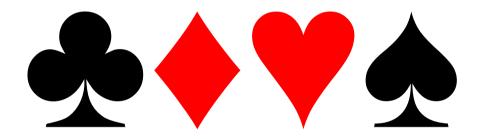
While waiting for 10am – Week 1

What is the meaning of the following opening bids?

- (a) 3NT
 (b) 2H
 (c) 4S
- (d) 1NT

Week 1 Welcome



Steve Bailey

Week 1 Introduction

Nomenclature

• In the commentaries and presentations, I use many abbreviations to reduce the amount of text:

Letters in curly brackets are players {N} {E} {S} {W} and occasionally Declarer {Dc} Dummy {Dy}

+ means "or more" eg 12+ - means "or fewer" eg 5-

C D H S are suits 🛧 🕈 🕈

h is short for honour, so 2+ * Hh is "2 or more Heart honours" T is used for Ten (10) – occasionally it may be "Trump" as well

L means Length. Thus L2 is doubleton, L1 singleton, L0 void L4+S means "Length 4 or more spades"

! means announce or alert (show the alert card to the opposition)
means a jump bid (use the stop card)

While waiting for 10am – Week 1

What is the meaning of the following opening bids?

- (a) 3NT
 (b) 2H
 (c) 4S
- (d) 1NT

While waiting for 10am – Week 1

What is the meaning of the following opening bids?

(a) <u>3NT</u>

The gambling 3NT showing a L7minor headed by AKQJ with normally 3- Pts elsewhere.

Partner can PASS if he has stops in the other 3 suits, otherwise he'll usually bid 4C. Opener converts to 4D when appropriate.

- (b) 2H
- (c) 4S
- (d) 1NT

While waiting for 10am – Week 1

What is the meaning of the following opening bids?

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The gambling 3NT showing a L7minor headed by AKQJ with normally 3- Pts elsewhere. Partner can PASS if he has stops in the other 3 suits, otherwise he'll usually bid 4C. Opener converts to 4D when appropriate.

(b) 2H

Depends on bidder's system card. May be strong 8..9½ Playing Tricks. May be weak 6..10 HCP. It gets announced.

- (c) <u>4S</u>
- (d) 1NT

While waiting for 10am - Week 1

What is the meaning of the following opening bids?

(a) <u>3NT</u>

The gambling 3NT showing a L7minor headed by AKQJ with normally 3- Pts elsewhere. Partner can PASS if he has stops in the other 3 suits, otherwise he'll usually bid 4C. Opener converts to 4D when appropriate.

(b) 2H

Depends on bidder's system card. May be strong 8..9½ Playing Tricks. May be weak 6..10 HCP. It gets announced.

(c) 4S

Weak hand (5-9 HCP), L8+S.

(d) 1NT

While waiting for 10am - Week 1

What is the meaning of the following opening bids?

(a) <u>3NT</u>

The gambling 3NT showing a L7minor headed by AKQJ with normally 3- Pts elsewhere. Partner can PASS if he has stops in the other 3 suits, otherwise he'll usually bid 4C. Opener converts to 4D when appropriate.

(b) 2H

Depends on bidder's system card. May be strong 8..9½ Playing Tricks. May be weak 6..10 HCP. It gets announced.

(c) 4S

Weak hand (5-9 HCP), L8+S.

(d) 1NT

Depends on bidder's system card. Commonly 12-14 HCP balanced. But not always... Hence it gets announced.

Week 1 Introduction

Introduction

- I am Steve Bailey. I have been playing bridge for 11 years now. I am NOT an expert. I can however present information from expert sources.
- The purpose of the group is to improve your play at **duplicate** bridge most notably at **duplicate pairs**.

Rubber bridge is actively **not** covered – it is a different game. Therefore realise that in these sessions the set hands are to learn various techniques and are not just "playing bridge". However I hope you enjoy the learning.

• In this introductory session, I will be going through various bits of admin and LOTs of "things to do with bridge" but almost no bridge bidding or play.

