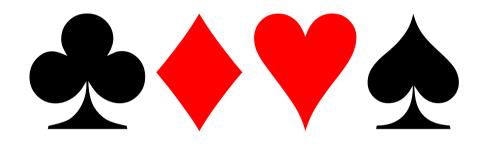
While waiting for 10am – Week 2

#### While you are waiting:

What is your response to partner's opening 1NT! (12..14 HCP) bid? *RHO* passed.

▲ A Q T 6 5 3
♥ 8 3
♦ 9 3
▲ A J 2
(And why?)

Week 2 Introduction



### **Steve Bailey**

Last week's set hands were not played many times, so I would like to use them again this week. A different presentation though.

While waiting for 10am – Week 2

#### While you are waiting:

What is your response to partner's opening 1NT! (12..14 HCP) bid? *RHO* passed.

🛦 A Q T 6 5 3	
<b>v</b> 8 3	
♦ 9 3	(6322)
📥 A J 2	(11 HCP, 13 Pts)

(And why?)

Andrew Robson: Improve Your Bridge Game #124

Note I use "!" to indicate alerting or announcing. Eg opening 1NT!, responding transfer to hearts 2D!, fourth suit forcing after 1D (-) 1S (-) 2C (-) 2H!.

Note I use "#" to indicate that a stop card must be used. Eg 1NT! (-) #3NT, 1S (-) #3S, and of course an opening #2C!

While waiting for 10am – Week 2

#### While you are waiting:

What is your response to partner's opening 1NT! bid? *RHO passed.* 

▲ A Q T 6 5 3
♥ 8 3
♦ 9 3 (6322)
▲ A J 2 (11 HCP, 13 Pts)

Partner has 12..14 HCP. You have 13 Pts. Jointly 25..27 Pts.

You have too many points (11 HCP) to bid a weak takeout of 24.

A bid such as 3♠ shows 11+ HCP and L5S. You have L6S.

With 11+ HCP and **L6S**, you want to be in a  $\blacklozenge$  game. You are not interested in a slam given the 1NT opener. You do not see NT working well. Bid game straight off.

The recommended bid (both AR & No Fear\* is "#4♠"). \*(11+HCP, L6Major : bid 4Major.)

Even if you play transfers, there is no point in 1NT (-) 2♥ (-) 2♠ (-) #4♠ to make partner declarer, you would prefer the 1NT hand to show. Just bid #4♠ directly.

Week 2 System Cards (1)

#### **System Cards**

A system card defines how **YOU** play bridge. At a club you are required to have one – and the same card is used by your partner. You are not allowed to have different systems within a pair.

**You** may look at **your** system card between boards. You should not refer to it during bidding or play of a deal.

Your **opponents** may look at **your** system card between boards or when it is their turn to bid or play (*I think...*).

The system card defines what your bid means – how it should be interpreted, and also your various methods of play. That doesn't mean you must always do what it says on the card – you are permitted to lie – but any lie must be as much a surprise to your partner as it is to your opponents.

For example, if you open 1NT on 12..14 HCP but downgrade your Points by 1 with a 4333 hand with separated honours, it must say so on your card. You are not permitted to "often do it", so that your partner is not surprised and yet your opponents are not allowing for 15 HCP.

Week 2 System Cards (2)

#### **System Cards**

There are MANY systems around. Commonly encountered ones include:

AcolNamed after a road in London NW6.Standard American2/1 Game ForcingPrecision ClubBlue ClubPolish ClubStrong Passin several variants

Some of those you may have heard of, some you probably haven't. And that is why you need a system card. So that when you play against a pair using (say) Precision, you can discover that an opening 1. shows 16+ Pts and says nothing about Clubs!

Just because you don't use some gadget, doesn't mean you don't need to understand it – the other pair can use whatever system they want to.

The system we are using at Intermediate Bridge is Acol.

Week 2 System Cards (3)

#### **System Cards**

To a large extent, the No Fear Cribsheet may be treated as a system card, however it doesn't cover everything.

The next slides show the sort of information that should be included in a system card. Towards the end of the slides, I got a bit sloppy and some information (eg responses to 2C) is missing – do you play a negative or a relay?

The EBU provide a simple system card which can be used in new pairing with only a few seconds discussion.

www.ebu.co.uk/documents/laws-and-ethics/convention-cards/basic-individualsystem-card.docx

Or search for "EBU system cards".

I will not attempt to go through all the details of the next slides – print them out and read them slowly at home.

