

### Spring tournament

Each Autumn and each Spring we reserve one session for playing a standard duplicate event.

The Spring event will be on May 17 (the last session of the month & year).

Please sort yourselves into pairs and write down your agreed system.

Then form yourselves into fours. The fours have no significance at all, other than ensuring each table is full. Anyone who says they will play should attend. If you fail to turn up, the other 3 in your group will not be able to play.

You can use the group email to send a message to all members of the group saying you are seeking a partner – or are a pair seeking another pair.

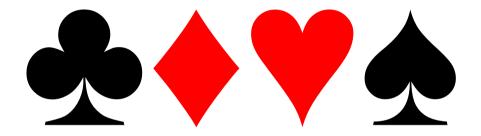
If necessary, it may be possible to find an external "expert" to partner someone. This will require a couple of weeks notice to arrange.

Please email me your fours (two pairs) as soon as possible. The event will be between 9 and 12 boards in 100 minutes with 20 minutes to score it and award the fine 40p party trophies to the winning pair.

Please arrive at least 10 minutes early to help set up and to shuffle.



Week 12 Welcome



Steve Bailey





#### Week 12 Admin

#### **Equipment**

Last time, when I got home I discovered 4 bidding boxes had managed to get into my box and go home. They live in U3A's bridge cupboard at the hall and I had to get them back for the other U3A groups.

I tried to return them on Friday evening and on Sunday but couldn't access the hall. I did manage to return them on Monday evening.

Please put hall equipment in the box/bag by the cupboard at the road end of the hall. This is the cloths and bidding boxes.

Please put everything else on the stage and not in any box.

Thank you.





### Week 12 Suit Bidding (and Slams)

We have now watched all of the DVD on **Cue Bidding and Splinters**.

This session is a recap of that bidding, seen as an overview. It also covers some NEW topics – Pudding raises, Delayed Game Raises, Jacoby and Jump Shifts.

All this bidding assumes Acol. There are other systems that you need to at least have some awareness of, and those may do things differently.

We'll try to look at some of them next year...



### Week 12 Suit Bidding (and Slams)

#### **Nomenclature**

Sometimes I'll use "X" as a generic suit rather than a specific "S H D C". When I do, X is the suit Opener bids. If Responder bids a different suit it may be "Y".

To reduce complexity, this week the opposition pass.

- (r) indicates a raise (eg 1H 2C). (j) indicates a jump (eg 1C 2H)
- (dj) indicates a double jump

I also use a "#" prefix to show a jump and a "!" suffix to show an alert/announcement.

#### **Assumptions**

A **balanced** hand is 4333, 4432 or 5332. Occasionally a bidder may choose to treat 5332 as **unbalanced**.



Week 12 Suit Bidding (and Slams)

**Suited opening bids.** Starting at the top:

What does 2C mean?





Week 12 Suit Bidding (and Slams)

#2C! 23+HCP and a balanced hand

or

10+ Playing tricks in an unbalanced hand

unless you play Benji (Benjaminised Acol) – next year.

Playing tricks are discussed on page 83 of RWPB.

This bid does NOT show clubs and so must be ALERTED (not announced).

Note that with the exception of the sequence

2C - 2D - 2NT, bidding MUST continue until game is

reached.

Note that some people play 2D as "negative" and some as a "relay". You need to understand the difference and KNOW which you are playing.

How about an opening 2X ?





### Week 12 Suit Bidding (and Slams)

#2X!

(not 2C). Some people play this as **weak**, some as **strong** and some play **Benji** (Benjaminised Acol).

We will look at Benji next year.

Because of this variation, it is announced as one of

Weak

Strong Forcing (for 1 turn, responder MUST bid)

Strong Non-forcing (responder may pass)

ALERT for any other meaning.

Assuming a Strong bid, it shows

8..9½ Playing Tricks in an unbalanced hand It does **NOT** show 20..22 Points, though that may be so.

We will worry about the weak bids another time.

Note that you cannot bid a strong "2C" as that bid has been used with the previous superstrong bid.

And what about 1X?