Because there are so many items to cover (70 slides), this presentation will be done quickly. Please re-read it from the web later this weekend. *I will email you a web address so you can find the presentation.*

Week 1 Introduction

Administration 1

• When we move over to the bridge tables, please LEGIBLY fill in a card with your personal details – that most likely means in capital letters. There is no point in writing it, if I can't read it. On the back, please also list all DUPLICATE bridge clubs you attend: eg "Tudor" "Shalford" or if you do not attend any, please write "None".

"Familiar name" means what you would like to be called. If appropriate add your first name as well.

If you do not have your membership number this session, please bring it next session.

I agree to my details being kept for an indefinite period for use relating to U3A and Intermediate bridge			Duplicate clubs attended
Familiar name	TON	Υ (ΑΝΤΗΟΝΥ)	TUDOR
Surname	SMITH		SHALFORD
Phone number	01234-567890		
Email address	T.SMITH@GMAIL.CO.VK		
£1 stationery	SGB will fill this	Please write LEGIBLY.	or possibly
U3A membership number		9876	NONE

Week 1 Introduction

Administration 2

• All communication will be via email, with references to the web.

 Everyone will be added to a distribution list email address (address redacted)
 Any email sent to that address will go to all members of this group.
 I will use it to send occasional group announcements.
 You can use it find and coordinate pairs for tournaments.

Week 1 Introduction

Administration 3

 Presentations and set hand results will be published on my website at www.stocton.org/bridge.htm

There is no "K" in stocton. You don't need to "search" for this, just type or copy it into the address box of your web browser.

Normally the presentation will be uploaded by the end of the weekend after the Friday session.

Week 1 Introduction

Administration 4

 New members will need to review previous years' presentations to gather what you are assumed to know. Feel free to ask questions, but some answers will be "we covered that in a previous year".

Week 1 Introduction

Administration 5

- Please let me know in advance if you will not be able to attend a session. Thank you.
- Please try to attend every session. If you are likely to miss more than a couple, please consider whether this is an appropriate group for you.

Week 1 Introduction

Administration 6

• To assist with the stationery costs over the year, it would be appreciated if you would contribute £1. Thank you.

Week 1 Introduction

Setup

Please arrive in time to help setup.

- Please put chairs out for the presentation: rows of 8 seem about right.
- Please put the tables out (without grey chairs the presentation rows will get moved). Each table needs:
 - Cloth
 - Four bidding boxes
 - Four CD coasters
 - Four biros
 - One table slip for names
 - Pair numbers ("N" and "N+8")
 - One green chair midway to NEXT table (form a loop)

- Optional game record cards are available.
- Boards and travellers will be put as/when we start to play.

Week 1 Introduction

Departure

Please tidy up before leaving.

- Grey chairs in stacks at the east side of the hall. Green chairs at south end under the Tables
- Cloths in the bag at the south-east corner Bidding boxes in the box at the south-east corner
- Biros, coasters, travellers, boards, table slips, pair numbers etc on the stage. (Please do not put in a box – I want to see what is there and what is missing.)
- Please wash & dry your cups and saucers. Then put them away in the kitchen cupboard please.

Week 1 Introduction

Refreshments

- Tea, coffee and a biscuit are available in the kitchen. Serve yourself at any time, please place 20p in the box.
- There is no formal break most people grab a cup after the presentation.
- Do not put your cup directly on the bridge cloth either use a saucer or a CD coaster.

Week 1 Introduction

Study

- There will be more material than can be absorbed during one session.
 Please go through the material once uploaded to the web.
 Feel free to email me any questions you may have.
- Coursebook: The Right Way to Play Bridge
 Paul Mendelson

It is available from Amazon for £5.99, and from Waterstones.

 Many other sources are also used, both to expand on topics in "RWPB", also known as the "green book" and to cover extra topics. These include (non-exhaustive):

> Bridge magazine from Mr. Bridge The EBU Bridge magazine – backissues available online. Bernard Magee DVDs (Available to borrow from me, £30 deposit) Bridge Lesson books (20 off) by Andrew Robson Other books by Paul Mendelson The No Fear Bridge Crib Sheet

Week 1 Introduction

Duplicate Bridge 1

- Older-style duplicate bridge has the pairs and the boards circulate around the room in a defined pattern, with the results recorded on a traveller by North. The traveller stays with its board.
- Newer-style duplicate bridge uses lots of high technology and can have dealing machines on each table and a terminal to record results into a computer. The pairs still circulate.
- We will do the older-style non-technological bridge.

