

While waiting for 10am – Week 1&2

Etiquette (part 1)

These statements may need to be modified if any player is disabled.

The boards state who is dealer and who is vulnerable.

North is the table administrator who checks correct players, correct boards, completes table slips & travellers and positions the boards.

North and East always sit as north or east.

South and West always sit as south or west.

Do not take your cards until all players are at the table.

When you take your cards, count them face down to check for 13.

When you replace your cards, shuffle them first.

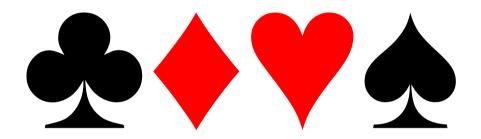
Always be polite and do not criticise your partner or opponents.

In the event of **any** issue, call for the director - do not resolve it yourselves.





Week 1&2 Welcome



Steve Bailey

Some of this presentation was used for Week 1, however only half the group were present for that session. Therefore a revised repeat presentation is used for week 2.

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U3A Intermediate Bridge 2023-24

Week 1&2 Introduction

I have been playing bridge, for around 15 years now, in a fairly lackadaisical way. I am NOT an expert at bridge, but I believe I can gather published experts' teachings and present them to you.

These sessions are very much about learning bridge, with **Duplicate Pairs** as the main thrust and **Duplicate Teams** a lesser aim. "Playing bridge" is incidental, though obviously we do it.

It does not cover Rubber bridge at all.

Most sessions will be a presentation - hopefully with questions and comments from you - followed by some set hands based on the week's theme.

Each presentation, along with the results of the set hands, will be uploaded to

www.stocton.org/bridge.htm over the weekend after each session.

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U3A Intermediate Bridge 2023-24

Week 1&2 Introduction

In **Duplicate bridge**, all the hands are dealt before the start of the session and placed in boards to keep the hands intact.

Duplicate Pairs: The objective is to do better than other pairs holding the same hands. The scoring system for pairs is such that extra tricks "matter". Whether they are over tricks or "going down" by less than others. If {NS} get a "top"score, then {EW} get a "bottom" score and v.v.

Duplicate Teams: Two teams of 4 play the same deal. Your {NS} against their {EW} and your {EW} against their {NS}. The scoring is different here, derived from adding the results at the two tables. If both tables play identical contracts with the same result, then both teams will get zero. Here making your contract is the key and struggling for (risky) overtricks is not recommended. Bidding and making game is generally a good strategy.





Week 1&2 Introduction

The bridge system we will be using initially is **modern** Basic acol with only a few conventions before changing to Benji acol (formally "Benjaminised acol") with several more and altered conventions.

There are many bidding systems. Here is a list of a few you are likely to encounter:

Acol (Basic)

Acol (Benji)

Standard American

Precision club

Two over one

Mostly taught in UK.

Common in UK club play

Common in the United States.

Developed for Taiwan in 1969

Played by robots on BBO.

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Week 1&2 Bidding systems

Wikipedia lists around 100 different systems. The following are the first alphabetically in the list until this page is full (I have no idea what the majority of them are):

2/1 game forcing, 5-4-4-3 System, 5-5-4-2 System, 5-5-5-1 System, Aces Scientific, Acol, Alpha, Amsterdam Club, Bangkok Club, Baron, Betangina, Big Diamond, Bissell, Black Club, Blue Club, Bridge World Standard, CAB, Canapé, Canary Club, Carrot Club, Carrotti, Churchill Style, Cliff Yang, Colonial Acol, Crane, CS System, Culbertson, Delta, Dutch Spade, Eastern Scientific, EFOS, EHAA, Five Card Majors, Four Aces Team, French Club, Goren, HUM Systems, Hybrid Club, Icelandic Precision, Imperspicuity, Kamikaze Notrump, Kaplan—Sheinwold, Lea System, Leghorn Diamond, Little Major, Little Roman Club, Magic Diamond, Majeure Cinquième, Marmic, Mirror Diamond, MMMMajor Bridge Bidding System, Modified Italian Canape System, Monaco, Moscito, Neapolitan Club, New South Wales, Nordic, Nottingham Club, Official System, Orange Club, Polish Club, Power Club, Power Precision Club, Precision Club, Pro System, Regres, ...

