

While waiting for 10am – Week 3

Etiquette (part 2)

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

Questions may be asked about a bid to the partner of that bidder when it is the asker's turn to bid. Everyone may ask questions about the auction after the passes and before the opening lead is made.

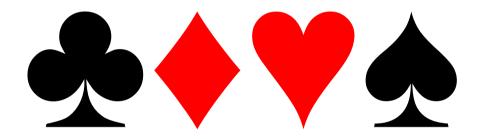
The opening lead should be made face down and the leader asks "Any questions partner". If none then the lead card is exposed.

No-one should ever touch anyone else's cards. Declarer should not touch dummy's cards.

Once the opening lead is exposed, dummy places their hand down, with any trump suit on declarer's left. The other suits are placed at declarer's choice. Each suit must be in descending order. It is helpful to declarer if dummy NEVER rearranges the cards. Blank spaces help declarer remember cards.



Week 3 Welcome



Steve Bailey

(This presentation has been edited since it was given.)





Week 3 Scoring

Scoring	affects	the	way	the	auction
goes.					

Scoring is heavily determined by the vulnerability:

All non-vul (nv)	"None
All vul	"All"
You non-vul, They vul.	"Fav"
"Favourable"	
You vul, They non-vul.	"Unf"

"Unfavourable"

The scoring is detailed on the crib-sheet you have.

Tricks bid and ma	ade U	nDbld	Dbld	ReDbld	
Clubs & Diamonds	s - Each trick	20	40	80	
Hearts & Spades	 Each trick 	30	60	120	
No trumps	 First trick 	40	80	160	
-	- Each subsequent trick	30	60	120	
Undertricks					
Not vulnerable	 First trick 	50	100	200	
	- Second and third trick	50	200	400	
	- Each subsequent trick	50	300	600	
Vulnerable	- First	100	200	400	
	- Second & subsequent	100	300	600	
	trick				
Bonuses					
Part-score contract	bid and made	50			
Game bid and mad	e - not vulnerable	300			
	 vulnerable 		500		
Small slam bid and	l made - not vulnerable	500*			
	 vulnerable 	750*			
Grand slam bid and	d made - not vulnerable	1000*			
	- vulnerable	1500*			
For making double	ed contract		50		

^{*} Slam bonuses are in addition to game bonuses.

redoubled contract

Overtricks

Undoubled - Trick value

Doubled - 100 each if not vulnerable, 200 each if vulnerable Redoubled - 200 each if not vulnerable, 400 each if vulnerable

100





Week 3 Scoring

The way I work it out in my head is		Tricks bid and ma	UnDbld			
The way I work it out in my head is		Clubs & Diamonds - Each trick		20	40	80
(for undoubled	contracts):	Hearts & Spades - Each trick		30	60	120
•	,	No trumps	 First trick 	40	80	160
N * 20	Minor tricks		- Each subsequent tric	k 30	60	120
N * 00	Majartrialsa	Undertricks				
N * 30	Major tricks	Not vulnerable	- First trick	50	100	200
N * 30 + 10	NT tricks		 Second and third tric 		200	400
14 30 + 10	INI LIICKS		- Each subsequent tric		300	600
		Vulnerable	- First	100	200	400
Then add			 Second & subsequent 	it 100	300	600
men add		_	trick			
50	Part Score	Bonuses				
		Part-score contract b			50	
300 or 500	Game (non-vul/vul)	Game bid and made			300	
	,		- vulnerable		500	
-		Small slam bid and	made - not vulnerable		500*	
Then add			- vulnerable		750*	
500 or 750	Cmall alam (ny/yyul)	Grand slam bid and	made - not vulnerable		000*	
500 or 750	Small slam (nv/vul)		- vulnerable	1	500*	
1000 or 1500	Grand slam (nv/vul)	For making doubled contract			50	
rood of 1300 Grand Statil (110/Vul)		•				
		* Slam bonuses are	in addition to game bo	nuses.		

Doubled or Redoubled contracts: Split N into "bid" and "overtricks". **Bid** tricks as above. Each **overtrick** is 50 (nv) or 100 (vul) *2 or *4.

Overtricks

Undoubled - Trick value

Doubled - 100 each if not vulnerable, 200 each if vulnerable Redoubled - 200 each if not vulnerable, 400 each if vulnerable





Week 3 Scoring

Undoubled	undertricks are:	

NV: -50 per trick Vul: -100 per trick

Doubled undertricks:

NV: -100; -200; -300 for 1, 2&3, rest

Vul: -200; -300 for 1, rest

Redoubled undertricks:

2 * Doubled undertricks

Also a Made Doubled contract gets an extra bonus of 50. Redoubled 100.