### Week 2 System Cards (4)

#### Alternatives / Additions are Blue. Comments Green. Warnings Red.

#### **Opening 1NT**

1NT 12..14 HCP Balanced (4333, 4432, 5332) 15 HCP if 4333 with separated honours

#### **Responses to Opening 1NT**

- Stayman showing L4 in 1+Major (Not L5+Major) (If you play transfers) Stayman showing L4+ in 1+Major (If you play Weak TakeOuts) Opener's replies: 2♦ L3-H,L3-S; 2♥ L4+H, L?S; 2♠ L3-H, L4+S. The Staymaner will be able to deal with a 2♦ reply, often 11+ Pts. Bid thru 2♣/2♦♥♠ to 3♣ for L6+C Weak TakeOut.
- 2♦ Transfer to Hearts. Opener will bid 2♥ or rarely #3♥.
   Weak TakeOut in D. 0..10HCP, L5+D.
- 2♥ Transfer to Spades. Opener will bid 2♥ or rarely #3♥.
   Weak TakeOut in H. 0..10HCP, L5+H.
- 2♠ Transfer to a minor. Opener bids 2♣. Correct to 2♦. L6+minor.
   Weak TakeOut in S. 0..10HCP, L5+S.
   Transfer to 3♣ if using 2♣/2♦♥♠/3♣ as transfer to 3♦. [SGB variant].

Week 2 System Cards (5)

#### **Responses to Opening 1NT**

2NT 11..12HCP; balanced or L5+minor. Convert to 3NT with 14HCP.

3NT 13..18HCP; balanced or L5+minor.

4NT 19..20HCP; balanced. Convert to 6NT with 14HCP.

#### **Opening 1NT interference**

Double of opponents 1NT: PenaltiesOpponent's Double:All conventions off, natural bidding.Opponent's Bid:All conventions off, natural bidding.

Conventions still on. Double for Takeout.

#### **Opening 1Suit**

1 ▲ ◆ ▼ ▲ 12..19Pts (HCP + Length points) or 10(9)..11HCP Rule of 20 May extend range if no Opening 2 (eg 2 ▲ means 20..22 Pt open 1 ▲). L4+Suit. Open longest suit first. If 2 x L5Suits, open higher. If 2 or 3 x L4 open H or else WEAKER minor. Other 44xx and 4441 schemes exist – provide details if used.
1 ▲ ◆ ▼ ▲ 4441 shape: 14..19 HCP. (Allows for opener's rebid lie.)

Week 2 System Cards (6)

#### **Responses to Opening 1Suit**

Pass 0..5Pts. 10ther 6+Pts.

- 1NT 6..9(10)Pts, shape unspecified.
- 20ther 8+(9+,10+,11+)Pts and no valid 10ther bid. Bid L4Major not L5Minor.
- 2Suit 6..9Pts L4+Suit or L3Suit if alternative bid was 1NT. (Omit L3Suit.)
- 2NT 11..12HCP Balanced.
- #3Other A jump bid shows 16+Pts, Forcing. Next bid here sets suit.
- 3Suit 10..12Pts L4+Suit.
- 3NT 13..15HCP Balanced.
- 4Suit 13..15Pts L4+Suit.

#### NT Rebid by Opener after 1Suit/1OtherSuit

1NT	1516HCP Balanced
	1517HCP Balanced
2NT	1718HCP Balanced
	1819HCP Balanced
3NT	19HCP Balanced
	Something else

#### 1Suit/2OtherSuit

- I.
- 15..16HCP Balanced 15..17HCP Balanced 17..19HCP Balanced
- 18..19HCP Balanced

Week 2 System Cards (7)

#### **Opening 2NT**

2NT 20..22HCP Balanced

#### **Responses to Opening 2NT**

- Pass 0..3HCP
- 3NT 4..10HCP Balanced or L5+Minor
- 3♣ Stayman As 2C Stayman, but 1 level higher Modified Baron See RWPB
- 3♥♠ 4..10Pts, L5+Suit
- 4♥♠ 4..10Pts, L6+Suit
- 4NT 11..12HCP Balanced, Invitational to 6NT.

Other meanings possible with 11+ Pts seeking a fit for a slam

Week 2 System Cards (8)

#### Opening 2+♥♠

- 2♦♥♠ Weak (5)6..(9)10HCP, L6Suit, No L4+MajorOther. Strong Forcing or Non-Forcing 8..9½ Playing Tricks L4+Suit.
- 2 Benji superstrong 10+ Playing tricks unbalanced or 23+Pts Balanced.
- 2♣ Superstrong 10+ Playing tricks unbalanced or 23+Pts Balanced Benji strong 8..9½ Playing Tricks L4+Suit.

#### **Pre-emptive Openings**

- 3♣♦♥♠ 6..9HCP, L7Suit, No L4+MajorOther, >50%HCP in Suit, No other A.
- 4♣♦♥♠ 6..9HCP, L8Suit, No L4+MajorOther, >50%HCP in Suit, No other A.