Week 1 Introduction

Duplicate Bridge 2

 When a pair moves, the North and East players should sit North or East whilst the South and West players sit South or West.
 Eg: a player sitting South may next sit West, but NEVER East.

Week 1 Introduction

Duplicate Bridge 3

• In Duplicate Bridge, you never touch any card except your own 13. (I believe in Rubber Bridge it is common for declarer to play Dummy's card – this does not happen in Duplicate Bridge.)

Week 1 Introduction

Duplicate Bridge 4

• North is the table manager – he is responsible for placing and orienting the board, for filling in "the" traveller (except we do four of them!), for ensuring the right board and the right pairs are at the table.

Week 1 Introduction

Duplicate Bridge 5

• Once a set of boards is played and whilst waiting to move to a new table for the next "round", wait at the table and chat quietly. Do not wander round the hall. If you need to get up, leave the room promptly.

Week 1 Introduction

Duplicate Bridge 6

 If there is any sort of problem, ask for the director to sort it out – do not attempt to sort things out "at the table".

Week 1 Introduction

Duplicate Bridge 7

• Bids are made using the Bidding Box. Place your bid to form a staircase showing each of your bids (including the passes) as a step on the stairs so that it is the right way up for your partner.

Place the staircase near the edge of the table where played cards are placed.



Week 1 Introduction

Duplicate Bridge 8

• If making a jump bid, place the red STOP card on the table *(not on the staircase)* and **promptly** make your bid. Then wait 10 seconds and put the STOP card away. Whilst the STOP card is on the table, the next bidder is **not allowed** to bid.

Week 1 Introduction

Duplicate Bridge 9

 If your partner makes a bid at or below 3NT that has several meanings or is non-natural, you should either ANNOUNCE the meaning of the bid or show the ALERT card to warn the opponents of this.

Week 1 Introduction

Duplicate Bridge 10

 When it is your turn to bid, you may ask the bidder's partner what they understood by a bid. Eg: An ALERT is shown and the next player asks and is told "That was the fourth suit forcing convention, asking me to describe my hand some more."

Week 1 Introduction

Duplicate Bridge 11

• Once a deal starts, take your 13 cards and count them **face down**. Call for the director if not 13.

Week 1 Introduction

Duplicate Bridge 12

• View and sort the cards – An insertion sort is quickest.

Week 1 Introduction

Duplicate Bridge 13

• Fan the cards to view and count the cards using distribution and check the four numbers add up to 13.

Eg: 5431 4441 4432 5521 4333 etc

Week 1 Introduction

Duplicate Bridge 14

• LEAVE YOUR BIDDING STAIRCASE ON THE TABLE until the opening lead has been made.

Week 1 Introduction

Duplicate Bridge 15

• The player making the opening lead should decide on his card and swiftly place it **FACE DOWN** on the table and ask "any questions partner".

If the wrong player is about to make the opening lead, anyone can say "STOP". If the card gets exposed then call for the director.

Week 1 Introduction

Duplicate Bridge 16

• At the end of the play of the board, **SHUFFLE** your 13 cards and replace them in the correct pocket.

Week 1 Introduction

Duplicate Bridge 17

• Agree your system with your partner. Write it down. An easy way is to write it down on your record card. *Otherwise I assume the new (2017) No Fear Bridge Crib Sheet: High encouraging, Low discouraging and Weak opening twos.*

Week 1 Introduction

Duplicate Bridge 18

 Understand Alerting and Announcing. ALWAYS do it – even when playing social bridge with friends at home. Understand the difference between making an announcement and U3AIB's explaining your partner's bid. EG Partner opens "1NT" You announce "Twelve to Fourteen" and then

You **explain** "A balanced hand with 12 to 14 HCP".