Tricks bid and ma	J nDbld	Dbld	ReDbld	
Clubs & Diamonds	20	40	80	
Hearts & Spades	- Each trick	30	60	120
No trumps	- First trick	40	80	160
-	- Each subsequent trick	k 30	60	120
Undertricks				
Not vulnerable	- First trick	50	100	200
	- Second and third tricl	k 50	200	400
	- Each subsequent trick	k 50	300	600
Vulnerable	- First	100	200	400
	 Second & subsequent trick 	t 100	300	600

Bonuses

Part-score contract bid and	50	
Game bid and made	 not vulnerable 	300
	 vulnerable 	500
Small slam bid and made	 not vulnerable 	500*
	 vulnerable 	750*
Grand slam bid and made	 not vulnerable 	1000*
	 vulnerable 	1500*
For making doubled contr	50	
redoubled con	100	

^{*} Slam bonuses are in addition to game bonuses.

Overtricks

Undoubled - Trick value

Doubled - 100 each if not vulnerable, 200 each if vulnerable Redoubled - 200 each if not vulnerable, 400 each if vulnerable

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Week 3 Scoring

The way I work it out in my head is (for undoubled contracts):

N * 20 Minor tricks
N * 30 Major tricks
N * 30 + 10 NT tricks

Then add

50 Part Score

300 or 500 Game (non-vul/vul)

Then add

500 or 750 Small slam (nv/vul) 1000 or 1500 Grand slam (nv/vul)

Doubled or Redoubled contracts: Split N into "bid" and "overtricks". **Bid** tricks as above. Each **overtrick** is 50 (nv) or 100 (vul) *2 or *4. **Example:**

3NTx+2, vul

3 Bid tricks:

3*30+10 = 100

2 Overtricks:

2*100 = 200

Total=300. Doubled:

300 * 2 = 600

Game = 500

Total = 1100

Making Doubled bonus = 50

Final Total = 1150



Week 3 Travellers

Fill in traveller using the headings.

Board Number:

NS Pair number:

Stay carefully within correct row.

There are a couple of spares at the bottom if you make a big error.

EW Pair number:

Contract and result: eg

1H√ 1S+1 1NTx-2

By (Declarer: NESW):

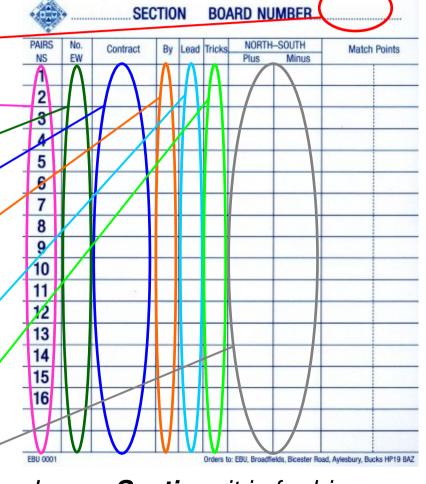
Opening Lead (Suit and Value):

Tricks (made by Declarer 0 to 13):

Score: A POSITIVE number in

the Plus/NS column or

the Minus/EW column:



Ignore **Section**, it is for big tournaments.

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Week 3 Travellers

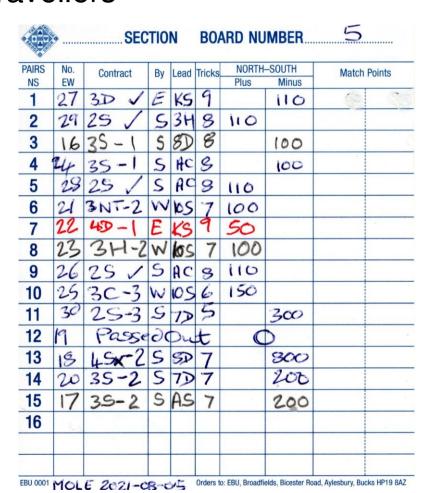
This is an example of what a filled in Traveller should look like.

The data was taken from the Dorking Bridge Club's Online Mole Valley event of 2021-08-05, which was chosen for the wide variety of contracts, opening leads and results.

I emphasize that each table's result should stay within its row and not encroach above or below.

Matchpoints = 2 * (Pairs you beat + (Pairs you equal / 2)).

Matchpoint % = 100 * Matchpoints / (2 * (tables - 1))



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Week 3 Travellers

This is the same data with best {NS} at top and best {EW} at bottom.

NS	EW	Contract	Dcl	OL	Tricks	NS	EW	NS Mp	EW Mp
10	25	3C-3	W	10S	6	150	-	28:100%	0:0%
2	29	2S=	S	3H	8	110	-	24:86%	4:14%
5	28	2S=	S	QC	8	110	-	24:86%	4:14%
9	26	2S=	S	AC	8	110	-	24:86%	4:14%
6	21	3NT-2	W	10S	7	100	-	19:68%	9:32%
8	23	3H-2	W	10S	7	100	-	19:68%	9:32%
7	22	4D-1	Ε	KS	9	50	-	16:57%	12:43%
12	19	Passed of	out			0	0	14:50%	14:50%
3	16	3S-1	S	8D	8	-	100	11:39%	17:61%
4	24	3S-1	S	AC	8	-	100	11:39%	17:61%
1	27	3D=	Ε	KS	9	-	110	8:29%	20:71%
14	20	3S-2	S	7D	7	-	200	5:18%	23:82%
15	17	3S-2	S	AS	7	-	200	5:18%	23:82%
11	30	2S-3	S	7D	5	-	300	2:7%	26:93%
13	18	4Sx-2	S	8D	7	-	800	0:0%	28:100%





Week 3 Opening bids

And now on to the topic for this week **Opening bids.**

It is usual when presenting bridge, to discuss an opening bid type and then continue with its responses and rebids etc.