You have no need to try to understand ANY of this.

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Week 1&2 Duplicate bridge

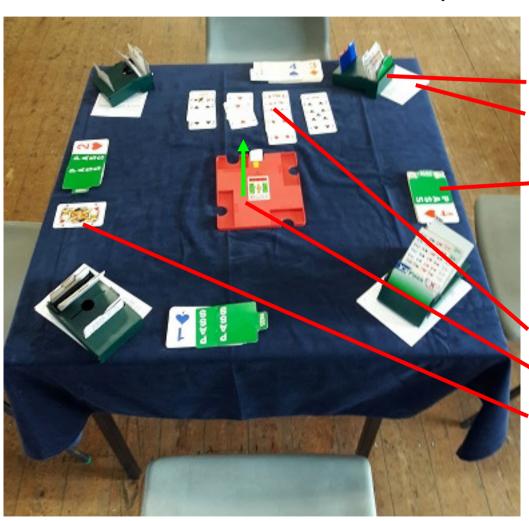
On a full sized bridge table, the board is placed and remains in the middle of the table to keep the 4 hands separate.

During the auction, place your bids in a staircase along the edge of the table so that the other 3 players can see them. Stop is placed "elsewhere". Alert is "waved". Leave the staircase in place until AFTER Dummy has been put down. After that, collect them up and place them back in your bidding box.

Dummy is placed with the trump suit, if any, on Declarer's left and the other suits at Declarer's choice. Each suit in descending order.



Week 1&2 Duplicate bridge



A full sized table

Bidding boxes and individual result cards and convention/system cards.

Staircase bids along the edge. The card in play and facedown played tricks also go here.

Dummy

The board (North marked).

The opening lead.

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Week 1&2 Duplicate bridge

During play, place your played cards along the edge of the table with the long side pointing to the pair that won the trick. *The space for the* bidding cards is the same as the space for the played cards.

At no point should any card other than your own 13 be touched. Dummy plays Dummy's cards after a verbal request from Declarer.

Dummy plays the requested cards in the space between his displayed hand and the table edge.

At the end of the play, agree the result BEFORE collecting your hand up, shuffling the cards and replacing it in the boards.

{N} fills in the traveller and {E} checks it. That does NOT mean {E} discusses the results from other players. Any discussion that does occur should have the traveller placed so that {S} and {W} can easily read it (after all, {N} and {E} have already seen it).

Because the BVH tables are small, all the above has to be changed somewhat. Space is provided on extra chairs placed around the table.





Week 1&2 Duplicate event

In a Duplicate event, whether a proper tournament or just a regular club session, each game comprises four separate stages:

- {N} confirms that the right people and correctly aligned boards are at the table.
- The auction (bidding) occurs to determine the contract.
- The play occurs.
- The result is agreed and then {N} records the score (on an electronic device or on a paper "traveller").

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Week 1&2 Nomenclature

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

Letters in braces are players {N} {E} {S} {W}.

- + (plus) means "or more" eg 12+ twelve or more.
- (minus) means "or fewer" eg 5- five or fewer.

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).

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

! (exclamation mark) means alert (partner shows the blue alert card to the opposition) or announce.

(hash) means a jump bid (use the red stop card).

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Week 1&2 Bidding systems

Note that each bid can mean completely different things in the various systems.

For example an opening 1C:

→ In Basic Acol this means "12..22 points and at least 4 Clubs".

In Precision, it is a conventional bid meaning "Any shaped hand with 16+ points".

You may never play Precision yourself, but you need to be aware of its existence and of other systems which you are likely to meet at Duplicate Pairs play. Hence Alerting and Announcing are essential.