Week 1 Introduction

Travellers 1

• Unlike normal bridge, we use FOUR travellers so that everyone gets practice completing them. Fill them in with the information by the **head of the column**.

Week 1 Introduction

Travellers 2

• Unlike normal bridge, we use FOUR travellers so that everyone gets practice completing them. Fill them in with the information by the **head of the column**.

The **first** column is the number of the pair sitting NS – that may be YOU or it may be THEM – use that row. Do NOT stray into another row – even by a tiny bit. If you make a mess, strike the entire row out neatly and write it again at the bottom in a spare row.

Week 1 Introduction

Travellers 3

• Unlike normal bridge, we use FOUR travellers so that everyone gets practice completing them. Fill them in with the information by the **head of the column**.

The **first** column is the number of the pair sitting **NS** – that may be YOU or it may be THEM – use that row. Do NOT stray into another row – even by a tiny bit. If you make a mess, strike the entire row out neatly and write it again at the bottom in a spare row.

The **second** column is the **EW** pair. This may be YOU or it may be THEM. THINK.

Week 1 Introduction

Travellers 4

• Unlike normal bridge, we use FOUR travellers so that everyone gets practice completing them. Fill them in with the information by the **head of the column**.

The **first** column is the number of the pair sitting **NS** – that may be YOU or it may be THEM – use that row. Do NOT stray into another row – even by a tiny bit. If you make a mess, strike the entire row out neatly and write it again at the bottom in a spare row.

The **second** column is the **EW** pair. This may be YOU or it may be THEM. THINK.

In the Contract column put the contract **and the result**. Plan ahead to get it all in the space available. EG " $3NT\sqrt{}$ " "4Sx-2" "6H+1". **Do NOT look** at the traveller until AFTER the hand is played.

Week 1 Introduction

Travellers 5

• Unlike normal bridge, we use FOUR travellers so that everyone gets practice completing them. Fill them in with the information by the **head of the column**.

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In the Contract column put the contract **and the result**. Plan ahead to get it all in the space available. EG " $3NT\sqrt{}$ " "4Sx-2" "6H+1". **Do NOT look** at the traveller until AFTER the hand is played.

Fill in who was declarer (N E S W). Do not bother with the opening lead, but if you do, record the card, not just the suit.

Week 1 Introduction

Travellers 6

• Unlike normal bridge, we use FOUR travellers so that everyone gets practice completing them. Fill them in with the information by the **head of the column**.

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Fill in who was declarer (N E S W). Do not bother with the opening lead, but if you do, record the card, not just the suit. Fill in the number of tricks made by declarer (zero to thirteen).

Week 1 Introduction

Travellers 7

• Unlike normal bridge, we use FOUR travellers so that everyone gets practice completing them. Fill them in with the information by the **head of the column**.

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Fill in who was declarer (N E S W). Do not bother with the opening lead, but if you do, record the card, not just the suit. Fill in the number of tricks made by declarer (zero to thirteen).

Fill in the score – if NS got the points put it in the left column. If EW the right. **Pass your traveller to the player on your left to have it checked**. You check the traveller of the player to your right. **ALL FOUR TO BE IDENTICAL**.

Week 1 Introduction

Travellers 8

• Unlike normal bridge, we use FOUR travellers so that everyone gets practice completing them. Fill them in with the information by the **head of the column**.

The **first** column is the number of the pair sitting NS – that may be YOU or it may be THEM – use that row. Do NOT stray into another row – even by a tiny bit. If you make a mess, strike the entire row out neatly and write it again at the bottom in a spare row.

The **second** column is the **EW** pair. This may be YOU or it may be THEM. THINK.

In the Contract column put the contract **and the result**. Plan ahead to get it all in the space available. EG " $3NT\sqrt{}$ " "4Sx-2" "6H+1". **Do NOT look** at the traveller until AFTER the hand is played.

Fill in who was declarer (N E S W). Do not bother with the opening lead, but if you do, record the card, not just the suit. Fill in the number of tricks made by declarer (zero to thirteen).

Fill in the score – if NS got the points put it in the left column. If EW the right. **Pass your traveller to the player on your left to have it checked**. You check the traveller of the player to your right. **ALL FOUR TO BE IDENTICAL**.