#### **♣♦**♥♠

### U3A Intermediate Bridge 2018-19

Week 12 Suit Bidding (and Slams)

**1X** 

12..19 Pts, L4+X

may be balanced or unbalanced, Opener's rebid defines. (Balanced: NT raise = 15..16, NT jump = 17..18, 3NT = 19 HCP is the common but old-fashioned scheme. **Unbalanced**: A **suit** bid.)

or

(9)10..11 HCP, L5+X meeting "Rule of 20".

or

what could be a strong 2 in clubs, but the bid is unavailable. 8..9½ Playing Tricks (maybe 20..22 Pts)

I remain a little confused by some experts mixed use of HCP and Points.

What I am using here is HCP when the hand is balanced and Points when not. I haven't actually seen that expounded in an expert publication.

NT and pre-emptive opening bids are not being covered today.





Week 12 Suit Bidding (and Slams)

What are Responders options? Responder can support Opener:

1X	P	5-Pts
1X	<b>2X</b> (r)	69 Pts, L4+X If X is a minor, bid 1Y with L4+Y and Y a major. Rarely 69 Pts, L3X when the only alternative is 1NT.
1X	<b>#3X</b> (j)	1012 Pts, L4+X
1X	<b>#4X</b> (dj)	This is problematic – it has multiple possible meanings.

Week 12 Suit Bidding (and Slams)

What are Responders options? Responder can support Opener:

**1X** 5-Pts **1X 2X**(r) 6...9 Pts, L4+X If X is a minor, bid 1Y with L4+Y and Y a major. Rarely 6... Pts, L3X when the only alternative is 1NT. **1X** 10..12 Pts, L4+X #3X(j) (a)1X **#4X**(dj)

What you first learnt and what is on the No Fear Crib Sheet. 13..15 Pts, L4+X

You have enough Points for game, so play it.

This is a blunt instrument and leaves no space for slam investigation.

(b)1X **#4X**(di) RWPB page 30 and other expert publications 9- HCP, 13+ Pts, L4+X (Perhaps 6...9 HCP, L5X) A weak hand with excellent support.

Assume that Game (as bid) is fine, but a slam is unlikely.

Use (b). For the last few weeks I have rolled (a & b) into the #3X bid as 10+.





Week 12 Suit Bidding (and Slams)

So what are Responders options?			Responder can support Opener:		
1X	Р	5-Pts			
1X	<b>2X</b> (r)	69 Pts, L4+X  If X is a minor, bid 1Y with L4+Y and Y a major.  Rarely 69 Pts, L3X if the only alternative is 1NT.			
1X	<b>#3X</b> (j)	1012 Pts, L4+X			
1X	<b>#4X</b> (dj)	9- HCP, 13+ Pts, L4+X A weak hand wit	Scheme (b). th excellent support.		

May be sacrificial to prevent opponents finding a fit.





Week 12 Suit Bidding (and Slams)

So what are Responders options? Responder can support Opener:

**1X P** 5-Pts

**1X 2X** 6...9 Pts, L4+X

If X is a minor, bid 1Y with L4+Y and Y a major.

Rarely 6..9 Pts, L3X if the only alternative is 1NT.

**1X** #**3X** 10..12 Pts, L4+X

**1X** #**4X** 10- HCP, 13+ Pts, L4+X Scheme (b).

A weak hand with excellent support.

May be sacrificial to prevent opponents finding a fit.

So what do you do with a 13..15 Pts L4+X hand with 11+HCP? [Effectively one where you would bid #4X if you used Scheme (a).]

#### There are **four** options:

- \* Splinter
- \* Delayed game raise
- \* Pudding raise
- \* Jacoby

Too much you cry.



Week 12 Suit Bidding (and Slams)

Responder 13..15 Pts L4+X hand with 11+HCP

#### **Splinter**

As studied last session.

A Splinter **#4Y** is a double jump to a new suit

or a jump to the 4 level in a new suit.

It shows game points (13+ Pts opposite a 1X opening, *occasionally 12+ Pts*), L4+X support for Opener's suit and a shortage in the bid suit (L1-Y).

With no slam interest, Opener can convert to game (4X).

With slam interest, Opener can use Keycard Blackwood preceded if necessary by Italian Cue Bids to establish if the other 3 suits are controlled.

"We don't like Cue Bidding – it is difficult."





### Week 12 Suit Bidding (and Slams)

#### Responder 13..15 Pts L4+X hand with 11+HCP

**Delayed Game Raise** 

Old-style bridge – less common today.