Since this should just be revision for everyone, this presentation discusses all (most of?) the opening bid types and ignores responses and rebids until a later week.

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Week 3 Opening bids

Assuming that you have the appropriate number of Points, an opening bid is of the longest suit, except

- if a conventional bid is used (eg acol superstrong 2C);
- if a hand calls for a NoTrump bid (usually a balanced hand);
- if there are two+ (two or more) suits of equal length, when you must choose which one.

When two suits are of equal length, bid the highest ranking suit, except with:

```
L4S and L4H bid H (You only intend to bid one suit and L4D and L4C bid C rebid NT. Leave space for partner to mention the other suit if he has it.)
```

(With, say, L4H and L4D, bid the major first. It is more important.)

(With L5S and L5H, open the higher ranking. You plan to rebid the lower ranking next, which will be interpreted as L5+S and L4+H. Similarly with L5D & L5C, open the higher ranking.)

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Week 3 Opening bids

Should you have three longest suits of equal length, which means the **4441 shape**, bid:

Red Singleton. Open suit below L1 suit. L1H, bid D L1D, bid C Black Singleton. Open middle L4 suit. L1S, bid D L1C, bid H

Illustrated below using the suit initial for the L1suit, Open the bold suit:

S Spades Spades Spades Hearts H Hearts Hearts Diamonds D Diamonds

Clubs Clubs Clubs C

middle below below middle

With a 4441 hand, the system WILL force you to lie. So only open them 1Suit with 13+ Points to compensate for the misinformation given.



Week 3 Opening bids

Before making any opening bid, you should first plan your rebid.

For long suits, it will often be to rebid the suit;

For some suits, it will be to show a second shorter suit.

For NT and pre-emptive openings the rebid plan is PASS.

Your planned rebid may well change in the light of opposition and partner bids.

Do not touch the bidding box until you have MADE your decision. And, especially, do not fiddle with the cards while you are thinking.

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Week 3 Opening bids

To open	You need to hold			
1NT	1214 Pts Balanced			
1Suit	1219 Pts	4441 ~ 1319 Pts 1C shows 121922 Pts as a strong 2C is unavailable.		
2NT	2022 hcp Balanced (o	r perhaps semi-balanced)		
2Suit (not C)	Basic acol: Strong. 89½ tricks in your hand			
2C	Often crudely summarised as 2022 Pts. The superstrong acol bid			
	Suited 10+ tricks (Game) in your own hand Balanced 23+ Pts			
3NT	10 Pts L7Minor headed by AKQJ			
3Suit	59 Pts Good L7Suit (2	+ of AKQ)		
4Suit	59 Pts Good L8Suit (2	+ of AKQ)		

We will consider responses another week.



Week 3 Opening bids

Opening Alert / Announce (by Partner)

1NT Announce range "12 to 14"

1Suit None

2NT None

2Suit (not C) Announce "Strong, forcing" or "Strong, non-forcing"

The practice of making strong bids with hands of limited high

cards must be clearly disclosed.

2C Alert

3NT None 3Suit None

4Suit None

But even if a bid does not need to be alerted, the opposition can still ask what it means at their turn to bid.



Week 3 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.

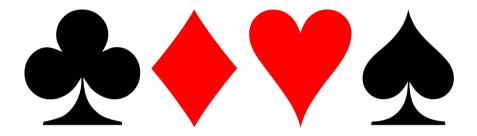
Any questions?

Tea / coffee & biscuit. (25p)

PLAY



Week 3



The end

Week 3 set hand references follow.



Week 3 Set hands

Set hand sources

BSA:SH Bernard Magee's Big Seminar Set Hands

===

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.



Week 3 Set hands

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

9 N EW BSA008:SH#2 A♣=N

3 11 3NT+1 N 4C 10 430 -
Ref 4S= N 2D 10 420 -
Also 3NT-1 N JC 8 - 50
```

{N} managed a better score than the Ref play. Analysis shows that a well implemented defence should result in 3NT-1.



Week 3 Set hands

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

10 E All BSA026:SH#4

3 11 2S+1 E KC 10 - 170
Ref 4S= E KC 10 - 620
```



Week 3 Set hands

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

11 S None BSA093:SH#6

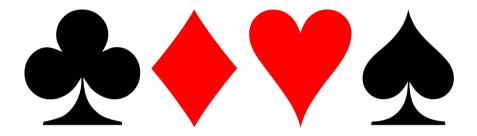
3 11 6NT-5 S 10H 7 - 1100
Ref 6NT= S KH 12 990 -
```

3{S} made the right plan, but played the C in a non-straightforward fashion ending up in the {N} hand and blocked from all {S}'s working C.

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Week 3



The very end