Week 1 Introduction

Travellers 9

ALL FOUR TRAVELLERS MUST BE IDENTICAL.

I can tolerate them being wrong, but ensure all four are the same.

(Play spot the difference: That one has a tick "there", this one doesn't; That one has the lead as "C", this one has it empty; That one has the information in row "pair 1" playing "pair 9", this has it in row "pair 9" playing "pair 1".)

If you have any uncertainties or doubts, ASK.

Week 1 Introduction

U3A Intermediate Bridge 1

• When writing on thin paper, put a card (such as your pair number card) under the paper to make your writing easier and more LEGIBLE.

Week 1 Introduction

U3A Intermediate Bridge 2

• There is a **green** chair between each successive table. Each table has an **incoming** chair and an **outgoing** chair for the circulating boards.

Your incoming chair is towards the next higher numbered table. Your outgoing chair is towards the next lower numbered table. Table 1 passes to the highest numbered table.

• Do not use the Green chairs for any other purpose - No bags, No cups.

Week 1 Introduction

U3A Intermediate Bridge 3

• Once a board is played, place the completed board to the **bottom** of the pile of your **outgoing chair**.

And take your next board from the **top** of the pile on the **incoming chair**.

Week 1 Introduction

U3A Intermediate Bridge 4

North has his back to the stage.

Week 1 Introduction

U3A Intermediate Bridge 5

• Under normal circumstances, the board in play should stay in middle of table. This hall's tables are too small to do it properly, so NORTH should remove the board after the opening lead has been made and place it on a non-green chair. After the hand is played, NORTH should replace it the **right way round**.

Week 1 Introduction

U3A Intermediate Bridge 6

- In this learning group, ALWAYS explain the meaning of **your partner's bids** to the table. *Pass: "under 12 points and not a preemptive hand". 1H: "12 to 19 points and at least 4 hearts or 9 to 11 points meeting rule of 20".* Discuss as a table if not right. And you are explaining the bid card, not the bidder's hand.
- During play also explain key plays by partner. "QS, denies KS, shows JS."
- Sometimes I will ask you to play boards with other hands exposed like Dummy's. This is more challenging for the player whose cards are now on view!

Week 1 Introduction

U3A Intermediate Bridge 7

- Set hands may have "instructions" in them. These slips of coloured card will say on the top side when and by whom they should be read. At the appropriate moment the appropriate people should read and follow the instruction on the bottom side.
 - Eg: "All read before bidding" "EW to bid using Strong Twos" Note that doesn't mean EW should open a strong two, it means if they choose to open at the 2 level, it is Strong not Weak."
 - Eg: "All read after bidding" "Expected bidding was"
 - Eg: "N read before play" "Your opening lead should be QD"
- Sometimes it may be appropriate to play a set hand twice once with YOUR TABLE's bidding and once with the recommended bidding. Record BOTH on the traveller, adding 10 to each pair number (eg 2 v 10 becomes 12 v 20).
- Read the commentary on the hand after you have played it to find out what should have happened. Discuss it. Understand it. **Do not rush** each board.

Week 1 Introduction

Scoring 1

In order to bid well, you need to be able to work out scoring in your head. Here are a few contract results for you to try.

1NT✓ (vulnerable)

Week 1 Introduction

Scoring 2

1NT√ (vulnerable)

1 * 30 +10	= 40
Part Score	= 50
TOTAL	= 90

2S+1 (non-vulnerable)

Week 1 Introduction

Scoring 3

2S+1 (non-vulnerable)

3 * 30	= 90
Part Score	= 50
TOTAL	= 140

4S-1 (vulnerable)

Week 1 Introduction

Scoring 4	4
-----------	---

4S-1 (vulnerable)

1 * -100	= -100
TOTAL	= -100

3NT+2 (non-vulnerable)

Week 1 Introduction

Scoring 5

3NT+2 (non-vulnerable)

5 * 30 + 10	= 160
Game	= 300
TOTAL	= 460

5C√ (non-vulnerable)

Week 1 Introduction

Scoring 6

5C√ (non-vulnerable)

5 * 20	= 100
Game	= 300
TOTAL	= 400

6NTx-1 (non-vulnerable)

Week 1 Introduction

Scoring 7

6NTx-1 (non-vulnerable)

1 st undertrick: -100	= -100
TOTAL	= -100

6NTx+1 (vulnerable) Can you do this in your head?