Note that each system has dozens of minor variations.

For example most UK Basic Acol players use a weak 1NT (12..14 hcp). But some use a strong 1NT (15..17 hcp or 16..18 hcp) or even a variable 1NT.

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Week 1&2 Points

Bridge bids are made after evaluating the worth of each hand. This value can change as other bids are made.

The core of the scheme uses "high card points" (hcp) based on 4 for an Ace, 3 for a King, 2 for a Queen and 1 for a Jack.

★:AJ72 ♥:J98 **♦**:K983 **♣**:QJ has 12 hcp (AJ=5 J=1 K=3 QJ=3)

More advanced evaluation modifies the hcp depending upon the **shape** of the hand (The hand above has shape 4432.)

In general I use shape descriptions in decreasing order of suit length. Sometimes it can be useful to use in order of suit ranking ••••, in which case the green hand would be described as SHDC:4342.

Add 1 **Point** for every extra card in a suit longer than L4, *unless you* feel the extra cards won't make an extra trick (eg D:76432 in a weak hand).

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Week 1&2 Points

Once a FIT (8+ cards in a suit between the partnership) has been found, add **Points** for trumpable shortages.

★ If you have long trumps, add 3 for L0suit, 2 for L1suit, 1 for L2suit.
If partner's suit is trumps, add 5 for L0suit, 3 for L1suit, 1 for L2suit.

Deduct 1 Point for 4333 shaped hands (which do not "run" and so cannot trump).

Deduct 1 Point if Aceless.

10 (T) is deemed an honour when in a suit which also has any of A,K,Q,J or 9.

Add 0.5 Points for one 10 and 1 Point for 2+ 10s.

Unguarded honours are only worth half their usual value.

A=4 K=1.5 Q=1 J=0.5 while K5=3 Q4=2 J3=1

I refer to these as Points (Pts).



Week 1&2 Joint target ranges

A deal of bridge is played by two pairs of people. Remember at all times to include your partners bids and plays in your thinking.

To make a contract, you usually need to be within some joint range of points.

Part Score 19..24 with less than 19 you often go down.

Game (Major or NT) 25+ Game (Minor) 27+

Small Suited Slam 31+ Pts can often be far fewer hcp.

Small NT Slam 33..36

Grand Suited Slam 35+ Grand NT Slam 37+

When bidding, the usual priority for finding a contract is:

Major suit *Most preferred*

No Trumps

Minor suit Least preferred



Week 1&2 Hand opening ranges

To open	You need to hold
1Suit 1NT	1219 Pts 1214 Pts Balanced
2Suit (not C)	Basic acol: 89½ tricks in your hand Often crudely summarised as 2022 Pts.
2NT	2022 hcp Balanced (or perhaps semi-balanced)
2C	The superstrong acol bid Suited 10+ tricks in your hand Balanced 23+ Pts
3Suit 3NT	59 Pts Good L7Suit (2+ of AKQ) 10 Pts L7Minor headed by AKQJ
4Suit	59 Pts Good L8Suit (2+ of AKQ)

Responses will get discussed another week.

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Week 1&2 Basic conventions

The following are basic conventions that you need to be comfortable with (description simplified):

Stayman (2C after opening 1NT)
"I have 1+ L4Major, Do you have any L4+Majors?"

Keycard Blackwood (4NT investigating a possible slam)
How many Keycards has partner? 4 Aces & King of Trumps.
(5C=0 or 4; 5D=1 or 5; 5H=2; 5S=3).

Fourth Suit Forcing

After your partnership has bid 3 suits naturally, a bid in the fourth suit asks partner to describe their hand more. Usually indicates a lack of a stopper in the suit. Responder should bid NT if he has a stopper.

A bid of the opponents' suit

Says "I am strong and excited".

Do NOT use Gerber except in one specific situation - discussed later.