#### **Responses to Opening Pre-empts**

Pass 0..15Pts, L2-FitSuit

Raise 1 0..15Pts, L3+FitSuit

FitGame 16+Pts, fit.

Other 16+Pts, no fit. New suit, forcing.

Week 2 System Cards (9)

#### Conventions

#### Strike out ones you do not use.

The ones you do use should be explained more than here.

Stayman Modified Baron Transfers Blackwood **Keycard Blackwood** Roman Keycard Blackwood Gerber Major suit trial bids Minor suit stopper showing bids Fourth Suit Forcing Unassuming Cue bid Cue bids Italian Cue bids Splinters Pudding raise Deferred game raise

Over Opening 1NT or 2NT. Over Opening 2NT. Over Opening 1NT. Which variety? 4NT over agreed suit 4NT over agreed suit 4NT over agreed suit Ace asking over NT with no natural C bid. Asks for help with suit Shows stopper Denies suit bid Shows support and 10+ points Shows 1<sup>st</sup> round then 2<sup>nd</sup> round control. Shows 1<sup>st</sup> or 2<sup>nd</sup> round control. Shows shortage.

Week 2 System Cards (10)

#### **Overcalls**

1 level 8..15Pts, L5+Suit, L2+Suithonours, GoodSuit

2 level 11..15Pts, L5+Suit, L2+Suithonours, GoodSuit

SignalsHi and Lo refer to SPOT cards, not honours.AttitudeHi encouraging (3rd round control), Lo discouraging.Reverse AttitudeLo encouraging (3rd round control), Hi discouraging.CountHi even, Lo oddSuit preferenceHi suit above, Lo suit belowDiscardsHi like this suit, Lo dislike this suit.Reverse Discards Hi like this suit, Lo dislike this suit.Many other systems exist. Dodds, McKenney, Revolving...

### Week 2 System Cards (11)

#### **Opening Lead against suit contracts**

А <u>К</u>	<u>A</u> Kx	<u>K</u> QT	<u>K</u> Qx	K <u>J</u> T	K <u>T</u> 9	<u>Q</u> JT
<u>Q</u> Jx	<u>J</u> Tx	Tx <u>x</u>	<u>T</u> 9x	9 <u>8</u> 7x	Txx <u>x</u>	Hx <u>x</u>
Hxx <u>x</u>	Hxx <u>x</u> x	Hxx <u>x</u> xx	<u>x</u> x	х <u>х</u> х	х <u>х</u> хх	x <u>x</u> xxx
Openin	g Lead a	gainst N	T contra	cts		
<u>A</u> Kx( <u>x</u> )	A <u>J</u> Tx	<u>K</u> QT	<u>K</u> Qx	K <u>J</u> T	K <u>T</u> 9	<u>Q</u> JT
<u>Q</u> Jx	<u>J</u> Tx	Tx <u>x</u>	<u>T</u> 9x	9 <u>8</u> 7x	Txx <u>x</u>	Hx <u>x</u>
Hxx <u>x</u>	Hxx <u>x</u> x	Hxx <u>x</u> xx	<u>x</u> x	x <u>x</u> x	x <u>x</u> xx	x <u>x</u> xxx

### Week 2 Play

#### Play

NS have the pair number of their table, N has his back to the stage. EW have the pair number of their table plus 8.

Play boards in sequence. Have an incoming pile and an outgoing pile. Pass outgoing to next lower numbered table – Table 1 to highest table.

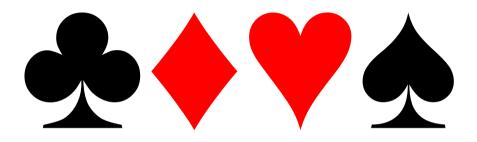
Many boards have instructions on coloured card. The appropriate people should read each card at the time it says and follow its instructions. If you play a board twice, record second play on traveller with pair numbers PLUS TEN (eg 1 v 9 becomes 11 v 19)

As part of the learning process – I would like the partner of whoever has just bid to take whatever action is **standardly required** (eg 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.

If you wish to fill in a personal results card, they are available here. They are commonly used at duplicate clubs.

Any questions? Tea / coffee & biscuit. (20p) PLAY

Week 2



The end

Week 2 set hand references follow.

### Week 2 Set hands

Last week, no board was played by more than 2 tables. I have reused the boards for this week.

#### Set hand sources

EBEBU's magazine "English Bridge"TimesAndrew Robson's Bridge column in "The Times"AR:IYBGAndrew Robson "Improve Your Bridge Game"

===

Blue results as played in week 1. Green results as played in week 2.