Week 1 Introduction

Scoring 8a

6NTx+1 (vulnerable)

Doubled Made tricks	=
Doubled overtricks	=
Game	=
Slam	=
Doubled bonus	=
TOTAL	=

Week 1 Introduction

Scoring 8b

6NTx+1 (vulnerable)

(<mark>6</mark> * 30 + 10) * 2	=	380
Doubled overtricks 1 * 200	=	200
Game	=	500
Slam	=	750
Doubled bonus	=	50
TOTAL	=	1880

Doubled overtricks are different 200 per, not 60 per...

2S✓ (non-vulnerable)

Week 1 Introduction

Scoring 9

2S✓ (non-vulnerable)

2 * 30	= 60
Part Score	= 50
TOTAL	= 110

5C√ (vulnerable)

Week 1 Introduction

Scoring 10

5C√ (vulnerable)

5 * 20	= 100
Game	= 500
TOTAL	= 600

3H-1 (non-vulnerable)

Week 1 Introduction

Scoring 11

3H-1 (non-vulnerable)

1 * -50	= -50
TOTAL	= -50

4D-3 (non-vulnerable)

Week 1 Introduction

Scoring 12

4D-3 (non-vulnerable)

1 * -50	= -150
TOTAL	= -150

2S+4 (vulnerable)

Week 1 Introduction

2S+4 (vulnerable)

6 * 30	= 180
Part Score	= 50
TOTAL	= 230

1NTx✓ (vulnerable)

Week 1 Introduction

Scoring 14

1NTx√ (vulnerable)

= 80
= 50
= 50
= 180

5Hx-2√ (vulnerable)

Week 1 Introduction

Scoring 15

5Hx-2√ (vulnerable)

1 st undertrick: -200	= -200
Rest: 1 * -300	= -300
TOTAL	= -500

2NTx-3 (vulnerable)

Week 1 Introduction

Scoring 16

2NTx-3 (vulnerable)

1 st undertrick: -200	= -200
Rest: 2 * -300	= -600
TOTAL	= -800

2Dx-3 (non-vulnerable)

Week 1 Introduction

Scoring 17

2Dx-3 (non-vulnerable)

1 st undertrick: -100	= -100
Twice: 2 * -200	= -400
TOTAL	= -500

3NTxx-1 (non-vulnerable)

Week 1 Introduction

Scoring 18

3NTxx-1 (non-vulnerable)

1st undertrick: (-100) * 2 = -200 TOTAL = **-200**

1NTxx+1 (vulnerable)

Week 1 Introduction

Scoring 19

1NTxx+1 (vulnerable)

(1 * 30 + 10) * 4 = 160 Doubled overtricks are different Doubled overtricks 1 * 400 = 400Game = 500Doubled bonus = 100TOTAL = 1160

Redoubled 400 per, not 120 per...

3C+1 (non-vulnerable)

Week 1 Introduction

Scoring 20

3C+1 (non-vulnerable)

4 * 20	= 80
Part Score	= 50
TOTAL	= 130

Week 1 Introduction

Syllabus

In the next few sessions I want to cover

- Premptive bidding
- Weak Twos
- Benjaminised Acol (Benji)

There will also be the usual Autumn Tournament (November 8) (find a partner before hand, then find another pair to be a four and let me know).

(The same in the Spring.)

There is lots more that ought to be said, but that will do for now.

Week 1 Introduction

Set hands

Today's set hands are mostly lifted from RWPB partial hand examples and the unspecified hands dealt with the remainder.

Therefore most of them include some "topic".

Topics to consider include

- What suit to bid with a balanced hand and multiple L4 suits.
- Rule of 20.
- What you need to overcall.
- Slam investigation:

4suit limit bids, 3NT pudding raises, Splinters. Italian cue bids, Keycard Blackwood.