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Week 1&2 Introduction

 Please ALERT, ANNOUNCE and STOP in accordance with EBU definitions.

ALERT/ANNOUNCE: My partner's bid is not natural or 1NT range. Mostly alerted. 1NT range, Stayman and Transfers are announced.

Do not Alert/Announce appropriate bids over 3NT except in first bidding round.

STOP: My bid is a jump bid. For the 10 seconds that this card is on the table, think about what the bid means and do not continue bidding. After 10 seconds, remove the STOP card.





Week 1&2 Introduction

Whilst playing the set hands, please **explain every bid your partner makes** to the table - and discuss it if anyone at the table disagrees. This tends to make the play "noisy".

It is also good during the play to explain what meaning your partner's card may have when it has significance.



Week 1&2 Play

Play

Play as if "Duplicate Pairs".

{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.

Some boards have instructions on card. The appropriate people should read each card at the time it says and follow its instructions.

If you play a board twice, record the second play on the traveller using your pair numbers PLUS TEN (eg 1 v 9 becomes 11 v 19)

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

Don't forget to describe partner's bids and plays to the table.

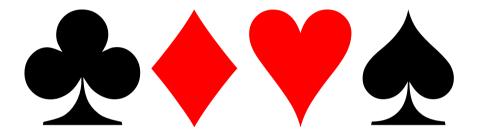
Any questions?

Tea / coffee & biscuit. (25p)

PLAY



Week 1&2



The end

Week 1&2 set hand references follow.



Week 1&2 Set hands

Set hand sources

BM:PQ Bernard Magee ~ Play Quiz BM:EH Bernard Magee ~ Easier Hand BM:BSA Bernard Magee ~ Big Seminar

BMOS Bernard Magee ~ (Covid) Online Seminar

AR:CMHAT Andrew Robson ~

Common Mistakes and How to Avoid Them

SGB Made by presenter

===

Blue results as played.

Red results are reference results.

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

Pair numbers were 1, 2, 9 & 10 each week, but the people were different.





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

9 N EW BSA005#12:45 A♠=S

1 9 1NT= N ? 7 90 - (Opening lead not recorded)
Ref 1NT= N 8S 7 90 -
Wrong 1NT+1 E 3S 8 120 - (Poor lead allows an overtrick)
```



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

10 E All AR:CMHAT#9 A♣=W

1 9 1NT= E ? 7 - 90 (Opening lead not recorded)
2 10 1NT= E 8S 7 - 90
Ref 1NT+1 E 8S 8 - 120
```



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

11 S None BMOS~007#3 A♠=S

2 10 2H= S 2S 8 110 -
Ref 4H+1 S JC 11 450 -
```



# DIr	Vul	Source DIr = Dealer, Vul = Vulnerability.	
12 W	NS	BM:PQ0093	A =E
1 9 Ref		W 9C 12 - 480 W KC 12 - 980	



# Dir	Vul	Source Dlr = Dealer,	VuI = VuInerability.
13 N	All	BSA018_SH#1	A ♠ =W
1 9	3NT-1	N 9S 8 - 100	
2 10	2NT=	N ?S 8 120 -	
Ref	3NT+1	N 10S 10 630 -	



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

14 E None SGB_20210718a A♠=S

1 9 5D= E 6D 11 - 400

Ref 3NT= E QS 9 - 400
```



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

15 S NS BM:PQ0093 A♠=S

2 10 3S+1 S ?C 10 170 -
Ref 4S= S JH 10 620 -
```



Week 2 Set hands

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

16 W EW BM:EH0058var

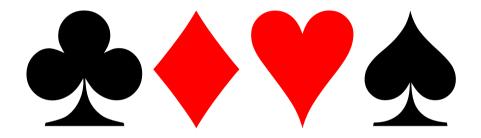
2 10 2H+2 W ?C 10 - 170
Ref 4H= W KD 10 - 620
```

Variation: The original had {S} as dealer who passed.

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Week 1&2



The very end