Respond to 1X with a new suit 1Y/2Y then jump to game (4X) on next bid.

Eg: 1S - 2D - 2H - #4S

However 1S - 2D - 2S - #4S

may only show L3X (L3S)

since Opener showed L5X

with his rebid.



Week 12 Suit Bidding (and Slams)

Responder 13..15 Pts L4+X hand with 11+HCP

**Pudding Raise** 

RWPB page 31

Jump to 3NT to show a balanced or semi-balanced hand with 13..15 Pts, NO void, NO singleton.

Opener can then

Convert to 4X to play game,

Pass to play a NT game, or

Investigate a slam if that seems appropriate.

This changes the conventional meaning of a 3NT response which WAS 13..15 HCP and a balanced hand.

It now includes semi-balanced and guarantees an L4+X fit.

Therefore if 4NT is bid after a 3NT pudding raise, it is Blackwood.



Week 12 Suit Bidding (and Slams)

Responder 13..15 Pts L4+X hand with 11+HCP Jacoby

#2NT! L4+X and forcing to game

A jump which needs alerting

(Does not apply after intervention or an initial pass.)

After the initial Jacoby 1X - 2NT, what does Opener respond?

3Y New natural second suit showing L5+X, L4+Y

3X Shows extra values, usually L6X

3NT 15+ HCP balanced. Slam possible, so a forcing bid.

Responder might bid 4NT Blackwood in agreed suit "X".

#4Y Splinter

#4X Weakest option, few controls. Just play in game.

#4NT Blackwood (if Opener's hand has all controlled).

Jacoby hijacks the traditional Response

2NT 10..12 HCP balanced hand

One suggestion I have seen to replace 2NT is to first respond with a suit and then bid 2NT next time. Needs contemplating.



Week 12 Suit Bidding (and Slams)

Responder 13..15 Pts L4+X hand with 11+HCP

How to know which to use?

- \* Splinter
- \* Delayed game raise
- \* Pudding raise
- \* Jacoby

Note: We are already using KeyCard Blackwood and Italian Cue Bids.

You will have to decide yourselves.

The best combination may be Splinters and Jacoby.

I suspect the easiest is **Splinters** and **Pudding raises**.

For details on Jacoby, see MrBridge library and search for Jacoby. There are three useful articles.

If you already play Roman KeyCard Blackwood, that is fine.

Italian Cue Bidding has some advantages over standard Cue Bidding which applies above 4NT anyway.

**♣**♦**∀**♠



### U3A Intermediate Bridge 2018-19

Week 12 Suit Bidding (and Slams)

#### **Back to Responders options?**

**1X** #2Y(j)/#3Y(j) Jump shift ...

Responder can change the suit:

Opener must rebid since the "6+" might be 19...
If X is a major, also means L3-X.

RWPB=8, NoFear=9, BMagee=10 If X is a major, also means L3-X. This one sequence shows L5+H.



Week 12 Suit Bidding (and Slams)

#### **Back to Responders options?**

Responder can change the suit:

#### **Jump shift**

**1X** #**2Y**(j)/#**3Y**(j) Whichever is the jump bid. Eg: 1C #2S or 1S #3C.

A jump to a new suit shows: Game is on, slam is likely, and Responder **knows** the trump suit, which may not be "Y".

A strong hand, usually 16+ Pts with EITHER

VERY good support for "X"

or SELF-SUPPORTING "Y"

It is a forcing response, and Opener makes whatever bid he planned at one level higher than expected.

Responder **defines** trumps with his **next** bid.





Week 12 Suit Bidding (and Slams)

Jump shift	(Example bidding	g sequences omitt	ing opponents'	passes)
	, ,	<i>)</i> 1	9 11	

1H Normal 12..19 Pts L4+H (or rule of 20)

#2S(j) **JUMP SHIFT** 

3D Planned rebid was 2D showing L5+H, L4+D

3H Trumps will be Opener's H

Example Responder hand~ S:KQJ42

15 HCP, 21 Pts H:KQ965

D:54

C:A



Week 12 Suit Bidding (and Slams)

**Jump shift** (Example bidding sequences omitting opponents' passes)

1C Normal 12..19..22 Pts L4+C (or rule of 20)

#2S(j) **JUMP SHIFT** 

2NT Planned rebid was 1NT showing 15..16 Pts, Balanced

3S Trumps will be Responder's S

Example Responder hand~ S:AKQJ942

17 HCP, 23 Pts H:K5 ((Fit assumed)) D:A4

C:53

Examples from RWPB page 131.