• Hand evaluation & revaluation after a fit.

It is important to consider what a bid denies as well as what it promises.

Partner is allowed to lie as long as it is a surprise for you.

Week 1 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.

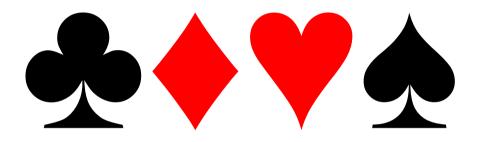
Many boards have instructions on coloured card. The appropriate people should read each card at the time it says and follow its instructions. If you play a board twice, record second play on traveller with pair numbers PLUS TEN (eg 1 v 9 becomes 11 v 19)

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 1



The end

Week 1 set hand references follow.

Week 1 Set hands

Set hand sources

- RWPBRight Way to Play Bridge by Paul MendelsonMany deals from this book show only 2 hands.The other two are just dealt.
- TWTP A "Game Encyclopaedia" with a couple of pages on bridge
- Times A Robson's Times newspaper bridge column

===

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 1 Set hands

#	Dlr	Vul	Sou	rce		DIr = Dealer, Vul = Vulnerability.	
1	Ν	None	RWI	PB pg12a	a		A ♠=N
4	12	3NT= 3NT-1	Ν	8	400 -	- 50	
	-	3NT= 3NT-1		-	400 -	- 50	

Illustrating opening the weaker of two L4minor suits if expecting to finish in NT. W~ S:7653 H:T D:AK6 C:T8654 E~ S:KT9 H:J8762 D:QJT8 C:3

Week 1 Set hands

#	Dlr	Vul	Sou	irce		Dlr = [Dealer, Vul = Vulnerability.	
2	Ε	NS	RW	PB pg	12b (labe	elled a)		A ≜ =E
4	10 12 20	3NT-1 4S+1 3NT+1 3NT+2 3NT+2	E I E 2 E	8 11 10 11 11	50 - - -	- 450 430 460 460	Compare with 12 v 20	

Show a balanced hand with 15..16HCP by bidding a long suit the rebidding NT with a raise.

N~ S:KQ32 H:Q74 D:JT2 C:J74 S~ S:T4 H:KT932 D:87 C:T986

Week 1 Set hands

#	Dlr	Vul	Sοι	irce		DIr = Dealer, Vul = Vulnerability.				
3	S	EW	RWPB pg 13a (labelled b)							
2	10 12	4S= 4S= 4S= 4S=	S S	_	420 420 420 420					

{S} should not open using Rule of 20 (only 19).

{E} too weak to overcall at 2 level.

W~ S:985 H:T8 D:KJ86 C:T943 E~ S:T2 H:A943 D:AT752 C:75

Week 1 Set hands

#	Dlr	Vul	Source			DIr = Dealer, Vul = Vulnerability.	
4	W	All	RW	/РВ р	g13b (labe	elled c)	A ≜ =W
2	10	3NT=	W	9	-	600	
4	12	3NT=	W	9	-	600	
Re	ef	3NT+3	3 W	12	-	690	

Play in NT with a long minor.

N~ S:K984 H:9762 D:JT8 C:95

S~ S:JT73 H:AT5 D:5 C:KT872

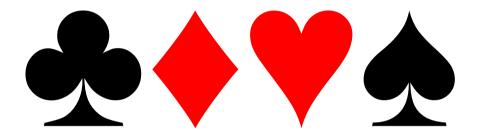
Week 1 Set hands

#	Dlr	Vul	Sou	rce		DIr = Dealer, Vul = Vulnerability.
5	Ν	NS	RW	PB pg32	?a	A ≜ =N K ≜ =S
	-	6S=			1430	
2	10	6S-1	Ν	11	-	100
Re	ef	6S=	Ν	12	1430	-

A Pudding raise shows a balanced (or semi-balanced*) hand with a L4suit FIT and 13..15 Pts.

W~ S:654 H:J73 D:K82 C:K743 E~ S:- H:T864 D:JT9763 C:J86

Week 1



The very end