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.

### Week 2 Set hands

#	Dlr	Vul	Sou	rce		Dlr = D	ealer, Vul = Vulnerability.
1	Ν	None	EB:,	Apr2018	pg10		A <b>≜</b> =N
1	9	4S=	Ν	10	420	-	Excellent
2	10	4S+1	Ν	11	450	-	Do not understand how +1 made.
3	11	4S=	Ν	10	420	-	Excellent
4	12	4S-2	Ν	8	-	100	Poor
11	19	3NT-3	Ν	6	-	150	Poor
13	21	3NT-2	Ν	6	-	100	Poor
Re	ef a	4S=	Ν	10	420	-	The "reference" result
Re	ef b	3NT+1	Ν	10	430	-	Better than the reference!

NOTE: READ BEFORE PLAY:

"You should be in a {NS} game contract. 3NT or 4S."

Why was the NT play so poor?

### Week 2 Set hands

#	Dlr	Vul	Sou	rce		DIr = Dealer, Vul = Vulnerability.	
2	Е	NS	EB:	Apr2018	pg48a		A <b></b> ♠=E
1	9	4S-3	Е	7	150	-	
2	10	4S-3	Е	7	150	-	
3	11	4S-3	Е	7	150	-	
4	12	4Sx-3	Е	7	500	-	
Re	ef	4S=	E	10	-	420	

All four declarers played the board 'horrifically'. 4S should make.

The scoring for 4Sx-3 was incorrect on the traveller. For a vulnerable declarer, it should be -500: 1<sup>st</sup> trick -100, 2<sup>nd</sup> and 3<sup>rd</sup> trick -200 each.

```
NOTE: READ BEFORE PLAY:
"Play deal as '4S by {E}' If your bid is different,
replay your way after '4S by {E}'."
```

### Week 2 Set hands

#	Dlr	Vul	Sou	rce		Dlr = D	Dealer, Vul = Vulnerability.	
3	S	EW	EB:/	EB:Apr2018 pg49b				A <b>≜</b> =E
1	9	6NT-1	W	11	100	-		
2	10	3NT=	E	9	-	400	Underbid, a losing strategy	,
3	11	6NT-2	W	10	200	-		
4	12	6NT-2	W	10	200	-		
13	21	6NT-1	W	11	100	-		
14	22	6NT-2	W	10	200	-		
Re	ef	6NT=	W	12	-	1440		

Conclusion: Even if / When the bidding is correct, the play isn't to a good enough level.

#	Dlr	Vul	Sou	rce		Dlr = D	ealer, Vul = Vulnerability.	
4	W	All	EB:A	م Apr2018	og 48b			A <b>≜</b> =S
1 2 3 4 14 Re	9 10 11 12 22	3NT+1 3NT+2 5D-2 3NT-2 4D= 3NT=	2S N S N	10 11 9 7 10 9	630 660 - - 130 600	- 200 200 -	You want to be in & make	game.

#	Dlr	Vul	Sou	rce		DIr = Dealer, Vul = Vulnerability.	
5	Ν	NS	AR:	IYBG#1			A <b>≜</b> =E
2	10	4H-2	Е	8	100	-	
4	12	4H-1	Е	9	50	-	
Re	ef	4H=	Е	10	-	420	

#	DIr	Vul	Sou	rce		Dlr = D	ealer, Vul = Vulnerability.	
6	Ε	EW	AR:	IYBG#8				A <b></b> ♠=E
-	-	3NT=	-	-	400	-		
2	10	3NT=	S	9	400	-		
Re	fa	3NT=	S	9	400	-	The right bidding	
Re	ef b	5D-1	Ν	10	-	50	The wrong bidding	

#	Dlr	Vul	Sou	rce		Dlr = D	ealer, Vul = Vulnerability.	
7	S	All	EB:I	Feb201	8 pg28a			A <b>≜</b> =S
		6H+1 6H+1		13 13	-	1460 1460	<pre>!!! Traveller said 6H+2 !!!</pre>	
	22	4H+3 4H+3 6H+1	Е	13 13 13	-	710 710 1460	<i>Or was this 4H+2 680?</i>	

### Week 2 Set hands

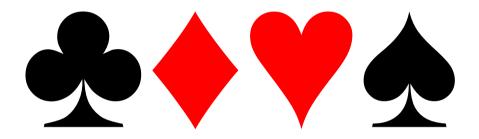
= Vulnerability.
:

8 W None Times:2018-06-13

A**≜**=W

- 2 10 2S-3 W 5 150 -
- 12 20 1S-1 W 6 50 -
- Ref unknown a particularly wild hand I am curious.

Week 2



The very end