Hands

Set hands

#	Dir	Vul	Source	Dir = Dealer, Vul = Vulnerability.		
3	S	E/W	<i>PCB#S1H5 modified (KD ↔ 3D)</i>			A♠=N
1	9	3NT+1	S 10	430	-	<i>EW should have won 5 D tricks</i>
2	10	4H=	SN 10	420	-	<i>Travellers varied on S or N</i>
Ref a		4H=	S 10	420	-	<i>Transfers</i>
Ref b		4H=	N 10	420	-	<i>WTO</i>



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Week 10 Set Hands

Set hands

#	Dir	Vul	Source	Dir = Dealer, Vul = Vulnerability.		
4	W	All	<i>RNT#37 + N.S.Deal (S adjusted for >16HCP)</i>			A♠=E
1	9	1NTx-3	E 4	800	-	
2	10	2C-1	W 7	100	-	
Ref a		2C-2	W 6	200	-	
Ref b		2C-1	W 7	100	-	Depends on play

1v9 shows why it is important to rescue partner from a pre-emptive 1NT when VERY weak, but with a long suit. QT8763 won't do marvelously in NT, but will help a lot as trumps.

N S:Q954 H:J543 D:J98 C:A5
 S S:KJ H:AQT8 D:AT43 C:K94



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Week 10 Set Hands

Set hands

#	Dir	Vul	Source	Dir = Dealer, Vul = Vulnerability.		
5	N	N/S	<i>RNT#39 + N choose + E.W. Deal</i>			A♠=W
2	10	4S+1	S 11	650	-	
3	11	4S=	N 10	620	-	
Ref a		4S+1	N 11	650	-	<i>Transfers</i>
Ref b		4S+1	N 11	650	-	<i>WTO</i>

W S:A8 H:962 D:Q973 C:8542

E S:54 H:T53 D:KT85 C:AT97

N chosen for 12 HCP, Balanced, L4S, No AS

N S:JT93 H:QJ8 D:AJ62 C:QJ



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Week 10 Set Hands

Set hands

#	Dir	Vul	Source	Dir = Dealer, Vul = Vulnerability.		
6	E	E/W	PCB#S5H5			A♠=W
2	10	6D-2	W 10	200	-	
3	11	4NT-2	E 8	200	-	
Ref		6D=	E 12	-	1370	

Pair 10 used the 3D strong long minor response with slam interest.

Pair 11 used a quantitative raise of 4NT with a balanced hand.

This shows the benefit of the strong long minor jump.



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Week 10 Set Hands

Set hands

#	Dir	Vul	Source	Dir = Dealer, Vul = Vulnerability.		
7	S	All	PCB#S1H3			A♠=W
1	9	4Hx-3	W 7	800	-	
Ref		4S=	S 10	420	-	



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Week 10 Set Hands

Set hands

#	Dir	Vul	Source	Dir = Dealer, Vul = Vulnerability.		
11	S	None	AR:Slam#8			A♠=S
1	9	6NT-1	S 11	-	50	
Ref		6NT=	S 12	990	-	