### Week 12 Suit Bidding (and Slams)

#### Partnership decisions

- 2NT response shows 10..12 Balanced or is Jacoby convention?
  - If Jacoby, what are you doing for 10..12 Balanced? Suit raise then re-respond 2NT?
- 3NT response shows 13..15 Balanced or is a Pudding raise?
- Italian Cue bids (recommended) below 4NT & Cue bids above that.
- KeyCard Blackwood or Roman KeyCard Blackwood (which variant of RKCB)
- Splinters
- 2Y response point level: 8+, 9+ or 10+?

Your opponents will make their own decisions which are likely to be different to your decisions.



### Week 12 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.

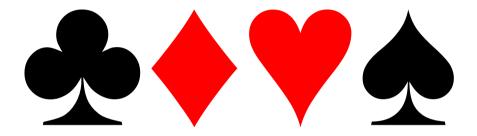
Any questions?

Tea / coffee & biscuit. (20p)

**PLAY** 



Week 12



The end

Week 12 set hand references follow.





#### Week 12 Set hands

#### Set hand sources

AR:Slam Andrew Robson: Slam (Bridge Lessons)

HB19 www.bridgewebs.com/halifax/HBSET19.pdf

sgb A hand sgb has come across

U3AIB A hand from a previous U3AIB session

===

Blue results as played.

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 12 Set hands

```
# Dir Vul Source Dir = Dealer, Vul = Vulnerability.

1 N None AR:Slam#25 A♣=S

Illustrates SPLINTER

1 9 6H-2 N 10 - 100
3 11 4H= N 10 420 -

Ref 4H= N 10 420 -
```



#### Week 12 Set hands

```
# DIr Vul Source DIr = Dealer, Vul = Vulnerability.

2 E NS HB19#3 A♣=E

Illustrates JUMP SHIFT and ABORT

1 9 4S+1 E 11 - 450
3 11 5S-1 E 10 50 -

Ref 4S= E 10 - 420
```





#### Week 12 Set hands

```
# Dir Vul Source Dir = Dealer, Vul = Vulnerability.

3 S EW sgb#20190404a A♠=N

Illustrates LIGHT OPENING, SLAM NOT ON

1 9 4Sx-4 W 6 1100 -

3 11 4H-1 S 9 - 50

Ref 4H= S 10 420 -
```

{EW} trying a sacrifice to prevent a {NS} game is worth considering, but this was far too costly. {W} did NOT have a hand suitable for an overcall: only L4S.

On the other hand, [3] going down on a makable contract suggests poor planning.

Note the contract is "4Sx" which goes down "-4". NOT "4S" with result "-4x"





#### Week 12 Set hands

```
# Dir Vul Source Dir = Dealer, Vul = Vulnerability.

4 W All HB19#4

A♠=S
```

Illustrates PUDDING RAISE and BAIL OUT

```
1 9 4H-1 W 9 100 -
Ref 4H= W 10 - 620
```

4H was makeable, a slam (or slam investigation) was not.



#### Week 12 Set hands

```
# Dir Vul Source Dir = Dealer, Vul = Vulnerability.

5 N NS HB19#6 A♣=E

Illustrates PUDDING RAISE and SLAM

1 9 6H= N 12 1430 -
3 11 6H= N 12 1430 -
Ref 6H= N 12 1430 -
```





#### Week 12 Set hands

```
# Dir Vul Source Dir = Dealer, Vul = Vulnerability.
6 E EW u3AIB~705#2 A♠=E
```

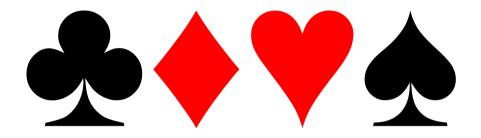
Illustrates standard SLAM: ITALIAN CUE BIDs and KEYCARD BLACKWOOD

```
3 11 6S= W 12 - 1430
Ref 6S= W 12 - 1430
```

♣♦♥♠

# U3A Intermediate Bridge 2018-19

Week 12



The very end